British Gambling Prevalence Survey

2010

List of Variables

A survey carried out on behalf of the Gambling Commission   1

National Centre for Social Research

Contents

Introduction

This document is the most sensible starting point to analysing the BGPS 10 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 questionnaire documentation.

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

Comparisons with BGPS 2007

For the BPGS 2010, the method of asking about participation in some gambling activities was changed slightly. This was to allow us to collect greater detail about mode of participation in various gambling activities. However, follow-up questions were asked which allowed us to produce variables which were comparable with BGPS 2007. The convention used in the BGPS 2010 data is that all key participation variables which are comparable with 2007 have been given the suffix of 07. These are the variables that should be used for any comparisons.

For example, in the BGPS 2007 data, the derived variable which recorded whether people took part in bingo was called BINGOPY. In the 2010 data, the variable which is directly comparable to this is called BINGOPY07. There is also a BINGOPY10 variable which records the data using the new 2010 definition. The main difference is that with these activities is that in 2010 we asked about all gambling on each activity and then record how this was undertaken, whereas in 2007 we asked about online and offline gambling activities separately.

Where no changes were made in definition between 2007 and 2010, the variable names remain the same as previously. For example, POOLSPY, NLDPY, SCPY, SPRDPY, PRIVPY, OLOTPY.

Classification

Sample info

Variable	Description	Source
archpsn	Individual serial number	Sample
archhsn	household serial number	Sample
PSU	Cluster variable	Sample
strata	Stratification variable	Sample
GOR	Government Office Region	Sample
qwimd	Welsh Index of Multiple Deprivation 2009 - quintiles	Sample
qeimd	English Index of Multiple Deprivation 2009 - quintiles	Sample
qsimd	Scottish Index of Multiple Deprivation 2009 - quintiles	Sample

Weighting

Variable	Description	Source
WEIGHT	BGPS weight for analysis of interview sample	Other

Variable		
Variable	**Description**	**Source**
Sex	Sex	Indiv
Age	(D) Age, single years	Derived
AG16G10	(D) Age 16+ in ten year bands	Derived
AG16G20	(D) Age 16+ in twenty year bands	Derived
AGEYP	(D) Age, young person (16 or 17)	Derived
marital	(D) Marital status including cohabitees	Derived
NumAdult	Number of adults in the household	Indiv
NumChild	Number of children in the household	Indiv
HRP	Household Reference Person flag	Indiv

Ethnicity

Variable	Description	Source
EthnicG	(D) Ethnic group (grouped)	Derived
EthnicG5	(D) Ethnic group - 5 groups	Derived

Education

Variable	Description	Source
HiQuals1	Higher Degree (eg MA, PhD, PGCE, post-graduate certificate / diplomas)	Indiv
HiQuals2	Degree level qualification or equivalent (include equivalent professional qualifications, such as chartered accountant)	Indiv
HiQuals3	Professional Qualification below degree level (for example teaching or nursing qualification)	Indiv
HiQuals4	NVQ or SVQ Levels 4-5, HNC, HND	Indiv
HiQuals5	A levels or AS levels or equivalent	Indiv
HiQuals6	SCE higher or equivalent	Indiv
HiQuals7	NVQ or SVQ or GSVQ Level 3, Advanced GNVQ	Indiv
HiQuals8	NVQ or SVQ or GSVQ Level 2, Intermediate GNVQ	Indiv
HiQuals9	GCSE grades A-C or O Level pass or equivalent	Indiv

HiQual10	O levels/GCSEs (below grade C), CSE	Indiv
HiQual11	NVQ or SVQ or GSVQ Level 1, Foundation GNVQ	Indiv
HiQual12	Qualifications other than listed above (Specify)	Indiv
HiQual13	No Qualifications	Indiv
HiQual14	CODER - Entry level qualifications	Indiv
HiQual15	CODER - Other qualification, or level unspecified	Indiv
HiQual17	Not clear / uncodeable	Indiv
HiQual18	Other specific answer not elsewhere specified	Indiv
edq2	(D) Highest Educational Qualification (6 groups)	Derived
topqual	(D) Highest Educational Qualification (4 groups)	Derived

Employment Status

Variable	Description	Source
hpnssec5	(D) NS-SEC 5 variable classification (HRP)	Derived
econact	(D) Main economic activity of HRP	Derived
econact2	(D) Main economic activity of respondent	Derived
HEmploye	Are you/ were you an...READ OUT...	Indiv
HEmpStat	Are you/ were you...READ OUT...	Indiv
HFtPtime	Are you/ were you working full-time or part-time?	Indiv
HNEmplee	Including yours, about how many people are/were employed at the place where youwork(ed)?	Indiv

Income

Variable	Description	Source
HHInc	Total household income (bands)	Hhold
HHInc	Total household income (bands)	Indiv
eqv3	(D) Equivalised Weekly Household Income Tertiles	Derived
eqv5	(D) Equivalised Weekly Household Income Quintiles	Derived
Pincome3	(D) Personal Annual Income Tertiles	Derived
Pincome5	(D) Personal Annual Income Quintiles	Derived
Pincome	Personal income band	Indiv

CASI Practice Qns

Variable	Description	Source
InPrac	Used a computer	Indiv
Prac1a1	Place used a computer: at work	Indiv
Prac1a2	Place used a computer: At my home	Indiv
Prac1a3	Place used a computer: At another person s home	Indiv
Prac1a4	Place used a computer: At some other place	Indiv
Prac1b1	Ever used: a telephone	Indiv
Prac1b2	Ever used: A television	Indiv
Prac1b3	Ever used: A bicycle	Indiv
Prac1b4	Ever used: A typewriter	Indiv
Prac1b5	Ever used: A radio or wireless	Indiv
Inprac2	Age last birthday? (Practice question)	Indiv
Inprac3	Bought anything online?	Indiv

Leisure Activities

Leisure Activities		
Variable	**Description**	**Source**
LeiIntro	Leisure intro.	Indiv
Leisure1	Spend time with friends/family	Indiv
Leisure2	Read for pleasure	Indiv
Leisure3	Listen to music	Indiv
Leisure4	Watch TV	Indiv
Leisure5	Eat out at restaurants	Indiv
Leisure6	Go to pubs/bars/clubs	Indiv
Leisure7	Do DIY or gardening	Indiv
Leisure8	Go shopping (to the high street or shopping centre)	Indiv
Leisure9	Do sports or exercise	Indiv
Leisur10	Betting or gambling	Indiv
Leisur11	Do arts and crafts	Indiv
Leisur12	Play a musical instrument	Indiv
Leisur13	Go to the cinema, theatre or music concerts	Indiv
Leisur14	Visit museums or galleries	Indiv
Leisur15	Attend religious service/place of worship	Indiv
Leisur16	Play computer games	Indiv
Leisur17	Shop online	Indiv
Leisur18	Online chat rooms/social networking sites	Indiv
Leisur19	Browsing the internet	Indiv
Leisur20	Other	Indiv
Leisur21	None of these	Indiv

Participation in Gambling in the past Year, on a monthly basis and in the past week

National Lottery Tickets – Past year participation (incl. frequency summaries)

Variable	Description	Source
ala	In last 12 months spent money on tickets for the National Lottery Draws	Indiv
NLDPY	(D) Whether bought tickets for National Lottery Draw in last 12 months	Derived
NatLot1	Method of buying National Lottery tickets in last 12 months	Indiv
natlohow	(D) Method of buying tickets for National Lottery Draws in the last 12 months	Derived
NatLot2	Frequency of buying National Lottery tickets in last 12 months	Indiv
Natlot2a	(D) Frequency bought tickets for National Lottery Draw in last 12 months	Derived
natlot4	(D) Number of days in past 12 months spent playing National Lottery	Derived

National Lottery Tickets – Regular (monthly) participation

Variable	Description	Source
NatMon	(D) Gambled monthly or more on National Lottery in last 12 months	Derived
NatLot3	Monthly expenditure on National Lottery tickets	Indiv
NatLot3a	(D) Monthly spend on National Lottery - midpoint	Derived
Natlot4a	Days per month usually buy tickets for the National Lottery Draws	Indiv
Natlot4b	Days per week usually buy tickets for the National Lottery Draws	Indiv

National Lottery Tickets – Past week participation

Variable	Description	Source
Nat7Mon	In the last 7 days, have you spent money on tickets for the National Lottery Draws?	Indiv
NLDPW	(D) Whether bought tickets for National Lottery Draw in last 7 days	Derived
nat7how	(D) Method of buying tickets for National Lottery Draws in the past 7 days	Derived
Nat7How1	At a shop	Indiv
Nat7How2	As part of a syndicate	Indiv
Nat7How3	Online (including computer or mobile phone internet or WAP)	Indiv

Scratchcards – Past year participation (incl. frequency summaries)

Variable	Description	Source
alb	In last 12 months bought scratchcards	Indiv
SCPY	(D) Whether bought scratchcards in last 12 months	Derived
Scratch2	Frequency of buying scratchcards in last 12 months	Indiv
Scratch2a	(D) Frequency bought scratchcards in last 12 months	Derived

Variable	Description	Source
Scratc4	(D) Number of days in past 12 months spent playing Scratchcards	Derived

Scratchcards – Regular (monthly) participation

Variable	Description	Source
scMon	(D) Gambled monthly or more on scratchcards in last 12 months	Derived
Scratch3	Monthly expenditure on scratchcards	Indiv
Scratch3a	(D) Monthly spend on Scratchcards - midpoint	Derived
Scratc4a	Days per month usually buy scratchcards	Indiv
Scratc4b	Days per week usually buy scratchcards	Indiv

Scratchcards – Past week participation

Variable	Description	Source
Scrt7Mon	In the last 7 days , have you bought any scratchcards?	Indiv
SCW	(D) Whether bought scratchcards in last 7 days	Derived
Scrt7Ho1	At a shop	Indiv
Scrt7Ho2	Online (including computer or mobile phone internet or WAP)	Indiv
Scrt7Ho3	Somewhere else / another way	Indiv

Other lotteries – Past year participation (incl. frequency summaries)

Variable	Description	Source
alc	In last 12 months spent money on tickets for a charity lottery or other lottery	Indiv
OLOTPY	(D) Whether bought tickets for other lotteries in last 12 months	Derived
olothow	(D) Method of buying tickets for Other Lottery in the last 12 months	Derived
OthLot1	Method of buying tickets for a charity lottery or other lottery in last 12 months	Indiv
OthLot2	Frequency of buying tickets for a charity lottery or other lottery in last 12 months	Indiv
OthLot2a	(D) Frequency bought other lottery tickets in last 12 months	Derived
OthLot4	(D) Number of days in past 12 months spent playing other lottery	Derived

Other lotteries – Regular (monthly) participation

Variable	Description	Source
olotMon	(D) Gambled monthly or more on other lottery in last 12 months	Derived
OthLot3	Monthly expenditure on tickets for a charity lottery or other lottery	Indiv
OthLot3a	(D) Monthly spend on Other Lottery - midpoint	Derived
OthLot4a	Days per month usually enter a charity lottery or other lottery	Indiv
OthLot4b	Days per week usually enter a charity lottery or other lottery	Indiv

Other lotteries – Past week participation

Variable	Description	Source
OLot7Mon	In the last 7 days , have you spent money on tickets for a charity lottery or other lottery?	Indiv
OLOTW	(D) Whether bought tickets for any other lottery in last 7 days	Derived
olot7how	(D) Method of buying tickets for Other Lottery in the past 7 days	Derived
OLot7Ho1	At a shop	Indiv
OLot7Ho2	Lottery dispenser	Indiv
OLot7Ho3	Friend, family or colleague	Indiv
OLot7Ho4	Online (including computer or mobile phone internet or WAP)	Indiv

OLot7Ho5	Direct Debit	Indiv
OLot7Ho6	Somewhere else / another way	Indiv

Bingo – Past year participation (incl. frequency summaries)

Variable	Description	Source
ald	In last 12 months spent money on bingo, including bingo played online	Indiv
BINGOPY07	(D) Whether played bingo in last 12 months (excluding online)	Derived
BINGOPY10	(D) Whether played any bingo (incl online) in last 12 months	Derived
BINONPY	(D) Whether played bingo online in last 12 months	Derived
Bingo1	Method of playing bingo in last 12 months	Indiv
binghow	(D) Method of playing Bingo in the last 12 months	Derived
Bing2O	Frequency of playing bingo online in last 12 months	Indiv
Bing2Oa	(D) Frequency played bingo online in last 12 months	Derived
Bing4O	(D) Number of days in past 12 months spent playing bingo online	Derived
Bing5O	Hours per day usually play bingo online	Indiv
Bing5Oc	(D) Hours per day on Bingo online - midpoint	Derived
Bing5Occ	(D) Hours per year on Bingo online	Derived
Bingo2	Frequency of playing bingo in person in last 12 months	Indiv
Bingo2a	(D) Frequency played bingo in person in last 12 months	Derived
Bingo4	(D) Number of days in past 12 months spent playing bingo in person	Derived
Bingo5	Hours per day usually play bingo in person	Indiv
Bingo5c	(D) Hours per day on Bingo in person - midpoint	Derived
Bingo5cc	(D) Hours per year on Bingo in person	Derived

Bingo – Regular (monthly) participation

Variable	Description	Source
bmon	(D) Gambled monthly or more on bingo in last 12 months	Derived
binMon	(D) Gambled monthly or more on bingo in person in last 12 months	Derived
binOMon	(D) Gambled monthly or more on bingo online in last 12 months	Derived
Bing3O	Monthly expenditure on playing bingo online	Indiv
Bing3Oa	(D) Monthly spend on Bingo online - midpoint	Derived
Bing4Oa	Days per month usually play bingo online	Indiv
Bing4Ob	Days per week usually play bingo online	Indiv
Bingo3	Monthly expenditure on playing bingo in person	Indiv
Bingo3a	(D) Monthly spend on Bingo in person - midpoint	Derived
Bingo4a	Days per month usually play bingo in person	Indiv
Bingo4b	Days per week usually play bingo in person	Indiv

Bingo – Past week participation

Variable	Description	Source
Bing7Mon	In the last 7 days , have you spent money playing bingo, including bingo played online?	Indiv
BINGOW07	(D) Whether played bingo in last 7 days (excluding online)	Derived
BINGOW10	(D) Whether played any bingo (incl online) in last 7 days	Derived
BINONW	(D) Whether played bingo online in last 7 days	Derived
bing7how	(D) Method of playing Bingo in the past 7 days	Derived
Bing7Ho1	Bingo club	Indiv
Bing7Ho2	Amusement centre/arcade	Indiv

Bing7Ho3	At a sports or social club	Indiv
Bing7Ho4	At a church hall	Indiv
Bing7Ho5	Pub or bar	Indiv
Bing7Ho6	Online (including computer or mobile phone internet or WAP)	Indiv
Bing7Ho7	Interactive TV	Indiv
Bing7Ho8	By sending a text (SMS)	Indiv
Bing7Ho9	Somewhere else / another way	Indiv

Football Pools – Past year participation (incl. frequency summaries)

Variable	Description	Source
ale	In last 12 months spent money on the football pools	Indiv
POOLSPY	(D) Whether bet on football pools in last 12 months	Derived
Foot1	Method of buying football pools entry in last 12 months	Indiv
foothow	(D) Method of playing Football pools in the last 12 months	Derived
Foot2	Frequency of buying football pools entry in last 12 months	Indiv
Foot2a	(D) Frequency played football pools in last 12 months	Derived
Foot4	(D) Number of days in past 12 months spent playing football pools	Derived

Football Pools – Regular (monthly) participation

Variable	Description	Source
footMon	(D) Gambled monthly or more on football pools in last 12 month)	Derived
Foot3	Monthly expenditure on football pools	Indiv
Foot3a	(D) Monthly spend on Football pools – midpoint	Derived
Foot4a	Days per month usually buy football pools	Indiv
Foot4b	Days per week usually buy football pools	Indiv

Football Pools – Past week participation

Variable	Description	Source
Foot7Mon	In the last 7 days , have you spent money on football pools?	Indiv
POOLSW	(D) Whether played football pools in last 7 days	Derived
foot7how	(D) Method of playing Football pools in the past 7 days	Derived
Foot7Ho1	Pools collector	Indiv
Foot7Ho2	At a shop	Indiv
Foot7Ho3	By post	Indiv
Foot7Ho4	In person at a bookmakers	Indiv
Foot7Ho5	At work	Indiv
Foot7Ho6	Online (including computer or mobile phone internet or WAP)	Indiv
Foot7Ho7	Interactive TV	Indiv
Foot7Ho8	By sending a text (SMS)	Indiv
Foot7Ho9	Somewhere else / another way	Indiv

Slot Machines – Past year participation (incl. frequency summaries)

Variable	Description	Source
alf	In last 12 months spent money on fruit/slot machines	Indiv
SLOTSPY07	(D) Whether played slot machines in last 12 months	Derived
SLOTSPY10	(D) Whether played slot machines in last 12 months (including FOBT slot games)	Derived
Fruit2	Frequency spent money on fruit/slot machines in last 12 months	Indiv
Fruit2a	(D) Frequency played fruit machines in last 12 months	Derived

fruthow1	(D) Played fruit/slot machines in a pub or bar in the last 12 months	Derived
fruthow2	(D) Played fruit/slot machines in an amusement arcade in the last 12 months	Derived
fruthow3	(D) Played fruit/slot machines in a bingo club in the last 12 months	Derived
fruthow4	(D) Played fruit/slot machines in a bookmaker's in the last 12 months	Derived
fruthow5	(D) Played fruit/slot machines in a sports or social club in the last 12 months	Derived
fruthow6	(D) Played fruit/slot machines in a casino in the last 12 months	Derived
fruthow7	(D) Played fruit/slot machines in a motorway service station in the last 12 months	Derived
fruthow8	(D) Played fruit/slot machines somewhere else in the last 12 months	Derived
Fruit4	(D) Number of days in past 12 months spent playing fruit machines	Derived
Fruit5	Hours per day usually spent on fruit/slot machines	Indiv
Fruit5c	(D) Hours per day on Fruit machines - midpoint	Derived
Fruit5cc	(D) Hours per year on Fruit machines	Derived

Slot Machines – Regular (monthly) participation

Variable	Description	Source
slotMon	(D) Gambled monthly or more on fruit/slot machines in last 12 months	Derived
Fruit3	Monthly expenditure on fruit/slot machines	Indiv
Fruit3a	(D) Monthly spend on Fruit machines - midpoint	Derived
Fruit4a	Days per month usually play fruit/slot machines	Indiv
Fruit4b	Days per week usually play fruit/slot machines	Indiv

Slot Machines – Past week participation

Variable	Description	Source
Frut7Mon	In the last 7 days , have you spent money playing fruit/slot machines?	Indiv
SLOTSW07	(D) Whether played slot machines in last 7 days	Derived
SLOTSW10	(D) Whether played slot machines in last 7 days(including FOBT slot games)	Derived
Fruit11	Location played fruit/slot machines - Pub or bar	Indiv
Fruit12	Location played fruit/slot machines - Amusement arcade	Indiv
Fruit13	Location played fruit/slot machines - Bingo club	Indiv
Fruit14	Location played fruit/slot machines - Bookmakers	Indiv
Fruit15	Location played fruit/slot machines - Sports or social club	Indiv
Fruit16	Location played fruit/slot machines - Casino	Indiv
Fruit17	Location played fruit/slot machines - Motorway service station	Indiv
Fruit18	Location played fruit/slot machines - Somewhere else	Indiv
Frut7Ho1	Pub or bar	Indiv
Frut7Ho2	Bookmaker s shop	Indiv
Frut7Ho3	Amusement arcade	Indiv
Frut7Ho4	Casino	Indiv
Frut7Ho5	Bingo club	Indiv
Frut7Ho6	Sports or social club	Indiv
Frut7Ho7	Motorway service station	Indiv
Frut7Ho8	Somewhere else / another way	Indiv

Virtual Gaming Machines in a Bookmakers (FOBTs) – Past year participation (incl. frequency summaries)

Variable	Description	Source
alg	In last 12 months spent money on virtual gaming machines in a bookmaker's	Indiv
VGMBKPY07	(D) Whether played B2 games on virtual gaming machines in a bookmakers in last 12 months	Derived
VGMBKPY10	(D) Whether played any games on virtual gaming machines in a bookmakers in last 12 months	Derived
vgmhow1	(D) Played roulette on virtual gaming machines in the last 12 months	Derived
vgmhow2	(D) Played poker on virtual gaming machines in the last 12 months	Derived
vgmhow3	(D) Played blackjack on virtual gaming machines in the last 12 months	Derived
vgmhow4	(D) Played jackpot games on virtual gaming machines in the last 12 months	Derived
vgmhow5	(D) Played other fruit/slot machine style games on virtual gaming machines in the last 12 months	Derived
VirGam2	Frequency spent money on Virtual Gaming Machines in a bookmakers in last 12 months	Indiv
Virgam2a	(D) Frequency played virtual games in last 12 months	Derived
VirGam4	(D) Number of days in past 12 months spent playing virtual machines	Derived
VirGam5	Hours per day usually spent on Virtual Gaming Machines in a bookmakers	Indiv
VirGam5c	(D) Hours per day on Virtual Gaming machines - midpoint	Indiv
VirGam5cc	(D) Hours per year on Virtual Gaming machines	Derived

Virtual Gaming Machines in a Bookmakers (FOBTs) – Regular (monthly) participation

Variable	Description	Source
vgMon	(D) Gambled monthly or more on virtual gaming machines in last 12 months	Derived
VirGam3	Monthly expenditure on Virtual Gaming Machines in a bookmakers	Indiv
VirGam3a	(D) Monthly spend on Virtual Gaming machines - midpoint	Derived
VirGam4a	Days per month usually bet on Virtual Gaming Machines in a bookmakers	Indiv
Virgam4b	Days per week usually bet on Virtual Gaming Machines in a bookmakers	Indiv

Virtual Gaming Machines in a Bookmakers (FOBTs) – Past week participation

Variable	Description	Source
VGM7Mon	In the last 7 days , have you spent money on virtual gaming machines in a bookmaker s to bet on virtual roulette, poker or blackjack or other games?	Indiv
VGMBKW07	(D) Whether played B2 games on virtual gaming machines in a bookmakers in last 7 days	Derived
VGMBKW10	(D) Whether played virtual gaming machines in a bookmakers	Derived

	in last 7 days	
VGM7How1	Roulette	Indiv
VGM7How2	Poker	Indiv
VGM7How3	Blackjack	Indiv
VGM7How4	Jackpot games (eg, Rainbow Riches, Mummy Money, Neptune s Treasure, Little Devil Slotto etc)	Indiv
VGM7How5	Other fruit/slot machine style games	Indiv
VirGam11	Type of game bet on using a Virtual Gaming Machine in a bookmakers - Roulette	Indiv
VirGam12	Type of game bet on using a Virtual Gaming Machine in a bookmakers - Poker	Indiv
VirGam13	Type of game bet on using a Virtual Gaming Machine in a bookmakers - Blackjack	Indiv
VirGam14	Type of game bet on using a Virtual Gaming Machine in a bookmakers - Jackpot games	Indiv
VirGam15	Type of game bet on using a Virtual Gaming Machine in a bookmakers - Other fruit/slot machine style games	Indiv

Poker – Past year participation (incl. frequency summaries)

Variable	Description	Source
alh	In last 12 months spent money playing poker in a pub tournament/league, or at a club	Indiv
POKERPY	(D) Whether played poker in a pub/tournament or league at a club in last 12 months	Derived
Poker2	Frequency spent money playing poker in a pub tournament/league or at a club	Indiv
Poker2a	(D) Frequency played poker in the past 12 months	Derived
Poker4	(D) Number of days in past 12 months spent playing poker	Derived
Poker5	Hours per day usually spent playing poker in a pub tournament/league or at a club	Indiv
Poker5c	(D) Hours per day on Poker - midpoint	Derived
Poker5cc	(D) Hours per year on Poker	Derived

Poker – Regular (monthly) participation

Variable	Description	Source
pokMon	(D) Gambled monthly or more on poker in last 12 months	Derived
Poker3	Monthly expenditure on playing poker in a pub tournament/league or at a club	Indiv
Poker3a	(D) Monthly spend on Poker - midpoint	Derived
Poker4a	Days per month usually spend money playing poker in a pub tournament/league or at a club	Indiv
Poker4b	Days per week usually spend money playing poker in a pub tournament/league or at a club	Indiv

Poker – Past week participation

Variable	Description	Source
POKERW	(D) Whether played poker in a pub/tournament or league at a club in last 7 days	Derived
Poke7Mon	In the last 7 days , have you spent money on poker in a pub tournament/league or at a club?	Indiv
Poke7Ho1	In a pub	Indiv
Poke7Ho2	In a club	Indiv

Poke7Ho3	Somewhere else / another way	Indiv

Casino in person or online – Past year participation (incl. frequency summaries)

Variable	Description	Source
ali	In last 12 months spent money on roulette, poker, cards or dice in a casino or online	Indiv
cashow	(D) Method of playing in casino games in a casino or online in the last 12 months	Derived
Casino1	Method of spending money on roulette, poker, cards or dice in last 12 months	Indiv
CASINOPY10	(D) Whether played casino games in last 12 months (online and in a casino)	Derived
CASINPY07	(D) Whether played table games in a casino in last 12 months	Derived
CASONPY10	(D) Whether played casino games online in last 12 months	Derived
Caso2	Frequency spent money on roulette, poker, cards or dice online	Indiv
Caso2a	(D) Frequency casino online in last 12 months	Derived
Caso4	(D) Number of days in past 12 months casino online	Derived
Caso5	Hours per day usually spent on roulette, poker cards or dice online	Indiv
Caso5c	(D) Hours per day on Casino online - midpoint	Derived
Caso5cc	(D) Hours per year on Casino online	Derived
Casp2	Frequency spent money on roulette, poker, cards or dice in person at a casino	Indiv
Casp2a	(D) Frequency casino in person in last 12 months	Derived
Casp4	(D) Number of days in past 12 months casino in person	Derived
Casp5	Hours per day usually spent on roulette, poker cards or dice in person in a casino	Indiv
Casp5c	(D) Hours per day on Casino in person - midpoint	Derived
Casp5cc	(D) Hours per year on Casino in person	Derived

Casino in person or online – Regular (monthly) participation

Variable	Description	Source
cmon	(D) Gambled monthly or more on casino games in last 12 months	Derived
casMon	(D) Gambled monthly or more on casino in person in last 12 months	Derived
casoMon	(D) Gambled monthly or more on casino online in last 12 months	Derived
Caso3	Monthly expenditure on roulette, poker, cards or dice online	Indiv
Caso3a	(D) Monthly spend on Casino online - midpoint	Derived
Caso4a	Days per month usually spend money on roulette, poker, cards or dice online	Indiv
Caso4b	Days per week usually spend money on roulette, poker cards or dice online	Indiv
Casp3	Monthly expenditure on roulette, poker, cards or dice in person in a casino	Indiv
Casp3a	(D) Monthly spend on Casino in person - midpoint	Derived
Casp4a	Days per month usually spend money on roulette, poker, cards or dice in person in a casino	Indiv
Caso4b	Days per week usually spend money on roulette, poker cards or dice in person in a casino	Indiv

Casino in person or online – Past week participation

Variable	Description	Source
Cas7Mon	In the last 7 days , have you spent money on roulette, poker, cards or dice in a casino or online?	Indiv
CASINOW10	(D) Whether played casino games in last 7 days (online and in a casino)	Derived
CASINW07	(D) Whether played table games in a casino in last 7 days	Derived
CASONW10	(D) Whether played casino games on-line in last 7 days	Derived
Cas7onl	In the last 7 days, did you play these in a casino , online or both?	Indiv
Cas7Ho1O	Roulette	Indiv
Cas7Ho2O	Poker played against other people	Indiv
Cas7Ho3O	Poker played against the banker/dealer/computer	Indiv
Cas7Ho4O	Blackjack	Indiv
Cas7Ho5O	Dice	Indiv
Cas7Ho6O	Punto Banco	Indiv
Cas7Ho7O	Something else	Indiv
Cas7How1	Roulette at the table	Indiv
Cas7How2	Roulette at a live video machine in the casino	Indiv
Cas7How3	Poker played against other people	Indiv
Cas7How4	Poker played against the banker/dealer/computer	Indiv
Cas7How5	Blackjack	Indiv
Cas7How6	Dice	Indiv
Cas7How7	Punto banco	Indiv
Caso11	Type of game played online - Roulette	Indiv
Caso12	Type of game played online - Poker played in a poker room (against other people)	Indiv
Caso13	Type of game played online - Poker played against the banker/dealer	Indiv
Caso14	Type of game played online - Blackjack	Indiv
Caso15	Type of game played online - Dice	Indiv
Caso16	Type of game played online - Punto banco	Indiv
Caso17	Type of game played online - Other games	Indiv
Casp11	Type of game played in a casino in person - Roulette	Indiv
Casp12	Type of game played in a casino in person - Poker played in a poker room (against other people)	Indiv
Casp13	Type of game played in a casino in person - Poker played against the banker/dealer	Indiv
Casp14	Type of game played in a casino in person - Blackjack	Indiv
Casp15	Type of game played in a casino in person - Dice	Indiv
Casp16	Type of game played in a casino in person - Punto banco	Indiv
Casp17	Type of game played in a casino in person - Other games	Indiv

Online fruit/slot machine style games or instant win games – Past year participation (incl. frequency summaries)

Variable	Description	Source
alj	In last 12 months spent money on online fruit/slot machine style games or online instant win games	Indiv
OLGPY07	(D) Whether gambled on bingo/casino/instant wins in last 12 months	Derived
OLGPY10	(D) Whether gambled on online fruit/slots/instant wins in last 12 months	Derived

	Frequency spent money on online fruit/slot machine style games or online instant win games in last 12 months	Indiv
OthOn2		
OthOn2a	(D) Frequency of other online gambling in last 12 months	Derived
OthOn4	(D) Number of days in past 12 months spent other online gambling	Derived
OthOn5	Hours per day usually spent on online fruit/slot machine style games or online instant win games	Indiv
OthOn5c	(D) Hours per day on other online gambling - midpoint	Derived
OthOn5cc	(D) Hours per year on other online gambling	Derived

Online fruit/slot machine style games or instant win games – Regular (monthly) participation

Variable	Description	Source
onMon	(D) Gambled monthly or more on online fruit/slots in last 12 months	Derived
OthOn3	Monthly expenditure on online fruit/slot machine style games or online instant win games	Indiv
OthOn3a	(D) Monthly spend on other online gambling - midpoint	Derived
OthOn4a	Days per month usually play online fruit/slot machine style games or online instant win games	Indiv
Othon4b	Days per week usually play online fruit/slot machine style games or online instant win games	Indiv

Online fruit/ slotmachine style games or instant win games – Past week participation

Variable	Description	Source
On7Mon	In the last 7 days , have you spent money on online fruit/slot machine style games or online instant win games?	Indiv
OLGW07	(D) Whether gambled on bingo/casino/instant wins in last 7 days	Derived
OLGW10	(D) Whether gambled on online fruit/slots/instant wins in last 7 days	Derived
On7How1	Online through a computer	Indiv
On7How2	Online through a mobile phone or WAP mobile phone	Indiv
On7How3	Through interactive TV	Indiv

Horse Races – Past year participation (incl. frequency summaries)

Variable	Description	Source
alk	In last 12 months spent money betting on horse races	Indiv
HORONPY10	(D) Whether bet on horse races online in last 12 months (include betting exchange)	Derived
HORSEPY07	(D) Whether bet on horse races in last 12 months (with a bookmaker, not online)	Derived
HORSEPY10	(D) Whether bet on horse races in last 12 months (bookmaker and betting exchange)	Derived
Horse2	Frequency bet on horse races in last 12 months	Indiv
Horse2a	(D) Frequency bet on horses in last 12 months	Derived
Horse4	(D) Number of days in past 12 months spent betting on horses	Derived
Horse5	Hours per day usually spent planning and placing bets on horse races	Indiv
Horse5c	(D) Hours per day on betting on Horse races - midpoint	Derived
Horse5cc	(D) Hours per year on betting on Horse races	Derived
hrsehow	(D) Method of betting on horse races in last 12 months (Single-	Derived

	response)	
hrsehow1	(D) Bet in person at bookmakers on horse races in the last 12 months	Derived
hrsehow2	(D) Bet in person at the track on horse races in the last 12 months	Derived
hrsehow3	(D) Bet on the phone to the bookmakers on horse races in the last 12 months	Derived
hrsehow4	(D) Bet online with a bookmaker on horse races in the last 12 months	Derived
hrsehow5	(D) Bet online with a betting exchange on horse races in the last 12 months	Derived
hrsehowBE	(D) Bet online with a betting exchange on horse races in the last 12 months	Derived
hrsehowO	(D) Bet online with a bookmaker on horse races in the last 12 months	Derived
hrsehowP	(D) Bet in person/on phone on horse races in last 12 months	Derived

Horse Races – Regular (monthly/weekly) participation

Variable	Description	Source
horMon	(D) Gambled monthly or more on horses in last 12 months	Derived
Horse3	Monthly expenditure betting on horse races	Indiv
Horse3a	(D) Monthly spend on betting on Horse races - midpoint	Derived
Horse4a	Days per month usually bet on horse races	Indiv
Horse4b	Days per week usually bet on horse races	Indiv

Horse Races – Past week participation

Variable	Description	Source
Hrse7Mon	In the last 7 days , have you spent money betting on horse races?	Indiv
HORONW10	(D) Whether bet on horse races online in last 7 days (incl betting exchange)	Derived
HORSEW07	(D) Whether bet on horse races in last 7 days (with a bookmaker, not online)	Derived
HORSEW10	(D) Whether bet on horse races in last 7 days (incl bookmaker and betting exchange)	Derived
Hrse7Bet	Was that online with a betting exchange, a bookmaker or both?	Indiv
Horse11	Method of betting on horse races - In person at a bookmakers	Indiv
Horse12	Method of betting on horse races - In person at the track	Indiv
Horse13	Method of betting on horse races - On the phone to the bookmakers	Indiv
Horse14	Method of betting on horse races - Online with a bookmaker	Indiv
Horse15	Method of betting on horse races - Online with a betting exchange	Indiv
Horse16	Method of betting on horse races backcoded from other activity - In Person	Indiv
Horse17	Method of betting on horse races backcoded from other activity - Online	Indiv
Horse18	Method of betting on horse races backcoded from other activity - Both	Indiv
Hrse7Ho1	In person at a bookmakers	Indiv
Hrse7Ho2	In person at the track	Indiv
Hrse7Ho3	On the phone to the bookmakers	Indiv

Hrse7Ho4	Online (including computer or mobile phone internet or WAP)	Indiv
Hrse7Ho5	Interactive TV	Indiv
Hrse7Ho6	By sending a text (SMS)	Indiv
Hrse7Ho7	Somewhere else / another way	Indiv
hrse7how	(D) Method of betting on horse races in the past 7 days	Derived
hrse7howBE	(D) Bet online with a betting exchange on horse races in the past 7 days	Derived
hrse7howO	(D) Bet online with a bookmaker on horse races in the past 7 days	Derived
hrse7howOT	(D) Bet other methods on horse races in the past 7 days	Derived

Dog Races – Past year participation (incl. frequency summaries)

Variable	Description	Source
allx	In last 12 months spent money betting on dog races	Indiv
DOGONPY10	(D) Whether bet on dog races online in last 12 months (include betting exchange)	Derived
DOGSPY07	(D) Whether bet on dog races in last 12 months (with a bookmaker, not online)	Derived
DOGSPY10	(D) Whether bet on dog races in last 12 months (bookmaker and betting exchange)	Derived
Dogs2	Frequency bet on dog races in last 12 months	Indiv
Dogs2a	(D) Frequency bet on dogs in last 12 months	Derived
Dogs4	(D) Number of days in past 12 months spent betting on dogs	Derived
Dogs5	Hours per day usually spent planning and placing bets on dog races	Indiv
Dogs5c	(D) Hours per day on betting on Dog races - midpoint	Derived
Dogs5cc	(D) Hours per year on betting on Dog races	Derived
doghow	(D) Method of betting on dog races in last 12 months (Single-response)	Derived
doghow1	(D) Bet in person at bookmakers on dog races in the last 12 months	Derived
doghow2	(D) Bet in person at the track on dog races in the last 12 months	Derived
doghow3	(D) Bet on the phone to the bookmakers on dog races in the last 12 months	Derived
doghow4	(D) Bet online with a bookmaker on dog races in the last 12 months	Derived
doghow5	(D) Bet online with a betting exchange on dog races in the last 12 months	Derived
doghowBE	(D) Bet online with a betting exchange on dog races in the last 12 months	Derived
doghowO	(D) Bet online with a bookmaker on dog races in the last 12 months	Derived
doghowP	(D) Bet in person/on phone on dog races in last 12 months	Derived

Dog Races – Regular (monthly) participation

Variable	Description	Source
dogsMon	(D) Gambled monthly or more on dogs in last 12 months	Derived
Dogs3	Monthly expenditure betting on dog races	Indiv
Dogs3a	(D) Monthly spend on betting on Dog races - midpoint	Derived
Dogs4a	Days per month usually bet on dog races	Indiv
Dogs4b	Days per week usually bet on dog races	Indiv

Dog Races – Past week participation

Variable	Description	Source
Dog7Mon	In the last 7 days , have you spent money betting on dog races?	Indiv
DOGONW10	(D) Whether bet on dog races online in last 7 days (incl betting exchange)	Derived
DOGSW07	(D) Whether bet on dog races in last 7 days (with a bookmaker, not online)	Derived
DOGSW10	(D) Whether bet on dog races in last 7 days (bookmaker and betting exchange)	Derived
Dog7bet	Was that online with a betting exchange, a bookmaker or both?	Indiv
dog7how	(D) Method of betting on dog races in the past 7 days	Derived
Dog7How1	In person at a bookmakers	Indiv
Dog7How2	In person at the track	Indiv
Dog7How3	On the phone to the bookmakers	Indiv
Dog7How4	Online (including computer or mobile phone internet or WAP)	Indiv
Dog7How5	Interactive TV	Indiv
Dog7How6	By sending a text (SMS)	Indiv
Dog7How7	Somewhere else / another way	Indiv
dog7howBE	(D) Bet online with a betting exchange on dog races in the past 7 days	Derived
dog7howO	(D) Bet online with a bookmaker on dog races in the past 7 days	Derived
dog7howOT	(D) Bet other methods on dog races in the past 7 days	Derived
Dogs11	Method of betting on dog races - In person at a bookmakers	Indiv
Dogs12	Method of betting on dog races - In person at the track	Indiv
Dogs13	Method of betting on dog races - On the phone to the bookmakers	Indiv
Dogs14	Method of betting on dog races - Online with a bookmaker	Indiv
Dogs15	Method of betting on dog races - Online with a betting exchange	Indiv
Dogs16	Method of betting on dog races backcoded from other activity - In Person	Indiv
Dogs17	Method of betting on dog races backcoded from other activity - Online	Indiv
Dogs18	Method of betting on dog races backcoded from other activity - Both	Indiv

Betting on sports events – Past year participation (incl. frequency summaries)

Variable	Description	Source
alm	In last 12 months spent money betting on sports events	Indiv
SPTBKOPY	(D) Whether bet on sports online in last 12 months (include betting exchange)	Derived
SPTBKPY	(D) Whether bet on other sports events in last 12 months (bookmaker and betting exchange)	Derived
SPTBKPY07	(D) Whether bet on sport betting in last 12 months (with a bookmaker, not online)	Derived
Sport2	Frequency bet on sports events in last 12 months	Indiv
Sport2a	(D) Frequency bet on other sports in last 12 months	Derived
Sport4	(D) Number of days in past 12 months spent betting on other sports	Derived
Sport5	Hours per day usually spent planning and placing bets on sports events	Indiv
Sport5c	(D) Hours per day on betting on Sports events - midpoint	Derived

Sport5cc	(D) Hours per year on betting on Sports events	Derived
sprthow	(D) Method of betting on sports in last 12 months (Single-response)	Derived
sprthow1	(D) Bet in person at bookmakers on sports events in the last 12 months	Derived
sprthow2	(D) Bet in person at the track on sports events in the last 12 months	Derived
sprthow3	(D) Bet on the phone to the bookmakers on sports events in the last 12 months	Derived
sprthow4	(D) Bet online with a bookmaker on sports events in the last 12 months	Derived
sprthow5	(D) Bet online with a betting exchange on sports events in the last 12 months	Derived
sprthowBE	(D) Bet online with a betting exchange on sports events in the last 12 months	Derived
sprthowO	(D) Bet online with a bookmaker on sports events in the last 12 months	Derived
sprthowP	(D) Bet in person/on phone on sports events in last 12 months	Derived

Betting on sports events – Regular (monthly) participation

Variable	Description	Source
sptMon	(D) Gambled monthly or more on sports in last 12 months	Derived
Sport3	Monthly expenditure betting on sports events	Indiv
Sport3a	(D) Monthly spend on betting on Sports events - midpoint	Derived
Sport4a	Days per month usually bet on sports events	Indiv
Sport4b	Days per week usually bet on sports events	Indiv

Betting on sports events – Past week participation

Variable	Description	Source
Sprt7Mon	In the last 7 days, have you spent money betting on sports events?	Indiv
SPTBKOW	(D) Whether bet on sports events in last 7 days (include betting exchange)	Derived
SPTBKW07	(D) Whether bet on sport events in last 7 days(with a bookmaker, not online)	Derived
SPTBW	(D) Whether bet on other sports events in last 7 days (bookmaker and betting exchange)	Derived
Sprt7how	(D) Method of betting on other sports events in the last 7 days	Derived
Sprt7bet	Was that online with a betting exchange, a bookmaker or both?	Indiv
Sport11	Method of betting on sports events - In person at a bookmakers	Indiv
Sport12	Method of betting on sports events - In person at the track	Indiv
Sport13	Method of betting on sports events - On the phone to the bookmakers	Indiv
Sport14	Method of betting on sports events - Online with a bookmaker	Indiv
Sport15	Method of betting on sports events - Online with a betting exchange	Indiv
Sport16	Method of betting on sports events backcoded from other activity - In Person	Indiv
Sport17	Method of betting on sports events backcoded from other activity - Online	Indiv
Sport18	Method of betting on sports events backcoded from other activity - Both	Indiv
Sprt7Ho1	In person at a bookmakers	Indiv

Sprt7Ho2	In person at the venue	Indiv
Sprt7Ho3	On the phone to the bookmakers	Indiv
Sprt7Ho4	Online (including computer or mobile phone internet or WAP)	Indiv
Sprt7Ho5	Interactive TV	Indiv
Sprt7Ho6	By sending a text (SMS)	Indiv
Sprt7Ho7	Somewhere else / another way	Indiv
sprt7howBE	(D) Bet online with a betting exchange on sports in the past 7 days	Derived
sprt7howO	(D) Bet online with a bookmaker on sports in the past 7 days	Derived
sprt7howOT	(D) Bet other methods on sports in the past 7 days	Derived

Betting on other events – Past year participation (incl. frequency summaries)

Variable	Description	Source
aln	In last 12 months spent money betting on other events	Indiv
OTHBKPY 07	(D) Whether bet on sports or other events in last 12 months (with a bookmaker, not online)	Derived
OTHBKPY 10	(D) Whether bet on other events in last 12 months (bookmaker and betting exchange)	Derived
OBKONPY 10	(D) Whether bet on other events online in last 12 months (include betting exchange)	Derived
OthBet2	Frequency bet on other events in last 12 months	Indiv
OthBet2a	(D) Frequency bet on non-sports events in last 12 months	Derived
OthBet4	(D) Number of days spent betting on other events in last 12 months	Derived
OthBet5	Hours per day usually spent planning and placing bets on other events	Indiv
OthBet5c	(D) Hours per day on betting on non-sports events - midpoint	Derived
OthBet5cc	(D) Hours per year on betting on non-sports events	Derived
obethow	(D) Method of betting on non-sports events in last 12 months (Single-response)	Derived
Obethow1	(D) Bet in person at bookmakers on other events in the last 12 months	Derived
Obethow2	(D) Bet in person at the track on other events in the last 12 months	Derived
Obethow3	(D) Bet on the phone to the bookmakers on other events in the last 12 months	Derived
Obethow4	(D) Bet online with a bookmaker on other events in the last 12 months	Derived
Obethow5	(D) Bet online with a betting exchange on other events in the last 12 months	Derived
obethowBE	(D) Bet online with a betting exchange on other events in the last 12 months	Derived
obethowO	(D) Bet online with a bookmaker on other events in the last 12 months	Derived
obethowP	(D) Bet in person/on phone on other events in last 12 months	Derived

Betting on other events – Regular (monthly) participation

Variable	Description	Source
othMon	(D) Gambled monthly or more on non-sports events in last 12 months	Derived
OthBet3	Monthly expenditure betting on other events	Indiv
OthBet3a	(D) Monthly spend on betting on non-sports events - midpoint	Derived

Variable	Description	Source
OthBet4a	Days per month usually bet on other events	Indiv
Othbet4b	Days per week usually bet on other events	Indiv

Betting on other events – Past week participation

Variable	Description	Source
Bet7Mon	In the last 7 days , have you spent money betting on other events?	Indiv
OTHBKW07	(D) Whether bet on sports or other events in last 7 days (with a bookmaker, not online)	Derived
OTHBKW10	(D) Whether bet on other events in last 7 days (bookmaker and betting exchange)	Derived
OBOKONW10	(D) Whether bet on other events online in last 7 days	Derived
obet7how	(D) Method of betting on non-sports events in the past 7 days	Derived
OthBet11	Method of betting on other events - In person at a bookmakers	Indiv
OthBet12	Method of betting on other events - In person at the track	Indiv
OthBet13	Method of betting on other events - On the phone to the bookmakers	Indiv
OthBet14	Method of betting on other events - Online with a bookmaker	Indiv
OthBet15	Method of betting on other events - Online with a betting exchange	Indiv
OthBet16	Method of betting on other events backcoded from other activity - In Person	Indiv
OthBet17	Method of betting on other events backcoded from other activity - Online	Indiv
OthBet18	Method of betting on other events backcoded from other activity - Both	Indiv
obet7how	(D) Method of betting on non-sports events in the past 7 days	Derived
obet7howBE	(D) Bet online with a betting exchange on non-sports events in the past 7 days	Derived
obet7howO	(D) Bet online with a bookmaker on non-sports events in the past 7 days	Derived
obet7howOT	(D) Bet other methods on non-sports events in the past 7 days	Derived
Bet7bet	Was that online with a betting exchange, a bookmaker or both?	Indiv
Bet7How1	In person at a bookmakers	Indiv
Bet7How2	In person at the venue	Indiv
Bet7How3	On the phone to the bookmakers	Indiv
Bet7How4	Online (including computer or mobile phone internet or WAP)	Indiv
Bet7How5	Interactive TV	Indiv
Bet7How6	By sending a text (SMS)	Indiv
Bet7How7	Somewhere else / another way	Indiv

Spreadbetting – Past year participation (incl. frequency summaries)

Variable	Description	Source
alo	In last 12 months spent money spread-betting	Indiv
SPRDPY	(D) Whether spread bet in last 12 months	Derived
Spread1	Spread bet was on financial markets, sports events or both	Indiv
Spread2	Frequency spent money on spread-betting in last 12 months	Indiv
Spread2a	(D) Frequency of spread betting in last 12 months	Derived
Spread4	(D) Number of days in past 12 months spent on spread betting	Derived
Spread5	Hours per day usually spent spread-betting	Indiv
Spread5c	(D) Hours per day on Spread betting - midpoint	Derived

Spread5cc	(D) Hours per year on Spread betting	Derived

Spreadbetting – Regular (monthly) participation

Variable	Description	Source
SpMon	(D) Gambled monthly or more on spreadbetting	Derived
Spread3	Monthly expenditure on spread-betting	Indiv
Spread3a	(D) Monthly spend on Spread betting - midpoint	Derived
Spread4a	Days per month usually spread-bet	Indiv
Spread4b	Days per week usually spread-bet	Indiv

Spreadbetting – Past week participation

Variable	Description	Source
Spd7Mon	In the last 7 days , have you spent money on spread-betting?	Indiv
SPRDW	(D) Whether spread bet in last 7 days	Derived
Spd7How1	In person	Indiv
Spd7How2	Online (including computer or mobile internet, or WAP)	Indiv
Spd7How3	Both	Indiv

Private Betting – Past year participation (incl. frequency summaries)

Variable	Description	Source
alp	In last 12 months spent money on private betting or gambling	Indiv
PRIVPY	(D) Whether did private betting in last 12 months	Derived
Privat2	Frequency spent money on private betting or gambling with friends, family or colleagues in last 12 months	Indiv
Privat2a	(D) Frequency of private gambling in last 12 months	Derived
Privat4	(D) Number of days in past 12 months spent on private gambling	Derived
Privat5	Hours per day usually spent on private betting or gambling with friends, family or colleagues	Indiv
Privat5c	(D) Hours per day on Private gambling - midpoint	Derived
Privat5cc	(D) Hours per year on Private gambling	Derived

Private Betting – Regular (monthly) participation

Variable	Description	Source
pMon	(D) Gambled monthly or more on private gambling in last 12 months	Derived
Privat3	Monthly expenditure on private betting or gambling with friends, family or colleagues	Indiv
Privat3a	(D) Monthly spend on Private gambling - midpoint	Derived
Privat4a	Days per month usually bet privately or gambled with friends, family or colleagues	Indiv
Privat4b	Days per week usually bet privately or gambled with friends, family or colleagues	Indiv

Private Betting – Past week participation

Variable	Description	Source
Priv7Mon	In the last 7 days , have you spent money on private betting (sweepstakes, bets between friends) or gambling (playing cards or games for money) with friends, family or colleagues?	Indiv
PRIVW	(D) Whether used private betting in last 7 days	Derived
Priv7Ho1	At someone s home (including yours)	Indiv
Priv7Ho2	At work	Indiv
Priv7Ho3	In a pub	Indiv
Priv7Ho4	Somewhere else	Indiv

Any other gambling activities – Past year participation**

Variable	Description	Source
alq	In the last 12 months, have you spent any money on another form of gambling activity ?	Indiv
OthGam1	You mentioned that you had done (Other gambling) In the last 12 months, how did you spend money on this activity?	Indiv
OthGam2	(Other gambling) In the last 12 months, how often have you spent money on this activity?	Indiv
OthGam5	(Other gambling) And on days when you do this activity, how much time do you usually spend in a day doing this?	Indiv
othhow	(D) Method of other gambling activity in the last 12 months	Derived

**Data from these variables have been backcoded into the appropriate activity and are presented here for completeness only.

Any other gambling activities – Regular (monthly) participation**

Variable	Description	Source
OthGam3	(Other gambling) In a month, how much money do you usually spend on this activity?	OthGam3
OthGam4a	(Other gambling) On how many days a month do you usually do this activity?	OthGam4a
OthGam4b	(Other gambling) On how many days a week do you usually do this activity?	OthGam4b

**Data from these variables have been backcoded into the appropriate activity and are presented here for completeness only.

Any other gambling activities – Past week participation**

Variable	Description	Source
Oth7Mon	In the last 7 days , have you spent money on another form of gambling activity?	Indiv
oth7how	(D) Method of another form of gambling in last 7 days	Derived
Oth7How1	In person	Indiv
Oth7How2	Online (including computer or mobile internet, or WAP)	Indiv
Oth7How3	Both	Indiv

**Data from these variables have been backcoded into the appropriate activity and are presented here for completeness only.

Gambling participation – summary variables

Variable	Description	Source
ANYACTY07	(D) Whether participated in any gambling activity in last 12 months	Derived
ANYACTY10	(D) Whether participated in any gambling activity in last 12 months	Derived
NACTIVY10	(D) Number of activities participated in within last 12 months	Derived
NACTIVY07	(D) Number of activities participated in within last 12 months	Derived
NACTYGR10	(D) Number of activities participated in within last 12 months (grouped)	Derived
GAMBMON	(D) Whether gambled monthly or more in past 12 months	Derived
nactmon	(D) Number of activities gambled monthly or more in last 12 months	Derived
nacmonG5	(D) Number of activities gambled monthly or more in last 12 months - grouped 5	Derived
ANYACTW10	(D) Whether participated in any gambling activity in last 7 days	Derived
NACTWGR10	(D) Number of activities participated in within past 7 days (grouped)	Derived
NACTIVW10	(D) Number of activities participated in within past 7 days	Derived

Gambling participation – mode summary variables

Variable	Description	Source
gammode	(D) Method of gambling in last 12 months across all gambling activities	Derived
gammodem	(D) Method of gambling in last 12 months across all multi-modal activities	Derived
Gam7mode	(D) Method of gambling in last 7 days across all gambling activities	Derived
Gam7modem	(D) Method of gambling in last 7 days across all multi-modal activities	Derived

Online gambling participation – summary variables

Variable	Description	Source
online10	(D) whether gambled online in the last year with a bookmaker, betting exchange, bingo, casino, instant wins, pools, national or other lotteries (2010 definition)	Derived
OnLine1a	How often used online activities (horses,dogs,sports,other events)	Indiv
Online1b	How often gambled online (bingo,foot,casino,other gambling)	Indiv
OnLine2	How many different accounts have for online gambling or betting, which you currently use?	Indiv
FREBETON	(D) Frequency of online betting in past 12 months	Derived
FREBETON4	(D) Frequency of online betting in past 12 months (grouped)	Derived
FREOTHON	(D) Frequency of other online gambling in past 12 months	Derived
FREOTHON4	(D) Frequency of other online gambling in past 12 months (grouped)	Derived
OnNum	Computed : Number of online activities (horses,dogs,sports,other events)	Indiv
OnNumb	Computed : number of online activities (bingo,foot,casino,other gambling)	Indiv

OLBKPY07	(D) Whether bet online with a bookmaker in last 12 months	Derived
BEOLBKY1	(D) Whether used betting exchanges or bet online with a bookmaker in the last 12 months (dogs/horses/sports/other events)	Derived
BEOLBKY2	(D) Whether bet online in the last 12 months for activities (online slots machine style/casino/bingo/pools/national lottery/other lottery)	Derived
BEOLBKY3	(D) Whether bet online in the last 12 months for activities (online slots machine style/casino/bingo/pools)	Derived
OLBKW07	(D) Whether bet online with a bookmaker in last 7 days	Derived
BEOLBKW1	(D) Whether used betting exchanges or bet online with a bookmaker in the last 7 days (dogs/horses/sports/other events)	Derived
BEOLBKW2	(D) Whether bet online in the past 7 days for activities (online slots machine style/casino/bingo/pools/national lottery/other lottery)	Derived
BEOLBKW2	(D) Whether bet online in the past 7 days for activities (online slots machine style/casino/bingo/pools)	Derived

Any betting in the last 12 months – mode summaries

Variable	Description	Source
betthow1	(D) Bet in person at the bookmakers for any betting in the past 12 months (horses,dogs,sports,non-sports events)	Derived
betthow2	(D) Bet in person at the track/venue for any betting in the past 12 months (horses,dogs,sports,non-sports events)	Derived
betthow3	(D) Bet on the phone to the bookmakers for any betting in the past 12 months (horses,dogs,sports,non-sports events)	Derived
betthow4	(D) Bet online to the bookmakers for any betting in the past 12 months (horses,dogs,sports,non-sports events)	Derived
betthow5	(D) Bet online with a betting exchange for any betting in the past 12 months (horses,dogs,sports,non-sports events)	Derived

Any betting in the last 7 days - mode summaries

Variable	Description	Source
bett7ho1	(D) Bet in person at a bookmakers for any betting in the past 7 days (horses,dogs,sports,non-sport events)	Derived
bett7ho2	(D) Bet in person at the venue/track for any betting in the past 7 days (horses,dogs,sports,non-sport events)	Derived
bett7ho3	(D) Bet on the phone to the bookmakers for any betting in the past 7 days (horses,dogs,sports,non-sport events)	Derived
bett7ho4	(D) Bet online with a bookmaker for any betting in the past 7 days (horses,dogs,sports,non-sport events)	Derived
bett7ho5	(D) Bet online with a betting exchange for any betting in the past 7 days (horses,dogs,sports,non-sport events)	Derived
bett7ho6	(D) Other method for any betting in the past 7 days (horses,dogs,sports,non-sport events)	Derived

Gambling volume –summary variables for all activities

Variable	Description	Source
total4	(D) Number of days in past 12 months spent on all gambling	Derived
hoursc3	(D) Hours per year using mid point method - tertiles	Derived
hourscc	(D) Hours per year using mid point method	Derived

spendc	(D) Monthly spend using mid point method	Derived
spendc3	(D) Monthly spend using mid point method - tertiles	Derived
GAMFR	(D) Highest frequency of gambling in the last 12 months	Derived
gamfrgr4	(D) Highest frequency of gambling in the last 12 months (grouped)	Derived
vx10	(D) Volume grouping of regular (monthly or more) gamblers	Derived
hx10	(D) Top 10% time spent among regular gamblers	Derived
sx10	(D) Top 10% money spent among regular gamblers	Derived

Money spent gambling

Money spent gambling - summaries		
Variable	**Description**	**Source**
spend1a	(D) Number of activities spend £1-10	Derived
spend1b	(D) Number of activities spend £1-9	Derived
spend1c	(D) Spend1a * midpoint - temp var for final calculation of total spend across all activities	
spend2a	(D) Number of activities spend £11-30	Derived
spend2b	(D) Number of activities spend £10-50	Derived
spend2c	(D) Spend1b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend3a	(D) Number of activities spend £31-50	Derived
spend3c	(D) Spend2a * midpoint - temp var for final calculation of total spend across all activities	Derived
spend4a3b	(D) Number of activities spend £51-100	Derived
spend4c	(D) Spend2b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend5a4b	(D) Number of activities spend £101-200	Derived
spend5b	(D) Number of activities spend £201-300	Derived
spend5c	(D) Spend3a * midpoint - temp var for final calculation of total spend across all activities	Derived
spend6a	(D) Number of activities spend £201-500	Derived
spend6b	(D) Number of activities spend £301-500	Derived
spend6c	(D) Spend4a3b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend7a	(D) Number of activities spend £501+	Derived
spend7b	(D) Number of activities spend £501-1000	Derived
spend7c	(D) Spend5a4b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend8b	(D) Number of activities spend £1001+	Derived
spend8c	(D) Spend5b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend9c	(D) Spend6b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend10c	(D) Spend7a * midpoint - temp var for final calculation of total spend across all activities	Derived Derived
spend11c	(D) Spend7b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend12c	(D) Spend7b * midpoint - temp var for final calculation of total spend across all activities	Derived
spend13c	D) Spend8b * midpoint - temp var for final calculation of total spend across all activities	Derived

Behaviour Change

Behaviour Change

Variable	Description	Source
Change	Has overall gambling involvement changed	Indiv
changgr3	(D) Whether gambling involvement has changed over past year	Derived
WhyInc1	I have more money to spend now	Indiv
WhyInc2	I have more time now	Indiv
WhyInc3	I have more opportunities to gamble	Indiv
WhyInc4	Because of friends and family	Indiv
WhyInc5	I wanted to/felt like gambling more	Indiv
WhyInc6	My priorities have changed	Indiv
WhyInc7	There was a change in my health	Indiv
WhyInc8	I became old enough to gamble	Indiv
WhyInc9	Other	Indiv
WhyInc10	To get / make money	Indiv
WhyInc13	Better potential outcomes	Indiv
WhyInc14	To support charity	Indiv
WhyInc15	Increased after a win	Indiv
WhyInc96	Not clear / uncodeable	Indiv
WhyInc97	Other specific answer not elsewhere specified	Indiv
HealthW1	Did your health get better or worse (increase in gambling because of health)?	Indiv
WhyDec1	I have less money to spend now	Indiv
WhyDec2	I want to save money / spend money on other things	Indiv
WhyDec3	I have less time/ I m too busy now	Indiv
WhyDec4	I have fewer opportunities to gamble	Indiv
WhyDec5	I have lost interest in the activities I used to do	Indiv
WhyDec6	My priorities have changed	Indiv
WhyDec7	There was a change in my health	Indiv
WhyDec8	Other	Indiv
WhyDec9	Gambling was only ever irregular and infrequent	Indiv
WhyDec10	Trying to / recovering from addiction	Indiv
WhyDec11	Lost gambling partner	Indiv
WhyDec15	Gambling became more expensive	Indiv
WhyDec16	Change in family circumstances	Indiv
WhyDec96	Not clear / uncodeable	Indiv
WhyDec97	Other specific answer not elsewhere specified	Indiv
HealthW2	Did your health get better or worse (decrease in gambling because of health)?	Indiv

Gambling Adverts

Gambling Adverts

Variable	Description	Source
Adv	Have you ever seen any advertisements promoting gambling activities?	Indiv

Reasons for Gambling

Gambling Motivations		
Variable	**Description**	**Source**
MBigmon	Chance of winning big money.	Indiv
MFun	Because it s fun.	Indiv
MHobby	Hobby or a past time.	Indiv
MEscape	Escape boredom or to fill my time.	Indiv
MWorri	I m worried about not winning if I don t play.	Indiv
MCompete	Compete with others.	Indiv
MExcite	It s exciting.	Indiv
MChallge	Mental challenge or to learn about the game or activity.	Indiv
MAchiV	Sense of achievement when I win.	Indiv
MImpres	Impress other people.	Indiv
MSocial	Be sociable.	Indiv
MTense	Helps when I m feeling tense.	Indiv
MMoney	To make money.	Indiv
MRelax	To relax.	Indiv
MFamily	Chance of winning big money.	Indiv
MAchivx	(D) Response to motivation question 9 (always=high and missing if any motivs qns missing)	Derived
MBigmonx	(D) Response to motivation question 1 (always=high and missing if any motivs qns missing)	Derived
MChallgx	(D) Response to motivation question 8 (always=high and missing if any motivs qns missing)	Derived
MCompetx	(D) Response to motivation question 6 (always=high and missing if any motivs qns missing)	Derived
MEscapex	(D) Response to motivation question 4 (always=high and missing if any motivs qns missing)	Derived
MExcitex	(D) Response to motivation question 7 (always=high and missing if any motivs qns missing)	Derived
MFamilyx	(D) Response to motivation question 15 (always=high and missing if any motivs qns missing)	Derived
MFunx	(D) Response to motivation question 2 (always=high and missing if any motivs qns missing)	Derived
MHobbyx	(D) Response to motivation question 3 (always=high and missing if any motivs qns missing)	Derived
MImpresx	(D) Response to motivation question 10 (always=high and missing if any motivs qns missing)	Derived
MMoneyx	(D) Response to motivation question 13 (always=high and missing if any motivs qns missing)	Derived
MRelaxx	(D) Response to motivation question 14 (always=high and missing if any motivs qns missing)	Derived
MSocialx	(D) Response to motivation question 11 (always=high and missing if any motivs qns missing)	Derived
MTensex	(D) Response to motivation question 12 (always=high and missing if any motivs qns missing)	Derived
MWorrix	(D) Response to motivation question 5 (always=high and missing if any motivs qns missing)	Derived
Numismot	(D) Number of motivations questions that were missed	Derived
MFAC1ENH	(D) Factor 1 (Enhancement) of RGQ items	Derived
MFAC2REC	(D) Factor 2 (Recreation) of RGQ items	Derived
MFAC3SOC	(D) Factor 3 (Social) of RGQ items	Derived
MFAC4CPG	(D) Factor 4 (Coping) of RGQ items	Derived

MFAC5MNY	(D) Factor 4 (money) of RGQ items	Derived

Problem Gambling

DSM-IV

Variable	Description	Source
D1	Do you go back to win back money you lost?	Indiv
D2	How often think about gambling?	Indiv
D3	Have you gambled with more money to get excitement?	Indiv
D4	Have you felt irritable when cutting down gambling?	Indiv
D5	Have you gambled to escape problems?	Indiv
D6	Have you lied to family to hide gambling?	Indiv
D7	Have you made unsuccessful attempts to stop?	Indiv
D8	Have you comitted a crime to fund gambling?	Indiv
D9	Have you risked relationship/job due to gambling?	Indiv
D10	Have you asked others for money?	Indiv
dsm1	(D) Answer to DSM item 1	Derived
dsm2	(D) Answer to DSM item 2	Derived
dsm3	(D) Answer to DSM item 3	Derived
dsm4	(D) Answer to DSM item 4	Derived
dsm5	(D) Answer to DSM item 5	Derived
dsm6	(D) Answer to DSM item 6	Derived
dsm7	(D) Answer to DSM item 7	Derived
dsm8	(D) Answer to DSM item 8	Derived
dsm9	(D) Answer to DSM item 9	Derived
dsm10	(D) Answer to DSM item 10	Derived
dsm1a	(D) Answer to DSM item 1 (scale)	Derived
dsm2a	(D) Answer to DSM item 2 (scale)	Derived
dsm3a	(D) Answer to DSM item 3 (scale)	Derived
dsm4a	(D) Answer to DSM item 4 (scale)	Derived
dsm5a	(D) Answer to DSM item 5 (scale)	Derived
dsm6a	(D) Answer to DSM item 6 (scale)	Derived
dsm7a	(D) Answer to DSM item 7 (scale)	Derived
dsm8a	(D) Answer to DSM item 8 (scale)	Derived
dsm9a	(D) Answer to DSM item 9 (scale)	Derived
dsm10a	(D) Answer to DSM item 10 (scale)	Derived
dsmprob	(D) Whether a DSM problem gambler	Derived
dsmsc	(D) DSM score	Derived
dsmtotsc	(D) DSM total score (continuous)	Derived

PGSI

Variable	Description	Source
P1	Have you bet more than you could afford to lose?	Indiv
P2	Have you gambled more to get excitement?	Indiv
P3	Have you tried to win back money lost?	Indiv
P4	Have you borrowed money to gamble?	Indiv
P5	Have you felt you have a gambling problem?	Indiv
P6	Has gambling caused you health/anxiety problems?	Indiv
P7	Have people critised your betting?	Indiv
P8	Has gambling caused financial problems for household?	Indiv
P9	Have you felt guilty about gambling?	Indiv
PGSI1	(D) Answer to PGSI item 1	Derived
PGSI2	(D) Answer to PGSI item 2	Derived
PGSI3	(D) Answer to PGSI item 3	Derived
PGSI4	(D) Answer to PGSI item 4	Derived
PGSI5	(D) Answer to PGSI item 5	Derived
PGSI6	(D) Answer to PGSI item 6	Derived
PGSI7	(D) Answer to PGSI item 7	Derived
PGSI8	(D) Answer to PGSI item 8	Derived
PGSI9	(D) Answer to PGSI item 9	Derived
pgsisc	(D) PGSI score	Derived
PGSIprob	(D) PGSI problem gambling score, grouped	Derived
PGSIgr2	(D) PGSI non problem/problem gambler	Derived

Combined variables

Variable	Description	Source
PROBGAM	(D) Whether a problem gambler according to either DSM OR PGSI	Derived
PROBGAM2	(D) Whether a problem gambler according to PGSI AND DSM	Derived

Attitudes to Gambling

Attitudes

Variable	Description	Source
Att1	People should have the right to gamble whenever they want	Indiv
Att2	There are too many opportunities for gambling nowadays	Indiv
Att3	Gambling should be discouraged	Indiv
Att4	Most people who gamble do so sensibly	Indiv
Att5	Gambling is dangerous for family life	Indiv
Att6	On balance, gambling is good for society	Indiv
Att7	Gambling livens up life	Indiv
Att8	It would be better if gambling was banned altogether	Indiv
AttIntro	Randomised introduction to attitude questions	Indiv
ATGS1	(D) Derived Attitude response for item 1	Derived
ATGS2	(D) Derived Attitude response for item 2	Derived
ATGS3	(D) Derived Attitude response for item 3	Derived
ATGS4	(D) Derived Attitude response for item 4	Derived
ATGS5	(D) Derived Attitude response for item 5	Derived
ATGS6	(D) Derived Attitude response for item 6	Derived
ATGS7	(D) Derived Attitude response for item 7	Derived
ATGS8	(D) Derived Attitude response for item 8	Derived
ATGS8SC	(D) Attitude score	Derived

Health, lifestyle and other correlates

Family gambling behaviour

Variable	Description	Source
ParGam	Did parents regularly gamble	Indiv
PProb	Whether felt any parents/step parents/guardian ever had a gambling problem?	Indiv
pargambe	(D) Parental gambling behaviour	Derived
RelProb	Close relative (including partner) had a gambling problem in last 12 months?	Indiv
HelpRel1	Family or Friend	Indiv
HelpRel2	GP/Nurse/Psychologist or other health care professional	Indiv
HelpRel3	Gambling help group / service / advisor or counsellor	Indiv
HelpRel4	Credit/Debt advisor	Indiv
HelpRel5	Faith / religious leader	Indiv
HelpRel6	Employer	Indiv
HelpRel7	Other counseling/psychologist/psychiatrist service	Indiv
HelpRel8	Someone else	Indiv
HelpRel9	Have not spoken to anyone	Indiv

Self-reported gambling behaviour

Variable	Description	Source
FirstGam	Age first gambled	Indiv
FGAMGR4	(D) Age first gambled (grouped-4)	Derived
FGAMGR2	(D) Age first gambled (18+)	Derived
FirstGCe	Age first gambled an estimate	Indiv
OwnP	Feel ever had gambling problem?	Indiv
StopGam	Tried to stop, or cut down on gambling because of gambling problem?	Indiv
HelpP1	Family or Friend	Indiv
HelpP2	GP/Nurse/Psychologist or other health care professional	Indiv
HelpP3	Gambling help group / service / advisor or counsellor	Indiv
HelpP4	Credit/Debt advisor	Indiv
HelpP5	Faith / religious leader	Indiv
HelpP6	Employer	Indiv
HelpP7	Other counseling/psychologist/psychiatrist service	Indiv
HelpP8	Someone else	Indiv
HelpP9	Have not spoken to anyone	Indiv
SFQ	Money Problems	Indiv

General Health

Variable	Description	Source
GenHelfx	How is your health?	Indiv
LongIll	Do have long-standing health illness?	Indiv
Limitillx	Does long-standing illness limit you?	Indiv
genhelf	(D) General Health Status (grouped)	Derived
limitill	(D) Limiting longstanding illness	Derived
Wellbein	Taking all things together, on a scale of 1 to 10, how happy would you say you are these days?	Indiv

Lifestyle

Variable	Description	Source
SmokCig	Do you smoke?	Indiv
Drink	Do you drink?	Indiv
Units	In last 7 days what is most units in one day?	Indiv
SmkCig	(D) Smoking status	Derived
alcohol	(D) Alcohol consumption in last 7 days	Derived

British Gambling Prevalence Survey

2010

Derived Variable Specification

A survey carried out on behalf of the Gambling Commission

National Centre for Social Research

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Comparisons with BGPS 2007

For the BPGS 2010, the method of asking about participation in some gambling activities was changed slightly. This was to allow us to collect greater detail about mode of participation in various gambling activities. However, follow-up questions were asked which allowed us to produce variables which were comparable with BGPS 2007. The convention used in the BGPS 2010 data is that all key participation variables which are comparable with 2007 have been given the suffix of 07. These are the variables that should be used for any comparisons.

For example, in the BGPS 2007 data, the derived variable which recorded whether people took part in bingo was called BINGOPY. In the 2010 data, the variable which is directly comparable to this is called BINGOPY07. There is also a BINGOPY10 variable which records the data using the new 2010 definition. The main difference is that with these activities is that in 2010 we asked about all gambling on each activity and then record how this was undertaken, whereas in 2007 we asked about online and offline gambling activities separately.

Where no changes were made in definition between 2007 and 2010, the variable names remain the same as previously. For example, POOLSPY, NLDPY, SCPY, SPRDPY, PRIVPY, OLOTPY.

Classification

Individual

AGE: (D) Age, single years

AG16G10: (D) Age 16+ in ten year bands
1	16-24
2	25-34
3	35-44
4	45-54
5	55-64
6	65-74
7	75+

AG16G20: (D) Age 16+ in twenty year bands
1	16-34
2	35-54
3	55+

AGEYP: (D) Age, young person (16 or 17)
1	16-17
2	18+

```
SPSS Syntax

compute AGE=ADVAge.
Variable label AGE "(D) Age, single years".
freq advage.

*AG16G10.
recode advage (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)
into AG16G10.
Variable label ag16g10 "(D) Age 16+ in ten year bands".
Value Labels ag16g10
      1 "16-24"
      2 "25-34"
      3 "35-44"
      4 "45-54"
      5 "55-64"
      6 "65-74"
      7 "75+".

*AG16G20.
recode advage (16 thru 34=1)  (35 thru 54=2)  (55 thru hi=3) into AG16G20.
Variable label ag16g20 "(D) Age 16+ in twenty year bands".
Value Labels ag16g20
      1 "16-34"
      2 "35-54"
      3 "55+".

*AGEYP.
recode advage (16 thru 17=1)  (18 thru hi=2) into AGEYP.
Variable label ageyp "(D) Age, young person (16 or 17)".
Value Labels ageyp
      1 "16-17"
      2 "18+".
```

MARITAL: (D) Marital status including cohabitees
    1   Married/living as married
    2   Separated/Divorced
    3   Single, never married
    4   Widowed

```
SPSS SYNTAX

recode DVMarDF (1,2,7=1) (3=3) (4=4) (5,6=2) (else=copy) into marital.
Variable label marital "(D) Marital status including cohabitees".
Value labels marital
      1 "Married/living as married"
      2 "Seperated/Divorced"
      3 "Single, never married"
      4 "Widowed".
```

ETHNICG: (D) Ethnic group (grouped)
    1   White
    2   Asian or Asian British
    3   Black or Black British
    4   Other Ethnic Group

ETHNICG5: (D) Ethnic group – 5 groups
    1   White
    2   Mixed
    3   Asian or Asian British
    4   Black or Black British
    5   Chinese or other ethnic Group

```
SPSS SYNTAX

*ethnicG.
compute EthnicG=Ethnic.
Recode EthnicG (1=1) (6,7,8,9=2) (10,11,12=3) (2,3,4,5,13,14,97=4) (else=copy).
Variable label EthnicG "(D) Ethnic group (grouped)".
value labels EthnicG
   1 "White"
   2 "Asian or Asian British"
   3 "Black or Black British"
   4 "Other ethnic group".

*ethnicG5.
compute EthnicG5=Ethnic.
Recode EthnicG5 (1=1) (2,3,4,5=2) (6,7,8,9=3) (10,11,12=4) (13,14,97=5) (else=copy).
Variable label EthnicG5 "(D) Ethnic group - 5 groups".
value labels ethnicg5
   1 "White"
   2 "Mixed"
   3 "Asian or Asian British"
   4 "Black or Black British"
   5 "Chinese or other ethnic group".
```

EDUCATION

EDQ2: (D) Highest Educational Qualification (6 groups)

1 Degree or higher/NVQ Level 4 or 5
2 Professional (below degree)
3 A-levels/NVQ Level 3/SCE Higher or equivalent
4 GCSE's/O-levels/NVQ Level 1 or 2
5 Other
6 None

TOPQUAL: (D) Highest Educational Qualification (4 groups)

1 Professional qualification or above
2 0 or A levels
3 Other
4 None

```
SPSS Syntax

COMPUTE edq2=9.
IF ANY(1,Hiquals1,Hiquals2,Hiquals4) edq2=1.
IF Hiquals3=1 & edq2<>1 edq2=2.
IF ANY(1,Hiquals5,hiquals7,hiquals6) & ~RANGE(edq2,1,2) edq2=3.
IF ANY(1,HiQuals9,Hiqual10,Hiquals8,Hiqual11) & ~RANGE(edq2,1,3) edq2=4.
IF ANY(1,Hiqual14,Hiqual15,Hiqual18) & ~RANGE(edq2,1,4) edq2=5.
IF ANY(1,Hiqual13,Hiqual17) & ~RANGE(edq2,1,5) edq2=6.
IF Hiquals1=-8 & ~RANGE(edq2,1,7) edq2=-8.
IF Hiquals1=-9 & ~RANGE(edq2,-8,7) edq2=-9.
variable label edq2 "(D) Highest Educational qualification (6 groups)".
value labels edq2
        1 "Degree or higher/NVQ Level 4 or 5"
        2 "Professional (below degree)"
        3 "A-levels/NVQ Level 3/SCE Higher or equivalent"
        4 "GCSE's/O-levels/NVQ Level 1 or 2"
        5 "Other"
        6 "None".

*TOPQUAL.
Recode edq2 (1=1) (2=1) (3,4=2) (5=3) (6=4) (else=copy) into topqual.
Variable label topqual "(D) Highest Educational qualification (4 groups)".
Value labels topqual
        1 "Professional qualification or above"
        2 "O or A levels"
        3 "Other"
        4 "None".
```

Employment Status

HPNSSEC5: (D) NS-SEC 5 Variable Classification (HRP)

1 Managerial and professional occupations
2 Intermediate occupations
3 Small employers and own account workers
4 Lower supervisory and technical occupations
5 Semi-routine occupations
99 Other

```
SPSS Syntax

*HPNSSEC5.
RECODE nssec (1 thru 6=1) (7 thru 7.4=2) (8 thru 9.2=3) (10 thru 11.2=4) (12 thru 13.5=5)
(14 thru 17=99) (else=-9) INTO hpnssec5.
Variable label hpnssec5 "(D) NS-SEC 5 variable classification (HRP)".
Value label hpnssec5
   1 "Managerial and professional occupations"
   2 "Intermediate occupations"
   3 "Small employers and own account workers"
   4 "Lower supervisory and technical occupations"
   5 "Semi-routine occupations"
   99 "Other".
```

ECONACT: (D) Main economic activity of HRP

1 Paid work
2 Unemployed
3 Long term disability
4 Looking after family/home
5 Retired
6 Full time education
7 Other

```
SPSS Syntax

*ECONACT.
recode NHActiv (2,5=1)  (6=2)  (8=3)  (10=4)  (9=5)  (1=6)  (3,4,7,11=7)  (else=copy) into econact.
variable label econact "(D) Main economic activity of HRP".
value labels econact
     1 "Paid work"
     2 "Unemployed"
     3 "Longterm disability"
     4 "Looking after family/home"
     5 "Retired"
     6 "Full time education"
     7 "Other".
```

ECONACT2: (D) Main economic activity of respondent

1 Paid work
2 Unemployed
3 Long term disability
4 Looking after family/home
5 Retired
6 Full time education
7 Other

```
SPSS Syntax

*ECONACT2.
recode Employ (2,5=1)  (6=2)  (8=3)  (10=4)  (9=5)  (1=6)  (3,4,7,11=7)  (else=copy) into econact2.
variable label econact2 "(D) Main economic activity of respondent".
value labels econact2
     1 "Paid work"
     2 "Unemployed"
     3 "Longterm disability"
     4 "Looking after family/home"
     5 "Retired"
     6 "Full time education"
     7 "Other".
```

Income

EQV3: (D) Equivalised Weekly Household Income Tertiles

1 1st (lowest)
2 2nd
3 3rd (highest)

EQV5: (D) Equivalised Weekly Household Income Quintiles

1 1st (lowest)
2 2nd
3 3rd
4 4th
5 5th (highest)

The calculation of the equivalised income involves calculating a McClement score for each household (dependent on number, age and relationships of adults and children in the household), and then dividing the total household income by this score to get an equivalised household income. Comments are included in the **SPSS Syntax.**

```
SPSS Syntax

****Calculates the Mcclements scale and equivalised HH income.

dataset close all.
Get file="F:\secure\P2876\HHPV4.sav".
Rename var (serial=serialh).
save outfile="F:\secure\P2876\HHPV.sav"
```

```
/KEEP serialh hhinc dvage.
dataset close all.
get file="F:\secure\P2876\HHPV.sav".
Sort cases by serialh.
Exe.
AGGREGATE OUTFILE="F:\secure\P2876\hhx.sav"
  /BREAK= serialh
  /hholdinc = MEAN(hhinc)
  /int=nu
  /age1=fin(dvage,0,1).
get file="F:\secure\P2876\hhx.sav".
compute infants=age1*int.
save outfile="F:\secure\P2876\hh10.sav".

** Use HHP data file with rearranged relationships.
dataset close all.
GET FILE="F:\secure\P2876\hhprels.sav".
Rename var (serial=serialh).
Rename var (aiserial=seriali).
Rename var (numadult=adults).
Rename var (DVrel01=relto01).
Rename var (DVrel02=relto02).
Rename var (DVrel03=relto03).
Rename var (DVrel04=relto04).
Rename var (DVrel05=relto05).
Rename var (DVrel06=relto06).
Rename var (DVrel07=relto07).
Rename var (DVrel08=relto08).
Rename var (DVrel09=relto09).
Rename var (DVrel10=relto10).
Rename var (DVrel11=relto11).
Rename var (DVrel12=relto12).
Rename var (DVrel13=relto13).
Rename var (DVrel14=relto14).
Rename var (DVrel15=relto15).
Rename var (DVage=age).
save outfile="F:\secure\P2876\rels.sav"
 /KEEP serialh seriali hrpid adults persno relto01 to relto15 age.

dataset close all.
get file="F:\secure\P2876\rels.sav".
SORT CASES seriali(A).
COUNT pmarry=relto01 to relto15(1).
COUNT ppart=relto01 to relto15(2).
compute relnship=pmarry+ppart.
SAVE OUTFILE="F:\secure\P2876\mcxx10.sav"
/KEEP serialh seriali hrpid adults persno relnship age.

dataset close all.
Get file="F:\secure\P2876\Indiv4.sav".
Rename var (Employ=Activb).
rename var (iserial=seriali).
Sort cases seriali(A).
save outfile="F:\secure\P2876\Activ10.sav"
/KEEP seriali activb.

MATCH FILES FILE="F:\secure\P2876\mcxx10.sav"
/TABLE="F:\secure\P2876\activ10.sav"
By seriali.
Save outfile="F:\secure\P2876\mcchhp10.sav".

** Create variables for age for each person no .
** Create all variables, default to 0 .
GET FILE="F:\secure\P2876\mcchhp10.sav".
VECTOR mccage(15).
VECTOR mcactv(15).
LOOP xxi=1 TO 15.
DO IF (persno=xxi).
COMPUTE mccage(xxi)=age.
COMPUTE mcactv(xxi)=activb.
END IF.
END LOOP.
EXECUTE.
SORT CASES BY serialh.
SAVE OUTFILE="F:\secure\P2876\mchhp10x.sav".

** Create Hrp file, save & merge .
GET FILE="F:\secure\P2876\mchhp10x.sav".
SELECT IF (hrpid=1).
SAVE OUTFILE="F:\secure\P2876\mcchoh10.sav"
  /KEEP= serialh adults relnship.

** Create 15 people files using a macro.
DEFINE mincfile ().
!DO !J=1 !TO 15.
!LET !vselect=!CONCAT(mccage,!J).
!LET !vvar=!CONCAT(mcactv,!J).
```

```
!LET !vfile=!QUOTE(!CONCAT("F:\secure\P2876\p",!J,".sav")).
GET FILE="F:\secure\P2876\mchhp10x.sav".
SELECT IF (!vselect=-9 | !vselect>=0).
SAVE OUTFILE=!vfile /KEEP=serialh !vselect !vvar.
!DOEND.
!ENDDEFINE.
MINCFILE.

** Merge all files together by serialh & save .
MATCH FILES FILE="F:\secure\P2876\hh10.sav"
  /table="F:\secure\P2876\mcchoh10.sav"
  /table="F:\secure\P2876\p1.sav"
  /table="F:\secure\P2876\p2.sav"
  /table="F:\secure\P2876\p3.sav"
  /table="F:\secure\P2876\p4.sav"
  /table="F:\secure\P2876\p5.sav"
  /table="F:\secure\P2876\p6.sav"
  /table="F:\secure\P2876\p7.sav"
  /table="F:\secure\P2876\p8.sav"
  /table="F:\secure\P2876\p9.sav"
  /table="F:\secure\P2876\p10.sav"
  /table="F:\secure\P2876\p11.sav"
  /table="F:\secure\P2876\p12.sav"
  /table="F:\secure\P2876\p13.sav"
  /table="F:\secure\P2876\p14.sav"
  /table="F:\secure\P2876\p15.sav"
  /BY serialh.
EXECUTE.
SAVE OUTFILE="F:\secure\P2876\income10.sav"
 /KEEP serialh hholdinc adults relnship infants
 mccage1 mccage2 mccage3 mccage4 mccage5 mccage6 mccage7 mccage8
 mccage9 mccage10 mccage11 mccage12 mccage13 mccage14 mccage15
 mcactv1 mcactv2 mcactv3 mcactv4 mcactv5 mcactv6 mcactv7 mcactv8
 mcactv9 mcactv10 mcactv11 mcactv12 mcactv13 mcactv14 mcactv15.

** Get file and initialise mcclem to zero .
GET FILE="F:\secure\P2876\income10.sav".
COMPUTE mcclem=0.
** Add scores for 16-18s, remove from adults .
VECTOR mccage=mccage1 TO mccage15.
VECTOR mcactv=mcactv1 to mcactv15.
LOOP xxi=1 TO 15.
DO IF (RANGE(mccage(xxi),16,18)).
DO IF (mcactv(xxi)=1).
COMPUTE mcclem=mcclem+(36/100).
IF (adults>1) adults=adults-1.
END IF.
END IF.
END LOOP.

** Add scores for adults .
** Non-married 2nd person adds 7/100 to score .
IF (adults=1) mcclem=mcclem+(61/100).
IF (adults=2) mcclem=mcclem+1.
IF (adults=3) mcclem=mcclem+(142/100).
IF (adults>=4) mcclem=mcclem+((142+(36*(adults-3)))/100).
IF (relnship=0&adults>1) mcclem=mcclem+(7/100).

** Add scores for children .
VECTOR mccagex=mccage1 TO mccage15.
LOOP xxj=1 TO 15.
IF (RANGE(mccagex(xxj),2,4)) mcclem=mcclem+(18/100).
IF (RANGE(mccagex(xxj),5,7)) mcclem=mcclem+(21/100).
IF (RANGE(mccagex(xxj),8,10)) mcclem=mcclem+(23/100).
IF (RANGE(mccagex(xxj),11,12)) mcclem=mcclem+(25/100).
IF (RANGE(mccagex(xxj),13,15)) mcclem=mcclem+(27/100).
END LOOP.

** Add scores for infants .
IF (infants>0) mcclem=mcclem+(infants*(9/100)).

VARIABLE LABEL mcclem "(D) McClements household score for equivalised income".

COMPUTE hhincome = -1.
IF hholdinc<0  hhincome = hholdinc.
IF hholdinc=57 hhincome = 1250/52.
IF hholdinc=66 hhincome = 3749.50/52.
IF hholdinc=65 hhincome = 7499.50/52.
IF hholdinc=63 hhincome = 12499.50/52.
IF hholdinc=62 hhincome = 17499.50/52.
IF hholdinc=67 hhincome = 22499.50/52.
IF hholdinc=58 hhincome = 27499.50/52.
IF hholdinc=60 hhincome = 32499.50/52.
IF hholdinc=63 hhincome = 37499.50/52.
IF hholdinc=59 hhincome = 42499.50/52.
IF hholdinc=61 hhincome = 47499.50/52.
IF hholdinc=64 hhincome = 50000/52.
```

```
IF hholdinc=96 hhincome = -8.
IF hholdinc=97 hhincome = -9.


VARIABLE LABELS hhincome "net weekly income".
EXECUTE .
missing values hhincome (-9 thru -1).
freq hhincome.


sort cases by serialh.
save outfile="F:\Secure\P2876\Summary2.sav".

get file="F:\Secure\P2876\Summary2.sav".
missing values hhincome ().
compute equivinc=-1.
IF (hhincome<0) equivinc=hhincome.
IF (hhincome>0) equivinc=hhincome/mcclem.
EXECUTE.
missing values hhincome equivinc (-9 thru -1).
freq equivinc.


save outfile="F:\Secure\P2876\equivinc.sav"
 /keep serialh equivinc.

dataset close all.
get file="F:\Secure\P2876\Indiv4.sav".
rename var (serial n=serialh).
save outfile="F:\Secure\P2876\incindiv.sav"
/keep=iserial serialh.

dataset close all.
match files /FILE="F:\Secure\P2876\incindiv.sav"
/TABLE="F:\Secure\P2876\equivinc.sav"
by serialh.
save outfile="F:\Secure\P2876\incindiv2.sav".

dataset close all.
Get file="F:\Secure\P2876\incindiv2.sav".
select if equivinc>0.
RANK
  VARIABLES = equivinc
  /NTILES(3)
  /PRINT = NO
  /TIES = MEAN.
SORT CASES BY nequivin.
SPLIT FILE
  SEPARATE BY nequivin.
DESCRIPTIVES
  VARIABLES=equivinc
  /STATISTICS=MEAN STDDEV MIN MAX.
exe.
compute eqv3=nequivin.
variable labels eqv3 "(D) Equivalised Weekly Household income Tertiles".
value labels eqv3
 1 "1st (lowest)"
 2 "2nd "
 3 "3rd (highest)".
rename var (serialh=serial_n).
sort cases by serial_n.
save outfile="F:\Secure\P2876\eqv3.sav"
 /keep serial_N equivinc iserial eqv3.

dataset close all.
GET
  FILE="F:\Secure\P2876\incindiv2.sav".
select if equivinc>0.
RANK
  VARIABLES = equivinc
  /NTILES(5)
  /PRINT = NO
  /TIES = MEAN.
SORT CASES BY nequivin.
SPLIT FILE
  SEPARATE BY nequivin.
DESCRIPTIVES
  VARIABLES=equivinc
  /STATISTICS=MEAN STDDEV MIN MAX.
exe.
compute eqv5=nequivin.
variable labels eqv5 "(D) Equivalised Weekly Household Income Quintiles".
value labels eqv5
 1 "1st (lowest)"
 2 "2nd"
 3 "3rd"
 4 "4th"
 5 "5th (highest)".
rename var (serialh=serial n).
sort cases by serial_n.
```

```
SAVE OUTFILE="F:\Secure\P2876\eqv5.sav"
 /keep serial_N equivinc iserial eqv5.

MATCH FILES /FILE="F:\Secure\P2876\P2876 Derived individual 8.sav"
 /FILE="F:\Secure\P2876\Eqv3.sav"
 /FILE="F:\Secure\P2876\Eqv5.sav"
 /BY iserial.
EXECUTE.

recode eqv3 (sysmis=-9) (else=copy) into eqv3.
recode eqv5 (sysmis=-9) (else=copy) into eqv5.
recode equivinc (sysmis=-9) (else=copy) into equivinc.
```

PINCOME3: (D) Personal Annual Income Tertiles
    1   1st (Lowest)
    2   2nd
    3   3rd (Highest)

PINCOME5: (D) Personal Annual Income Quintiles
    1   1st (Lowest)
    2   2nd
    3   3rd
    4   4th
    5   5th (Highest)

```
SPSS SYNTAX

*PINCOME3.
compute Pincome=0.
if (Pinc = 10 | (NumAdult=1 & HHInc=57)) Pincome = 1250.
if (Pinc = 9 | (NumAdult=1 & HHInc=66)) Pincome = 3749.50.
if (PInc = 2 | (NumAdult=1 & HHInc=65)) Pincome = 7499.50.
if (PInc = 5 | (NumAdult=1 & HHInc=63)) Pincome = 12499.50.
if (PInc = 6 | (NumAdult=1 & HHInc=62)) Pincome = 17499.50.
if (PInc = 7 | (NumAdult=1 & HHInc=67)) Pincome = 22499.50.
if (PInc = 1 | (NumAdult=1 & HHInc=58)) Pincome = 27499.50.
if (PInc = 3 | (NumAdult=1 & HHInc=60)) Pincome = 32499.50.
if (PInc = 12 | (NumAdult=1 & HHInc=63)) Pincome = 37499.50.
if (PInc = 4 | (NumAdult=1 & HHInc=59)) Pincome = 42499.50.
if (PInc = 11 | (NumAdult=1 & HHInc=61)) Pincome = 47499.50.
if (PInc = 8 | (NumAdult=1 & HHInc=64)) Pincome = 50000.
if (PInc = -9 | (NumAdult=1 & HHInc=97)) Pincome = -9.
if (PInc = -8 | (NumAdult=1 & HHInc=96)) Pincome = -8.
freq pincome.

select if Pincome>0.
RANK
  VARIABLES = Pincome
  /NTILES(3)
  /PRINT = NO
  /TIES = MEAN .
SORT CASES BY nPincome .
SPLIT FILE
  SEPARATE BY nPincome .
DESCRIPTIVES
  VARIABLES=Pincome
  /STATISTICS=MEAN STDDEV MIN MAX .

compute Pincome3=nPincome.
exe.
variable labels Pincome3 "(D) Personal Annual Income Tertiles".
value labels Pincome3
   1 "1st (Lowest)"
   2 "2nd"
   3 "3rd (Highest)".
freq pincome3.
crosstab pincome3 by pincome.

SORT CASES by iserial.
save outfile="F:\Secure\P2876\Inc3.sav"
/KEEP=iserial pincome pincome3.

DATASET CLOSE ALL.
GET FILE="F:\Secure\P2876\P2876 Derived individual 5.sav".
MISSING VALUES ALL ().

*PINCOME5.
compute Pincome=0.
if (Pinc = 10 | (NumAdult=1 & HHInc=57)) Pincome = 1250.
if (Pinc = 9 | (NumAdult=1 & HHInc=66)) Pincome = 3749.50.
if (PInc = 2 | (NumAdult=1 & HHInc=65)) Pincome = 7499.50.
if (PInc = 5 | (NumAdult=1 & HHInc=63)) Pincome = 12499.50.
if (PInc = 6 | (NumAdult=1 & HHInc=62)) Pincome = 17499.50.
```

```
if (PInc = 7 | (NumAdult=1 & HHInc=67)) Pincome = 22499.50.
if (PInc = 1 | (NumAdult=1 & HHInc=58)) Pincome = 27499.50.
if (PInc = 3 | (NumAdult=1 & HHInc=60)) Pincome = 32499.50.
if (PInc = 12 | (NumAdult=1 & HHInc=63)) Pincome = 37499.50.
if (PInc = 4 | (NumAdult=1 & HHInc=59)) Pincome = 42499.50.
if (PInc = 11 | (NumAdult=1 & HHInc=61)) Pincome = 47499.50.
if (PInc = 8 | (NumAdult=1 & HHInc=64)) Pincome = 50000.
if (PInc = -9 | (NumAdult=1 & HHInc=97)) Pincome = -9.
if (PInc = -8 | (NumAdult=1 & HHInc=96)) Pincome = -8.

select if Pincome>0.
RANK
  VARIABLES = Pincome
  /NTILES(5)
  /PRINT = NO
  /TIES = MEAN .
SORT CASES BY nPincome .
SPLIT FILE
  SEPARATE BY nPincome .
DESCRIPTIVES
  VARIABLES=Pincome
  /STATISTICS=MEAN STDDEV MIN MAX .

compute Pincome5=nPincome.
exe.
variable labels Pincome5 "(D) Personal Annual Income Quintiles".
value labels Pincome5
   1 "1st (Lowest)"
   2 "2nd"
   3 "3rd"
   4 "4th"
   5 "5th (Highest)".
freq Pincome5.
crosstab pincome5 by pincome.

SORT CASES by iserial.
save outfile="F:\Secure\P2876\Inc5.sav"
/KEEP=iserial pincome5.

MATCH FILES /FILE="F:\Secure\P2876\P2876 Derived individual 5.sav"
 /FILE="F:\Secure\P2876\Inc3.sav"
 /FILE="F:\Secure\P2876\Inc5.sav"
 /BY Iserial.
EXECUTE.

recode pincome3 (sysmis=-9) (else=copy) into pincome3.
recode pincome5 (sysmis=-9) (else=copy) into pincome5.
recode pincome (sysmis=-9) (else=copy) into pincome.
```

Gambling activities

National Lottery Draw

NATLOT2A: (D) Frequency bought tickets for National Lottery Draw in last 12 months
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

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

NATLOHOW: (D) Method of buying tickets for National Lottery Draws in the last 12 months

1   In person
2   Online
3   Both

NATLOT4: (D) Number of days in the past 12 months spent playing the National Lottery

NATMON: (D) Gambled monthly or more on National Lottery in last 12 months
1   Gambled monthly or more
2   Gambled less than monthly.

NLDPW: (D) Whether bought tickets for National Lottery Draw in last 7 days
1   Yes
2   No

NAT7HOW: (D) Method of buying tickets for the National Lottery in last 7 days
1   In person
2   Online
3   Both

```
SPSS SYNTAX

recode Natlot2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Natlot2a.
variable labels Natlot2a "(D) Frequency bought tickets for National Lottery Draw in last 12 months".

compute NLDPY=ala.
Variable label NLDPY "(D) Whether bought tickets for National Lottery Draw in last 12 months".
value labels NLDPY
   1 "Yes"
   2 "No".

compute natlohow=natlot1.
if (nat7how1=1 | nat7how2=1) & natlot1=2 natlohow=3.
if nat7how3=1 & natlot1=1 natlohow=3.

compute natlot4=-1.
if natlot4b>0 Natlot4=(Natlot4b*52).
if Natlot4a>0 Natlot4=(Natlot4a*12).
if NatLot2=8 Natlot4=3.
if NatLot2=7 Natlot4=(17/2).
Variable label natlot4 "(D) Number of days in past 12 months spent playing National Lottery".

recode natlot2 (1 thru 6=1) (7 thru hi=2) (else=copy) into NatMon.
var label natmon "(D) Gambled monthly or more on National Lottery in last 12 months".

compute NLDPW=nat7mon.
IF any (NLDPY,2,-8,-9) NLDPW=NLDPY.
Variable label NLDPW "(D) Whether bought tickets for National Lottery Draw in last 7 days".
value labels NLDPW
   1 "Yes"
   2 "No".

compute nat7how=-1.
```

```
if nat7how3=1 and any(1,nat7how1,nat7how2) nat7how=3.
if nat7how <>3 and nat7how3=1 nat7how=2.
if ~range(nat7how,2,3) and any(1,nat7how1,nat7how2) nat7how=1.
if ~range(nat7how,1,3) and any(-8,nat7how1,nat7how2,nat7how3) nat7how=-8.
if ~range(nat7how,1,3) and any(-9,nat7how1,nat7how2,nat7how3) nat7how=-9.
var lab nat7how "(D) Method of buying tickets for National Lottery Draws in the past 7 days".
value labels nat7how
   1 "In person only"
   2 "Online only"
   3 "Both".
```

Scratchcards

SCRATCH2A: (D) Frequency bought scratchcards in last 12 months
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

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

SCRATC4: (D) Number of days in the past 12 months spent playing Scratchcards

SCMON: (D) Gambled monthly or more on scratchcards in last 12 months
1   Gambled monthly or more
2   Gambled less than monthly.

SCW: (D) Whether bought scratchcards in last 7 days
1   Yes
2   No

```
SPSS SYNTAX

compute SCPY=alb.
Variable label SCPY "(D) Whether bought scratchcards in last 12 months".
value labels SCPY
   1 "Yes"
   2 "No".

recode Scratch2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Scratch2a.
variable labels Scratch2a "(D) Frequency bought scratchcards in last 12 months".

compute Scratc4=-1.
if Scratc4b>0 Scratc4=(Scratc4b*52).
if Scratc4a>0 Scratc4=(Scratc4a*12).
if Scratch2=8 Scratc4=3.
if Scratch2=7 Scratc4=(17/2).
Variable label Scratc4 "(D) Number of days in past 12 months spent playing Scratchcards".

recode scratch2 (1 thru 6=1) (7 thru hi=2) (else=copy) into scMon.
var label scMon "(D) Gambled monthly or more on scratchcards in last 12 months".

compute SCW=Scrt7mon.
IF any (scpy,2,-8,-9) SCW=scpy.
Variable label SCW "(D) Whether bought scratchcards in last 7 days".
value labels SCW
   1 "Yes"
   2 "No".
```

Other Lotteries

OTHLOT2A: (D) Frequency bought tickets for other lotteries in last 12 months
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

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

OLOTHOW: (D) Method of buying tickets for Other Lottery in the last 12 months
1   In person
2   Online
3   Both

OTHLOT4: (D) Number of days in the past 12 months spent playing other lotteries

OLOTMON: (D) Gambled monthly or more on other lotteries in last 12 months
1   Gambled monthly or more
2   Gambled less than monthly.

OLOTW: (D) Whether bought tickets for other lotteries in last 7 days
1   Yes
2   No

OLOT7HOW: (D) Method of buying tickets for Other Lottery in the last 7 days
1   In person
2   Online
3   Both
4   Other only

```
SPSS SYNTAX

compute OLOTPY=alc.
Variable label OLOTPY "(D) Whether bought tickets for other lotteries in last 12 months".
value labels OLOTPY
   1 "Yes"
   2 "No".

recode OthLot2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into OthLot2a.
variable labels OthLot2a "(D) Frequency bought other lottery tickets in last 12 months".

compute olothow=othlot1.
if olot7ho1=1 & othlot1=2 olothow=3.
if olot7ho2=1 & othlot1=2 olothow=3.
if olot7ho3=1 & othlot1=2 olothow=3.
if olot7ho4=1 & othlot1=1 olothow=3.

compute OthLot4=-1.
if OthLot4b>0 OthLot4=(OthLot4b*52).
if OthLot4a>0 OthLot4=(OthLot4a*12).
if OthLot2=8 OthLot4=3.
if OthLot2=7 OthLot4=(17/2).
Variable label OthLot4 "(D) Number of days in past 12 months spent playing other lottery".

recode othlot2 (1 thru 6=1) (7 thru hi=2) (else=copy) into olotMon.
var label olotMon "(D) Gambled monthly or more on other lottery in last 12 months".

compute OLOTW=olot7mon.
IF any (olotpy,2,-8,-9) OLOTW=olotpy.
Variable label OLOTW "(D) Whether bought tickets for any other lottery in last 7 days".
value labels OLOTW
   1 "Yes"
   2 "No".

compute olot7how=-1.
if olot7ho4=1 and any(1,olot7ho1,olot7ho2,olot7ho3) olot7how=3.
if olot7how <>3 and olot7ho4=1 olot7how=2.
if ~range(olot7how,2,3) and any(1,olot7ho1,olot7ho2,olot7ho3) olot7how=1.
if ~range(olot7how,1,3) and any(1,olot7ho5,olot7ho6) olot7how=4.
if ~range(olot7how,1,4) and any(-8,olot7ho1,olot7ho2,olot7ho3,olot7ho4,olot7ho5,olot7ho6) olot7how=-8.
if ~range(olot7how,1,4) and any(-9,olot7ho1,olot7ho2,olot7ho3,olot7ho4,olot7ho5,olot7ho6) olot7how=-9.
var lab olot7how "(D) Method of buying tickets for Other Lottery in the past 7 days".
value labels olot7how
   1 "In person only"
   2 "Online only"
   3 "Both"
   4 "Other only".
```

Football pools

FOOT2A: (D) Frequency played football pools in last 12 months
1 2+ days a week
2 Once a week
3 Once a month, less than once a week
4 At least once in last year, less than once a month

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

FOOTHOW: (D) Method of playing football pools in the last 12 months
1 In person
2 Online
3 Both

FOOT4: (D) Number of days in the past 12 months spent playing football pools

FOOTMON: (D) Gambled monthly or more on football pools in last 12 months
1 Gambled monthly or more
2 Gambled less than monthly.

POOLSW: (D) Whether played football pools in last 7 days
1 Yes
2 No

FOOT7HOW: (D) Method of playing football pools in the last 7 days
1 In person
2 Online
3 Both
4 Other only

```
SPSS SYNTAX

compute POOLSPY=ale.
Variable label POOLSPY "(D) Whether bet on football pools in last 12 months".
value labels POOLSPY
  1 "Yes"
  2 "No".

recode Foot2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Foot2a .
variable labels Foot2a "(D) Frequency played football pools in last 12 months".

compute foothow=foot1.
if (foot7ho1=1 | foot7ho2=1 | foot7ho3=1 | foot7ho4=1 | foot7ho5=1 | foot7ho8=1) & foot1=2 foothow=3.
if (foot7ho6=1 | foot7ho7=1) & foot1=1 foothow=3.

compute Foot4=-1.
if Foot4b>0 Foot4=(Foot4b*52).
if Foot4a>0 Foot4=(Foot4a*12).
if Foot2=8 Foot4=3.
if Foot2=7 Foot4=(17/2).
Variable label Foot4 "(D) Number of days in past 12 months spent playing football pools".

recode foot2 (1 thru 6=1) (7 thru hi=2) (else=copy) into footMon.
var label footMon "(D) Gambled monthly or more on football pools in last 12 month)".

compute POOLSW=foot7mon.
IF any (poolspy,2,-8,-9) POOLSW=poolspy.
Variable label POOLSW"(D) Whether played football pools in last 7 days".
value labels POOLSW
  1 "Yes"
  2 "No".

compute foot7how=-1.
if any (1,foot7ho6,foot7ho7) and any(1,foot7ho1,foot7ho2,foot7ho3,foot7ho4,foot7ho5,foot7ho8) foot7how=3.
if foot7how <>3 and any (1,foot7ho6,foot7ho7) foot7how=2.
if ~range(foot7how,2,3) and any(1,foot7ho1,foot7ho2,foot7ho3,foot7ho4,foot7ho5,foot7ho8) foot7how=1.
if ~range(foot7how,1,3) and foot7ho9=1 foot7how=4.
if ~range(foot7how,1,4) and any(-
8,foot7ho1,foot7ho2,foot7ho3,foot7ho4,foot7ho5,foot7ho6,foot7ho7,foot7ho8,foot7ho9) foot7how=-8.
if ~range(foot7how,1,4) and any(-
9,foot7ho1,foot7ho2,foot7ho3,foot7ho4,foot7ho5,foot7ho6,foot7ho7,foot7ho8,foot7ho9) foot7how=-9.
var lab foot7how "(D) Method of playing Football pools in the past 7 days".
value labels foot7how
  1 "In person only"
  2 "Online only"
  3 "Both"
```

Bingo

BINGOPY10: (D) Whether played bingo in last 12 months
  1   Yes
  2   No

BINGOPY07: (D) Whether played bingo in last 12 months (excluding online)
  1   Yes
  2   No

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

BING2OA: (D) Frequency played bingo online in last 12 months
  1   2+ days a week
  2   Once a week
  3   Once a month, less than once a week
  4   At least once in last year, less than once a month

BINGO2A: (D) Frequency played bingo in person in last 12 months
  1   2+ days a week
  2   Once a week
  3   Once a month, less than once a week
  4   At least once in last year, less than once a month

BINGHOW: (D) Method of playing bingo in the last 12 months
  1   In person
  2   Online
  3   Both

BING4O (D) Number of days in past 12 months spent playing bingo online

BINGO4 (D) Number of days in past 12 months spent playing bingo in person

BINMON (D) Gambled monthly or more on bingo in person in last 12 months"
  1   Gambled monthly or more
  2   Gambled less than monthly.

BINOMON (D) Gambled monthly or more on bingo online in last 12 months"
  1   Gambled monthly or more
  2   Gambled less than monthly.

BMON (D) Gambled monthly or more on bingo in last 12 months"
  1   Gambled monthly or more
  2   Gambled less than monthly.

BINGOW10 (D) Whether played any bingo (incl online) in last 7 days
  1   Yes
  2   No

BINONW (D) Whether played bingo online in last 7 days
  1   Yes
  2   No.

BINGOW07 (D) Whether played bingo in last 7 days (excluding online)
  1   Yes
  2   No.

BING7HOW (D) Method of playing Bingo in the past 7 days
  1   In person only
  2   Online only

3   Both
4   Other only

```
SPSS SYNTAX

compute BINGOPY10=ald.
Variable label BINGOPY10 "(D) Whether played any bingo (incl online) in last 12 months".
value labels BINGOPY10
   1 "Yes"
   2 "No".

compute BINGOPY07=ald.
if ald=1 & (Binghow=1 | Binghow=3) BINGOPY07=1.
if ald=1 & Binghow=2 BINGOPY07=2.
if ald=1 & Binghow=-8 BINGOPY07=-8.
if ald=1 & Binghow=-9 BINGOPY07=-9.
Variable label BINGOPY07 "(D) Whether played bingo in last 12 months (excluding online)".
value labels BINGOPY07
   1 "Yes"
   2 "No".

compute BINONPY=ald.
if ald=1 & (Binghow=2 | Binghow=3) BINONPY=1.
if ald=1 & Binghow=1 BINONPY=2.
if ald=1 & Binghow=-8 BINONPY=-8.
if ald=1 & Binghow=-9 BINONPY=-9.
Variable label BINONPY "(D) Whether played bingo online in last 12 months".
value labels BINONPY
   1 "Yes"
   2 "No".

*Bingo2a
recode Bingo2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Bingo2a.
variable labels Bingo2a "(D) Frequency played bingo in person in last 12 months".

*Bing2Oa.
recode Bing2O (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Bing2Oa.
variable labels Bing2Oa "(D) Frequency played bingo online in last 12 months".

compute binghow=bingo1.
if (bing7ho1=1 | bing7ho2=1 | bing7ho3=1 | bing7ho4=1 | bing7ho5=1 | bing7ho8=1) & bingo1=2 binghow=3.
if (bing7ho6=1 | bing7ho7=1) & bingo1=1 binghow=3.

compute Bingo4=-1.
if Bingo4b>0 Bingo4=(Bingo4b*52).
if Bingo4a>0 Bingo4=(Bingo4a*12).
if Bingo2=8 Bingo4=3.
if Bingo2=7 Bingo4=(17/2).
Variable label Bingo4 "(D) Number of days in past 12 months spent playing bingo in person".

compute Bing4O=-1.
if Bing4Ob>0 Bing4O=(Bing4Ob*52).
if Bing4Oa>0 Bing4O=(Bing4Oa*12).
if Bing2O=8 Bing4O=3.
if Bing2O=7 Bing4O=(17/2).
Variable label Bing4O "(D) Number of days in past 12 months spent playing bingo online".

recode bingo2 (1 thru 6=1) (7 thru hi=2) (else=copy) into binMon.
var label binMon "(D) Gambled monthly or more on bingo in person in last 12 months".

recode bing2O (1 thru 6=1) (7 thru hi=2) (else=copy) into binOMon.
var label binOMon "(D) Gambled monthly or more on bingo online in last 12 months".

If any (1,binOmon, binmon) bmon = 1.
if binomon = 2 & binmon=2 bmon=2.
if binmon=2 & binomon=-1 bmon=2.
if binmon=-1 & binomon=2 bmon=2.
if binomon=-1 & binmon=-1 bmon=-1.
var label bmon "(D) Gambled monthly or more on bingo in last 12 months".

compute BINGOW10=bing7mon.
IF any (BINGOPY10,2,-8,-9) BINGOW10=BINGOPY10.
Variable label BINGOW10"(D) Whether played any bingo (incl online) in last 7 days".
value labels BINGOW10
   1 "Yes"
   2 "No".

compute BINONW=Bing7mon.
if Bing7mon=1 & ANY (1,Bing7Ho6,Bing7Ho7) BINONW=1.
if Bing7mon=1 & ANY (1,Bing7Ho1,Bing7Ho2,Bing7Ho3,Bing7Ho4,Bing7Ho5,Bing7Ho8) & Bing7Ho6 <>1 & Bing7Ho7
<>1 BINONW=2.
if bing7mon=1 & Bing7ho9=1 & Bing7Ho1 <>1 & Bing7Ho2 <>1 & Bing7Ho3 <>1 & Bing7Ho4<> 1 &
Bing7Ho5<>1 & Bing7Ho6<>1 & Bing7Ho7<>1 & Bing7Ho8 <>1 BINONW=-8.
IF any (binonpy,2,-8,-9) BINONW=binonpy.
if bing7mon=1 & Bing7ho9=1 & Bing7Ho1 <>1 & Bing7Ho2 <>1 & Bing7Ho3 <>1 & Bing7Ho4<> 1 &
```

```
Bing7Ho5<>1 & Bing7Ho6<>1 & Bing7Ho7<>1 & Bing7Ho8 <>1 BINONW=-8.
Variable label BINONW"(D) Whether played bingo online in last 7 days".
value labels BINONW
   1 "Yes"
   2 "No".

compute BINGOW07=Bing7mon.
if Bing7mon=1 & ANY (1,Bing7Ho1,Bing7Ho2,Bing7Ho3,Bing7Ho4,Bing7Ho5,Bing7Ho8) BINGOW07=1.
if Bing7mon=1 & ANY (1,Bing7Ho6,Bing7Ho7) & Bing7Ho1 <>1 & Bing7Ho2 <>1 & Bing7Ho3 <>1 & Bing7Ho4<> 1 &
Bing7Ho5<>1 & Bing7Ho8 <>1 BINGOW07=2.
IF any (bingopy07,2,-8,-9) BINGOW07=bingopy07.
if bing7mon=1 & Bing7ho9=1 & Bing7Ho1 <>1 & Bing7Ho2 <>1 & Bing7Ho3 <>1 & Bing7Ho4<> 1 &
Bing7Ho5<>1 & Bing7Ho6<>1 & Bing7Ho7<>1 & Bing7Ho8 <>1 BINGOW07=-8.
Variable label BINGOW07"(D) Whether played bingo in last 7 days (excluding online)".
value labels BINGOW07
   1 "Yes"
   2 "No".

compute bing7how=-1.
if any (1,bing7ho6,bing7ho7) and any(1,bing7ho1,bing7ho2,bing7ho3,bing7ho4,bing7ho5,bing7ho8) bing7how=3.
if bing7how <>3 and any (1,bing7ho6,bing7ho7) bing7how=2.
if ~range(bing7how,2,3) and any(1,bing7ho1,bing7ho2,bing7ho3,bing7ho4,bing7ho5,bing7ho8) bing7how=1.
if ~range(bing7how,1,3) and bing7ho9=1 bing7how=4.
if ~range(bing7how,1,4) and any(-
8,bing7ho1,bing7ho2,bing7ho3,bing7ho4,bing7ho5,bing7ho6,bing7ho7,bing7ho8,bing7ho9) bing7how=-8.
if ~range(bing7how,1,4) and any(-
9,bing7ho1,bing7ho2,bing7ho3,bing7ho4,bing7ho5,bing7ho6,bing7ho7,bing7ho8,bing7ho9) bing7how=-9.
var lab bing7how "(D) Method of playing Bingo in the past 7 days".
value labels bing7how
   1 "In person only"
   2 "Online only"
   3 "Both"
   4 "Other only".
```

Slot Machines

SLOTSPY10: (D) Whether played slot machines in last 12 months (including FOBT slot games)
    1   Yes
    2   No

SLOTSPY07: (D) Whether played slot machines in last 12 months
    1   Yes
    2   No

FRUIT2A: (D) Frequency played slot machines in last 12 months
    1   2+ days a week
    2   Once a week
    3   Once a month, less than once a week
    4   At least once in last year, less than once a month

FRUTHOW1 (D) Played fruit/slot machines in a pub or bar in the last 12 months

FRUTHOW2 (D) Played fruit/slot machines in an amusement arcade in the last 12 months

FRUTHOW3 (D) Played fruit/slot machines in a bingo club in the last 12 months

FRUTHOW4 (D) Played fruit/slot machines in a bookmaker's in the last 12 months

FRUTHOW5 (D) Played fruit/slot machines in a sports or social club in the last 12 months

FRUTHOW6 (D) Played fruit/slot machines in a casino in the last 12 months

FRUTHOW7 (D) Played fruit/slot machines in a motorway service station in the last 12 months

FRUTHOW8 (D) Played fruit/slot machines somewhere else in the last 12 months

FRUIT4 (D) Number of days in past 12 months spent playing fruit machines

SLOTMON (D) Gambled monthly or more on fruit/slot machines in last 12 months
1   Gambled monthly or more
2   Gambled less than monthly.

SLOTSW07 (D) Whether played slot machines in last 7 days
1   Yes
2   No

SLOTSW10 (D) Whether played slot machines in last 7 days (including FOBT slot games)
1   Yes
2   No

```
SPSS SYNTAX

compute SLOTSPY10=2.
if alf=-1 and alg=-1 SLOTSPY10=-1.
if alf=1 | Vgmhow4 = 1 | Vgmhow5 = 1 SLOTSPY10=1.
if alf<>1 & alg=1 & (vgmhow4=-8 or vgmhow4=-9) & (vgmhow5=-8 & vgmhow5=-9) slotspy10=-8.
if alf<>1 & alg=1 & vgmhow4=0 & vgmhow5=-8 slotspy10=-8.
if alf<>1 & alg=1 & vgmhow4=0 & vgmhow5=-9 slotspy10=-8.
if alf<>1 & alg=1 & vgmhow4=-8 & vgmhow5=0 slotspy10=-8.
if alf<>1 & alg=1 & vgmhow4=-9 & vgmhow5=0 slotspy10=-8.
Variable label SLOTSPY10 "(D) Whether played slot machines in last 12 months (including FOBT slot games)".
value labels SLOTSPY10
   1 "Yes"
   2 "No".

compute SLOTSPY07=alf.
Variable label SLOTSPY07 "(D) Whether played slot machines in last 12 months".
value labels SLOTSPY07
   1 "Yes"
   2 "No".

recode Fruit2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Fruit2a.
variable labels Fruit2a "(D) Frequency played fruit machines in last 12 months".

compute fruthow1=fruit11.
if frut7ho1=1 fruthow1=1.
compute fruthow2=fruit12.
if frut7ho3=1 fruthow2=1.
compute fruthow3=fruit13.
if frut7ho5=1 fruthow3=1.
compute fruthow4=fruit14.
if frut7ho2=1 fruthow4=1.
compute fruthow5=fruit15.
if frut7ho6=1 fruthow5=1.
compute fruthow6=fruit16.
if frut7ho4=1 fruthow6=1.
compute fruthow7=fruit17.
if frut7ho7=1 fruthow7=1.
compute fruthow8=fruit18.
if frut7ho8=1 fruthow8=1.

compute Fruit4=-1.
if Fruit4b>0 Fruit4=(Fruit4b*52).
if Fruit4a>0 Fruit4=(Fruit4a*12).
if Fruit2=8 Fruit4=3.
if Fruit2=7 Fruit4=(17/2).
Variable label Fruit4 "(D) Number of days in past 12 months spent playing fruit machines".

recode Fruit2 (1 thru 6=1) (7 thru hi=2) (else=copy) into slotMon.
var label slotMon "(D) Gambled monthly or more on fruit/slot machines in last 12 months".

compute SLOTSW07=frut7mon.
IF any (slotspy07,2,-8,-9) SLOTSW07=slotspy07.
Variable label SLOTSW07"(D) Whether played slot machines in last 7 days".
value labels SLOTSW07
   1 "Yes"
   2 "No".

*slotsw10.
compute SLOTSW10=2.
if frut7mon=-1 and vgm7mon=-1 SLOTSW10=-1.
if frut7mon=1 | Vgm7how4 = 1 | Vgm7how5 = 1 SLOTSW10=1.
if frut7mon<>1 & vgm7mon=1 & (vgm7how4=-8 or vgm7how4=-9) & (vgm7how5=-8 & vgm7how5=-9) SLOTSW10=-8.
if frut7mon<>1 & vgm7mon=1 & vgm7how4=0 & vgm7how5=-8 SLOTSW10=-8.
if frut7mon<>1 & vgm7mon=1 & vgm7how4=0 & vgm7how5=-9 SLOTSW10=-8.
if frut7mon<>1 & vgm7mon=1 & vgm7how4=-8 & vgm7how5=0 SLOTSW10=-8.
if frut7mon<>1 & vgm7mon=1 & vgm7how4=-9 & vgm7how5=0 SLOTSW10=-8.
IF any (SLOTSPY10,2,-8,-9) SLOTSW10=SLOTSPY10.
Variable label SLOTSW10"(D) Whether played slot machines in last 7 days(including FOBT slot games)".
```

```
value labels SLOTSW10
   1 "Yes"
   2 "No".
```

Horse Races

HORSE2A: (D) Frequency bet on horse races in last 12 months
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month
5   Participated in last year, frequency not known
6   Not at all in last 12 months

HORSEPY10: (D) Whether bet on horse races in last 12 months (bookmaker and betting exchange)
1   Yes
2   No

HORSEPY07: (D) Whether bet on horse races in last 12 months (bookmaker, not online)
1   Yes
2   No

HORONPY10: (D) Whether bet online on horse races in last 12 months (includes betting exchange)
1   Yes
2   No

HORSE2A: (D) Frequency bet on horse races in last 12 months
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

HRSEHOW1 (D) Bet in person at bookmakers on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOW2 (D) Bet in person at the track on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOW3 (D) Bet on the phone to the bookmakers on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOW4 (D) Bet online with a bookmaker on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOW5 (D) Bet online with a betting exchange on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOWP (D) Bet in person/on phone on horse races in last 12 months
0   Mentioned
1   Not mentioned

HRSEHOWO (D) Bet online with a bookmaker on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOWBE (D) Bet online with a betting exchange on horse races in the last 12 months
0   Mentioned
1   Not mentioned

HRSEHOW (D) Method of betting on horse races in last 12 months (Single-response)
    1   In person only
    2   Online only
    3   Both.

HORSE4 (D) Number of days in past 12 months spent betting on horses

HORMON (D) Gambled monthly or more on horses in last 12 months
    1   Gambled monthly or more
    2   Gambled less than monthly.

HORSEW07 (D) Whether bet on horse races in last 7 days (with a bookmaker, not online)
    1   Yes
    2   No

HORSEW10 (D) Whether bet on horse races in last 7 days (incl bookmaker and betting exchange)
    1   Yes
    2   No

HORONW10 (D) Whether bet on horse races online in last 7 days (incl betting exchange)
    1   Yes
    2   No

HRSE7HOW (D) Method of betting on horse races in the past 7 days
    1   In person only
    2   Online only
    3   Both
    4   Other only

HRSE7HOWBE (D) Bet online with a betting exchange on horse races in the past 7 days
    0   Mentioned
    1   Not mentioned

HRSE7HOWO (D) Bet online with a bookmaker on horse races in the past 7 days
    0   Mentioned
    1   Not mentioned

HRSE7HOWOT (D) Bet other methods on horse races in the past 7 days
    0   Mentioned
    1   Not mentioned

```
SPSS SYNTAX

compute HORSEPY10=alk.
Variable label HORSEPY10 "(D) Whether bet on horse races in last 12 months (bookmaker and betting
exchange)".
value labels HORSEPY10
   1 "Yes"
   2 "No".

compute HORSEPY07=Alk.
if hrsehowP=1 horsepy07=1.
if (hrsehowO=1 | hrsehowBE=1) & hrsehowP<>1 horsepy07=2.
if horse17=1 & hrsehowP <>1 horsepy07=2.
if hrsehowP=-8 & hrsehowO=-8 & hrsehowBE=-8 horsepy07=-8.
if hrsehowP=-9 & hrsehowO=-9 & hrsehowBE=-9 horsepy07=-9.
Variable label HORSEPY07 "(D) Whether bet on horse races in last 12 months (with a bookmaker, not
online)".
value labels HORSEPY07
   1 "Yes"
   2 "No".

compute HORONPY10=Alk.
if hrsehowO=1 | hrsehowBE=1 horonpy10=1.
if hrsehowP=1 & hrsehowBE<>1 & hrsehowO<>1 & horse17 <>1 horonpy10=2.
if horse16=1 & hrsehowBE<>1 & hrsehowO<>1 horonpy10=2.
if hrsehowP=-8 & hrsehowO=-8 & hrsehowBE=-8 horonpy10=-8.
if hrsehowP=-9 & hrsehowO=-9 & hrsehowBE=-9 horonpy10=-9.
```

```
Variable label HORONPY10 "(D) Whether bet on horse races online in last 12 months (include betting
exchange)".
value labels HORONPY10
    1 "Yes"
    2 "No".

*Horse2a.
recode Horse2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Horse2a.
variable labels Horse2a "(D) Frequency bet on horses in last 12 months".

Compute hrsehow1=horse11.
if hrse7ho1=1 hrsehow1=1.
compute hrsehow2=horse12.
if hrse7ho2=1 hrsehow2=1.
compute hrsehow3=horse13.
if hrse7ho3=1 hrsehow3=1.
compute hrsehow4=horse14.
if hrse7ho4=1 & (hrse7bet=2 | hrse7bet=3) hrsehow4=1.
compute hrsehow5=horse15.
if hrse7ho4=1 & (hrse7bet=1 | hrse7bet=3) hrsehow5=1.

*hrsehow - three levels but separate items (in person, online with bookmaker, online with betting
exchange).
compute hrsehowP = hrsehow1.
if any (1, hrsehow2, hrsehow3, hrse7ho6, horse16, horse18) hrsehowP = 1.
Compute hrsehowO = hrsehow4.
Compute hrsehowBE = hrsehow5.

var lab hrsehow1 "(D) Bet in person at bookmakers on horse races in the last 12 months".
var lab hrsehow2 "(D) Bet in person at the track on horse races in the last 12 months".
var lab hrsehow3 "(D) Bet on the phone to the bookmakers on horse races in the last 12 months".
var lab hrsehow4 "(D) Bet online with a bookmaker on horse races in the last 12 months".
var lab hrsehow5 "(D) Bet online with a betting exchange on horse races in the last 12 months".
var lab hrsehowP "(D) Bet in person/on phone on horse races in last 12 months".
var lab hrsehowO "(D) Bet online with a bookmaker on horse races in the last 12 months".
var lab hrsehowBE "(D) Bet online with a betting exchange on horse races in the last 12 months".

compute hrsehow=-1.
if (hrsehowP=1) and (any(1,hrsehowO,hrsehowBE=1)) hrsehow=3.
if hrsehow<>3 and hrsehowP=1 hrsehow=1.
if ~range (hrsehow,1,3) and any(1,hrsehowO,hrsehowBE=1) hrsehow=2.
if ~range (hrsehow,1,3) and any(-8,hrsehowO,hrsehowBE,hrsehowP) hrsehow=-8.
if ~range (hrsehow,1,3) and any(-9,hrsehowO,hrsehowBE,hrsehowP) hrsehow=-9.
Variable label hrsehow "(D) Method of betting on horse races in last 12 months (Single-response)".
value labels hrsehow
    1 "In person only"
    2 "Online only"
    3 "Both".

compute Horse4=-1.
if Horse4b>0 Horse4=(Horse4b*52).
if Horse4a>0 Horse4=(Horse4a*12).
if Horse2=8 Horse4=3.
if Horse2=7 Horse4=(17/2).
Variable label Horse4 "(D) Number of days in past 12 months spent betting on horses".

recode horse2 (1 thru 6=1) (7 thru hi=2) (else=copy) into horMon.
var label horMon "(D) Gambled monthly or more on horses in last 12 months".

compute HORSEW07=Hrse7mon.
if any (1, Hrse7ho1,Hrse7ho2,Hrse7ho3,hrse7ho6) horsew07=1.
if any (1,hrse7ho4,hrse7ho5) & Hrse7ho1<>1 & Hrse7ho2<>1 & Hrse7ho3<>1 & hrse7ho6 <>1 horsew07=2.
IF any (horsepy07,2,-8,-9) horsew07=horsepy07.
if hrse7ho7=1 & Hrse7ho1<>1 & Hrse7ho2<>1 & Hrse7ho3<>1 & Hrse7ho4<>1 & hrse7ho5<>1 & Hrse7ho6<>1
horsew07=-8.
Variable label HORSEW07 "(D) Whether bet on horse races in last 7 days (with a bookmaker, not online)".
value labels HORSEW07
    1 "Yes"
    2 "No".

compute HORSEW10=hrse7mon.
IF any (HORSEPY10,2,-8,-9) HORSEW10=HORSEPY10.
Variable label HORSEW10 "(D) Whether bet on horse races in last 7 days (incl bookmaker and betting
exchange)".
value labels HORSEW10
    1 "Yes"
    2 "No".

compute HORONW10=Hrse7mon.
if any (1,Hrse7ho4,Hrse7ho5) HORONW10=1.
if any (1,hrse7ho1,hrse7ho2,hrse7ho3,hrse7ho6) & Hrse7ho4<>1 & Hrse7ho5<>1 horonw10=2.
IF any (horonpy10,2,-8,-9) HORONW10=horonpy10.
if hrse7ho7=1 & Hrse7ho1<>1 & Hrse7ho2<>1 & Hrse7ho3<>1 & hrse7ho4<>1 & hrse7ho5<>1 & Hrse7ho6<>1
horonw10=-8.
Variable label HORONW10"(D) Whether bet on horse races online in last 7 days (incl betting exchange)".
value labels HORONW10
    1 "Yes"
```

```
      2 "No".

compute hrse7how=-1.
if any (1,hrse7ho4,hrse7ho5) and any (1,hrse7ho1,hrse7ho2,hrse7ho3,hrse7ho6) hrse7how=3.
if hrse7how <>3 and any (1,hrse7ho4,hrse7ho5) hrse7how=2.
if ~range(hrse7how,2,3) and any (1,hrse7ho1,hrse7ho2,hrse7ho3,hrse7ho6) hrse7how=1.
if ~range(hrse7how,1,3) and hrse7ho7=1 hrse7how=4.
if ~range(hrse7how,1,4) and any(-8,hrse7ho1,hrse7ho2,hrse7ho3,hrse7ho4,hrse7ho5,hrse7ho6,hrse7ho7)
hrse7how=-8.
if ~range(hrse7how,1,4) and any(-9,hrse7ho1,hrse7ho2,hrse7ho3,hrse7ho4,hrse7ho5,hrse7ho6,hrse7ho7)
hrse7how=-9.
var lab hrse7how "(D) Method of betting on horse races in the past 7 days".
value labels hrse7how
   1 "In person only"
   2 "Online only"
   3 "Both"
   4 "Other only".

compute hrse7howBE=-1.
if any (hrse7bet,1,3) hrse7howBE=1.
if hrse7howBE<>1 and hrse7mon=1 hrse7howBE=0.
var lab hrse7howBE "(D) Bet online with a betting exchange on horse races in the past 7 days".

compute hrse7howO=-1.
if any (hrse7bet,2,3) hrse7howO=1.
if hrse7howO<>1 and hrse7mon=1 hrse7howO=0.
var lab hrse7howO "(D) Bet online with a bookmaker on horse races in the past 7 days".

compute hrse7howOT=-1.
if any (1,hrse7ho5,hrse7ho6,hrse7ho7) hrse7howOT=1.
if hrse7howOT <>1 and hrse7mon=1 hrse7howOT=0.
var lab hrse7howOT "(D) Bet other methods on horse races in the past 7 days".
```

Dog Races

DOGSPY10: (D) Whether bet on dog races in last 12 months (bookmaker and betting exchange)
    1   Yes
    2   No

DOGSPY07: (D) Whether bet on dog races in last 12 months (with a bookmaker, not online)
    1   Yes
    2   No

DOGONPY10 (D) Whether bet on dog races online in last 12 months (include betting exchange)
    1   Yes
    2   No

DOGS2a: (D) Frequency bet on dog races in last 12 months
    1   2+ days a week
    2   Once a week
    3   Once a month, less than once a week
    4   At least once in last year, less than once a month

DOGHOW1 (D) Bet in person at bookmakers on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOW2 (D) Bet in person at the track on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOW3 (D) Bet on the phone to the bookmakers on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOW4 (D) Bet online with a bookmaker on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOW5 (D) Bet online with a betting exchange on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOWP (D) Bet in person/on phone on dog races in last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOWO (D) Bet online with a bookmaker on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOWBE (D) Bet online with a betting exchange on dog races in the last 12 months
    0   Mentioned
    1   Not mentioned

DOGHOW (D) Method of betting on dog races in last 12 months (Single-response)
    1   In person only
    2   Online only
    3   Both.

DOGS4 (D) Number of days in past 12 months spent betting on dogs

DOGMON (D) Gambled monthly or more on dog in last 12 months
    1   Gambled monthly or more
    2   Gambled less than monthly.

DOGSW07 (D) Whether bet on dog races in last 7 days (with a bookmaker, not online)
    1   Yes
    2   No

DOGSW10 (D) Whether bet on dog races in last 7 days (incl bookmaker and betting exchange)
    1   Yes
    2   No

DOGONW10 (D) Whether bet on dog races online in last 7 days (incl betting exchange)
    1   Yes
    2   No

DOG7HOW (D) Method of betting on dog races in the past 7 days
    1   In person only
    2   Online only
    3   Both
    4   Other only

DOG7HOWBE (D) Bet online with a betting exchange on dog races in the past 7 days
    2   Mentioned
    3   Not mentioned

DOG7HOWO (D) Bet online with a bookmaker on dograces in the past 7 days
    2   Mentioned
    3   Not mentioned

DOG7HOWOT (D) Bet other methods on dog races in the past 7 days
    0   Mentioned
    1   Not mentioned

```
SPSS SYNTAX

compute DOGSPY10=allx.
Variable label DOGSPY10 "(D) Whether bet on dog races in last 12 months (bookmaker and betting exchange)".
value labels DOGSPY10
   1 "Yes"
   2 "No".

compute DOGSPY07=Allx.
if doghowP=1 dogspy07=1.
```

```
if (doghowO=1 | doghowBE=1) & doghowP<>1 dogspy07=2.
if dogs17=1 & doghowP <>1 dogspy07=2.
if doghowP=-8 & doghowO=-8 & doghowBE=-8 dogspy07=-8.
if doghowP=-9 & doghowO=-9 & doghowBE=-9 dogspy07=-9.
Variable label DOGSPY07 "(D) Whether bet on dog races in last 12 months (with a bookmaker, not online)".
value labels DOGSPY07
   1 "Yes"
   2 "No".

compute DOGONPY10=Allx.
if doghowO=1 | doghowBE=1 dogonpy10=1.
if doghowP=1 & doghowBE<>1 & doghowO<>1 & dogs17 <>1 dogonpy10=2.
if dogs16=1 & doghowBE<>1 & doghowO<>1 dogonpy10=2.
if doghowP=-8 & doghowO=-8 & doghowBE=-8 dogonpy10=-8.
if doghowP=-9 & doghowO=-9 & doghowBE=-9 dogonpy10=-9.
Variable label DOGONPY10 "(D) Whether bet on dog races online in last 12 months (include betting
exchange)".
value labels DOGONPY10
   1 "Yes"
   2 "No".

compute doghow1=dogs11.
if dog7how1=1 doghow1=1.
compute doghow2=dogs12.
if dog7how2=1 doghow2=1.
compute doghow3=dogs13.
if dog7how3=1 doghow3=1.
compute doghow4=dogs14.
if dog7how4=1 & dog7bet=2 doghow4=1.
if dog7how4=1 & dog7bet=3 doghow4=1.
if dog7how4=1 & dog7bet = 1 doghow4=0.
compute doghow5=dogs15.
if dog7how4=1 & (dog7bet=1 | dog7bet=3) doghow5=1.


*doghow - three levels but separate items (in person, online with bookmaker, online with betting
exchange).
compute doghowP = doghow1.
if any (1,doghow2, doghow3, dog7how6, dogs16, dogs18) doghowP = 1.
Compute doghowO = doghow4.
Compute doghowBE = doghow5.

var lab doghow1 "(D) Bet in person at bookmakers on dog races in the last 12 months".
var lab doghow2 "(D) Bet in person at the track on dog races in the last 12 months".
var lab doghow3 "(D) Bet on the phone to the bookmakers on dog races in the last 12 months".
var lab doghow4 "(D) Bet online with a bookmaker on dog races in the last 12 months".
var lab doghow5 "(D) Bet online with a betting exchange on dog races in the last 12 months".
var lab doghowP "(D) Bet in person/on phone on dog races in last 12 months".
var lab doghowO "(D) Bet online with a bookmaker on dog races in the last 12 months".
var lab doghowBE "(D) Bet online with a betting exchange on dog races in the last 12 months".

compute doghow=-1.
if (doghowP=1) and (any(1,doghowO,doghowBE=1)) doghow=3.
if doghow<>3 and doghowP=1 doghow=1.
if ~range (doghow,1,3) and any(1,doghowO,doghowBE=1) doghow=2.
if ~range (doghow,1,3) and any(-8,doghowO,doghowBE,doghowP) doghow=-8.
if ~range (doghow,1,3) and any(-9,doghowO,doghowBE,doghowP) doghow=-9.
Variable label doghow "(D) Method of betting on dog races in last 12 months (Single-response)".
value labels doghow
   1 "In person only"
   2 "Online only"
   3 "Both".

recode dogs2 (1 thru 6=1) (7 thru hi=2) (else=copy) into dogsMon.
var label dogsMon "(D) Gambled monthly or more on dogs in last 12 months".

compute Dogs4=-1.
if Dogs4b>0 Dogs4=(Dogs4b*52).
if Dogs4a>0 Dogs4=(Dogs4a*12).
if Dogs2=8 Dogs4=3.
if Dogs2=7 Dogs4=(17/2).
Variable label Dogs4 "(D) Number of days in past 12 months spent betting on dogs".

compute DOGSW10=dog7mon.
IF any (DOGSPY10,2,-8,-9) DOGSW10=DOGSPY10.
Variable label DOGSW10"(D) Whether bet on dog races in last 7 days (bookmaker and betting exchange)".
value labels DOGSW10
   1 "Yes"
   2 "No".

compute DOGSW07=Dog7mon.
if any (1,Dog7how1,Dog7How2,Dog7How3,dog7how6) Dogsw07=1.
if any (1,Dog7how4,Dog7how5) & Dog7how1<>1 & Dog7how2<>1 & Dog7how3<>1 & Dog7how6<>1 Dogsw07=2.
IF any (dogspy07,2,-8,-9) DOGSW07=dogspy07.
if dog7how7=1 & dog7how1<>1 & dog7how2<>1 & dog7how3<>1 & dog7how4<>1 & dog7how5<>1 & dog7how6<>1
dogsw07=-8.
Variable label dogsW07 "(D) Whether bet on dog races in last 7 days (with a bookmaker, not online)".
value labels dogsW07
```

```
    1 "Yes"
    2 "No".

*dogonw10.
compute DOGONW10=Dog7mon.
if any (1,Dog7How4,Dog7How5) DOGONW10=1.
if any (1,Dog7How1,Dog7How2,Dog7How3,Dog7How6) & Dog7How4<>1 & Dog7How5<>1 dogonw10=2.
IF any (dogonpy10,2,-8,-9) DOGONW10=dogonpy10.
if dog7how7=1 & dog7how1<>1 & dog7how2<>1 & dog7how3<>1 & dog7how4<>1 & dog7how5<>1 & dog7how6<>1
dogonw10=-8.
Variable label DOGONW10"(D) Whether bet on dog races online in last 7 days (incl betting exchange)".
value labels DOGONW10
    1 "Yes"
    2 "No".

*dog7how.
compute dog7how=-1.
if any (1,dog7how4,dog7how5) and any (1,dog7how1,dog7how2,dog7how3,dog7how6) dog7how=3.
if dog7how <>3 and any (1,dog7how4,dog7how5) dog7how=2.
if ~range(dog7how,2,3) and any (1,dog7how1,dog7how2,dog7how3,dog7how6) dog7how=1.
if ~range(dog7how,1,3) and dog7how7=1 dog7how=4.
if ~range(dog7how,1,4) and any(-8,dog7how1,dog7how2,dog7how3,dog7how4,dog7how5,dog7how6,dog7how7)
dog7how=-8.
if ~range(dog7how,1,4) and any(-9,dog7how1,dog7how2,dog7how3,dog7how4,dog7how5,dog7how6,dog7how7)
dog7how=-9.
var lab dog7how "(D) Method of betting on dog races in the past 7 days".
value labels dog7how
    1 "In person only"
    2 "Online only"
    3 "Both"
    4 "Other only".

compute dog7howBE=-1.
if any (dog7bet,1,3) dog7howBE=1.
if dog7howBE<>1 and dog7mon=1 dog7howBE=0.
var lab dog7howBE "(D) Bet online with a betting exchange on dog races in the past 7 days".

compute dog7howO=-1.
if any (dog7bet,2,3) dog7howO=1.
if dog7howO<>1 and dog7mon=1 dog7howO=0.
var lab dog7howO "(D) Bet online with a bookmaker on dog races in the past 7 days".

compute dog7howOT=-1.
if any (1,dog7how5,dog7how6,dog7how7) dog7howOT=1.
if dog7howOT <>1 and dog7mon=1 dog7howOT=0.
var lab dog7howOT "(D) Bet other methods on dog races in the past 7 days".
```

Sports betting

SPTBKPY: (D) Whether bet on other sports events in last 12 months (bookmaker and betting exchange)
    1   Yes
    2   No

SPTBKPY07: (D) Whether bet on other sports events in last 12 months (with a bookmaker, not online)
    1   Yes
    2   No

SPTBKONPY (D) Whether bet on other sports events online in last 12 months (include betting exchange)
    1   Yes
    2   No

SPORT2a: (D) Frequency bet on other sports events in last 12 months
    1   2+ days a week
    2   Once a week
    3   Once a month, less than once a week
    4   At least once in last year, less than once a month

SPRTHOW1 (D) Bet in person at bookmakers on other sports events in the last 12 months
    0   Mentioned
    1   Not mentioned

SPRTHOW2 (D) Bet in person at the track on other sports events in the last 12 months
2   Mentioned
3   Not mentioned

SPRTHOW3 (D) Bet on the phone to the bookmakers on other sports events in the last 12 months
2   Mentioned
3   Not mentioned

SPRTHOW4 (D) Bet online with a bookmaker on other sports events in the last 12 months
2   Mentioned
3   Not mentioned

SPRTHOW5 (D) Bet online with a betting exchange on other sports events in the last 12 months
2   Mentioned
3   Not mentioned

SPRTHOWP (D) Bet in person/on phone on other sports events in last 12 months
0   Mentioned
1   Not mentioned

SPRTHOWO (D) Bet online with a bookmaker on other sports events in the last 12 months
2   Mentioned
3   Not mentioned

SPRTHOWBE (D) Bet online with a betting exchange on other sports events in the last 12 months
2   Mentioned
3   Not mentioned

SPRTHOW (D) Method of betting on other sports events in last 12 months (Single-response)
1   In person only
2   Online only
3   Both.

SPORT4 (D) Number of days in past 12 months spent betting on other sports events

SPTMON (D) Gambled monthly or more on other sports events in last 12 months
1   Gambled monthly or more
2   Gambled less than monthly.

SPTBKW07 (D) Whether bet on other sports events in last 7 days (with a bookmaker, not online)
1   Yes
2   No

SPTBW (D) Whether bet on other sports events in last 7 days (incl bookmaker and betting exchange)
1   Yes
2   No

SPTBKOW (D) Whether bet on other sports events online in last 7 days (incl betting exchange)
1   Yes
2   No

SPRT7HOW (D) Method of betting on sports in the past 7 days
1   In person only
2   Online only
3   Both
4   Other only

SPRT7HOWBE (D) Bet online with a betting exchange on sports in the past 7 days
4   Mentioned
5   Not mentioned

SPRT7HOWO (D) Bet online with a bookmaker on sports in the past 7 days

    4   Mentioned
    5   Not mentioned

SPRT7HOWOT (D) Bet other methods on sports in the past 7 days

    0   Mentioned
    1   Not mentioned

```
SPSS SYNTAX

compute SPTBKPY=alm.
Variable label SPTBKPY "(D) Whether bet on other sports events in last 12 months (bookmaker and betting
exchange)".
value labels SPTBKPY
   1 "Yes"
   2 "No".

compute SPTBKOPY=alm.
if sprthowO=1 | sprthowBE=1 sptbkopy=1.
if sprthowP=1 & sprthowBE<>1 & sprthowO<>1 & sport17<>1 sptbkopy=2.
if sport16=1 & sprthowBE<>1 & sprthowO<>1 sptbkopy=2.
if sprthowP=-8 & sprthowO=-8 & sprthowBE=-8 sptbkopy=-8.
if sprthowP=-9 & sprthowO=-9 & sprthowBE=-9 sptbkopy=-9.
Variable label SPTBKOPY "(D) Whether bet on sports online in last 12 months (include betting exchange)".
value labels SPTBKOPY
   1 "Yes"
   2 "No".

*Sport2a.
recode Sport2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Sport2a.
variable labels Sport2a "(D) Frequency bet on other sports in last 12 months".

compute sprthow=-1.
if (sprthowP=1) and (any(1,sprthowO,sprthowBE=1)) sprthow=3.
if sprthow<>3 and sprthowP=1 sprthow=1.
if ~range (sprthow,1,3) and any(1,sprthowO,sprthowBE=1) sprthow=2.
if ~range (sprthow,1,3) and any(-8,sprthowO,sprthowBE,sprthowP) sprthow=-8.
if ~range (sprthow,1,3) and any(-9,sprthowO,sprthowBE,sprthowP) sprthow=-9.
Variable label sprthow "(D) Method of betting on sports in last 12 months (Single-response)".
value labels sprthow
   1 "In person only"
   2 "Online only"
   3 "Both".

compute sprthow1=sport11.
if sprt7ho1=1 sprthow1=1.
compute sprthow2=Sport12.
if sprt7ho2=1 sprthow2=1.
compute sprthow3=sport13.
if sprt7ho3=1 sprthow3=1.
compute sprthow4=Sport14.
if sprt7ho4=1 & (sprt7bet=2 | sprt7bet=3) sprthow4=1.
compute sprthow5=sport15.
if sprt7ho4=1 & (sprt7bet=1 | sprt7bet=3) sprthow5=1.

*sprthow - three levels but separate items (in person, online with bookmaker, online with betting
exchange).
compute sprthowP = sprthow1.
if any (1, sprthow2, sprthow3, sprt7ho6, sport16, sport18) sprthowP = 1.
Compute sprthowO = sprthow4.
Compute sprthowBE = sprthow5.

var lab sprthow1 "(D) Bet in person at bookmakers on sports events in the last 12 months".
var lab sprthow2 "(D) Bet in person at the track on sports events in the last 12 months".
var lab sprthow3 "(D) Bet on the phone to the bookmakers on sports events in the last 12 months".
var lab sprthow4 "(D) Bet online with a bookmaker on sports events in the last 12 months".
var lab sprthow5 "(D) Bet online with a betting exchange on sports events in the last 12 months".
var lab sprthowP "(D) Bet in person/on phone on sports events in last 12 months".
var lab sprthowO "(D) Bet online with a bookmaker on sports events in the last 12 months".
var lab sprthowBE "(D) Bet online with a betting exchange on sports events in the last 12 months".

compute Sport4=-1.
if Sport4b>0 Sport4=(Sport4b*52).
if Sport4a>0 Sport4=(Sport4a*12).
if Sport2=8 Sport4=3.
if Sport2=7 Sport4=(17/2).
Variable label Sport4 "(D) Number of days in past 12 months spent betting on other sports".

recode sport2 (1 thru 6=1) (7 thru hi=2) (else=copy) into sptMon.
var label sptMon"(D) Gambled monthly or more on sports in last 12 months".

compute SPTBW=sprt7mon.
IF any (sptbkpy,2,-8,-9) SPTBW=sptbkpy.
```

```
Variable label SPTBW "(D) Whether bet on other sports events in last 7 days (bookmaker and betting
exchange)".
value labels SPTBW
   1 "Yes"
   2 "No".

*SPTBKOW.
compute SPTBKOW=sprt7mon.
if any(1,sprt7ho4,sprt7ho5) SPTBKOW=1.
if any(1,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho6) & sprt7ho4<>1 & sprt7ho5<>1 SPTBKOW=2.
IF any (sptbkopy,2,-8,-9) SPTBKOW=sptbkopy.
if sprt7ho7=1 & sprt7ho1<>1 & sprt7ho2<>1 & sprt7ho3<>1 & sprt7ho4<>1 & sprt7ho5<>1 & sprt7ho6<>1
SPTBKOW=-8.
Variable label SPTBKOW"(D) Whether bet on other events online in last 7 days (include betting exchange)".
value labels SPTBKOW
   1 "Yes"
   2 "No".

*sptbkW07
compute SPTBKW07=sprt7mon.
if any(1,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho6) SPTBKW07=1.
if any(1,sprt7ho4,sprt7ho5) & sprt7ho1<>1 & sprt7ho2<>1 & sprt7ho3<>1 & sprt7ho6<>1 SPTBKW07=2.
IF any (sptbkpy07,2,-8,-9) SPTBKW07=sptbkpy07.
if sprt7ho7=1 & sprt7ho1<>1 & sprt7ho2<>1 & sprt7ho3<>1 & sprt7ho4<>1 & sprt7ho5<>1 & sprt7ho6<>1
sptbkW07=-8.
Variable label SPTBKW07 "(D) Whether bet on sport betting in last 7 days(with a bookmaker, not online)".
value labels SPTBKW07
   1 "Yes"
   2 "No".

*sprt7how.
compute sprt7how=-1.
if any (1,sprt7ho4,sprt7ho5) and any (1,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho6) sprt7how=3.
if sprt7how <>3 and any (1,sprt7ho4,sprt7ho5) sprt7how=2.
if ~range(sprt7how,2,3) and any (1,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho6) sprt7how=1.
if ~range(sprt7how,1,3) and sprt7ho7=1 sprt7how=4.
if ~range(sprt7how,1,4) and any(-8,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho4,sprt7ho5,sprt7ho6,sprt7ho7)
sprt7how=-8.
if ~range(sprt7how,1,4) and any(-9,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho4,sprt7ho5,sprt7ho6,sprt7ho7)
sprt7how=-9.
var lab sprt7how "(D) Method of betting on sports in the past 7 days".
value labels sprt7how
   1 "In person only"
   2 "Online only"
   3 "Both"
   4 "Other only".

compute sprt7howBE=-1.
if any (sprt7bet,1,3) sprt7howBE=1.
if sprt7howBE<>1 and sprt7mon=1 sprt7howBE=0.
var lab sprt7howBE"(D) Bet online with a betting exchange on sports in the past 7 days".

compute sprt7howO=-1.
if any (sprt7bet,2,3) sprt7howO=1.
if sprt7howO<>1 and sprt7mon=1 sprt7howO=0.
var lab sprt7howO "(D) Bet online with a bookmaker on sports in the past 7 days".

compute sprt7howOT=-1.
if any (1,sprt7ho5,sprt7ho6,sprt7ho7) sprt7howOT=1.
if sprt7howOT <>1 and sprt7mon=1 sprt7howOT=0.
var lab sprt7howOT "(D) Bet other methods on sports in the past 7 days".
```

Betting on other events

OTHBKPY: (D) Whether bet on other events in last 12 months (bookmaker and betting
exchange)
   1   Yes
   2   No

OTHBKPY07: (D) Whether bet on other events in last 12 months (with a bookmaker, not online)
   1   Yes
   2   No

OBKONPY (D) Whether bet on other events online in last 12 months (include betting exchange)
   1   Yes
   2   No

OTHBET2a: (D) Frequency bet on other events in last 12 months
  1   2+ days a week
  2   Once a week
  3   Once a month, less than once a week
  4   At least once in last year, less than once a month

OBETHOW1 (D) Bet in person at bookmakers on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOW2 (D) Bet in person at the track on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOW3 (D) Bet on the phone to the bookmakers on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOW4 (D) Bet online with a bookmaker on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOW5 (D) Bet online with a betting exchange on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOWP (D) Bet in person/on phone on other events in last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOWO (D) Bet online with a bookmaker on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOWBE (D) Bet online with a betting exchange on other events in the last 12 months
  0   Mentioned
  1   Not mentioned

OBETHOW (D) Method of betting on other events in last 12 months (Single-response)
  1   In person only
  2   Online only
  3   Both.

OTHBET4 (D) Number of days in past 12 months spent betting on other events

OTHMON (D) Gambled monthly or more on other events in last 12 months
  1   Gambled monthly or more
  2   Gambled less than monthly.

OTHBKW07 (D) Whether bet on other events in last 7 days (with a bookmaker, not online)
  1   Yes
  2   No

OTHBKW10 (D) Whether bet on other events in last 7 days (incl bookmaker and betting exchange)
  1   Yes
  2   No

OBKONW10 (D) Whether bet on other sports events online in last 7 days (incl betting exchange)
  1   Yes
  2   No

OBET7HOW (D) Method of betting on non-sports events in the past 7 days
  1   In person only
  2   Online only
  3   Both

OBET7HOWBE (D) Bet online with a betting exchange on sports in the past 7 days
    0   Mentioned
    1   Not mentioned

OBET7HOWO (D) Bet online with a bookmaker on sports in the past 7 days
    0   Mentioned
    1   Not mentioned

OBET7HOWOT (D) Bet other methods on sports in the past 7 days
    0   Mentioned
    1   Not mentioned

```
SPSS SYNTAX

compute OTHBKPY10=aln.
Variable label OTHBKPY10 "(D) Whether bet on other events in last 12 months (bookmaker and betting
exchange)".
value labels OTHBKPY10
   1 "Yes"
   2 "No".
*othbkpy07.
compute OTHBKPY07=2.
if alm=1 | aln=1 othbkpy07=1.
if alm=-1 & aln=-1 OTHBKPY07=-1.
if ((alm=1 & sprthowP<>1 & (sprthowBE=1 | sprthowO=1)) | alm=2) &
((aln=1 & obethowP<>1 & (obethowBE=1 | obethowO=1)) | aln=2) OTHBKPY07=2.
if sprthowBE=-8 & sprthowO=-8 & sprthowP=-8 & obethowBE=-8 & obethowO=-8 & obethowP=-8 othbkpy07=-8.
if sprthowBE=-9 & sprthowO=-9 & sprthowP=-9 & obethowBE=-9 & obethowO=-9 & obethowP=-9 othbkpy07=-9.
if sprthowBE=-8 & sprthowO=-8 & sprthowP=-8 & obethowBE=-1 & obethowO=-1 & obethowP=-1 othbkpy07=-8.
if sprthowBE=-9 & sprthowO=-9 & sprthowP=-9 & obethowBE=-1 & obethowO=-1 & obethowP=-1 othbkpy07=-9.
if sprthowBE=-1 & sprthowO=-1 & sprthowP=-1 & obethowBE=-8 & obethowO=-8 & obethowP=-8 othbkpy07=-8.
if sprthowBE=-1 & sprthowO=-1 & sprthowP=-1 & obethowBE=-9 & obethowO=-9 & obethowP=-9 othbkpy07=-9.
Variable label OTHBKPY07 "(D) Whether bet on sports or other events in last 12 months (with a bookmaker,
not online)".
value labels OTHBKPY07
   1 "Yes"
   2 "No".

*obkonpy10.
compute OBKONPY10=aln.
if obethowO=1 | obethowBE=1 obkonpy10=1.
if obethowP=1 & obethowBE<>1 & obethowO<>1 & othbet17<>1 obkonpy10=2.
if othbet16=1 & obethowBE<>1 & obethowO<>1 obkonpy10=2.
if obethowP=-8 & obethowO=-8 & obethowBE=-8 obkonpy10=-8.
if obethowP=-9 & obethowO=-9 & obethowBE=-9 obkonpy10=-9.
Variable label OBKONPY10 "(D) Whether bet on other events online in last 12 months (include betting
exchange)".
value labels OBKONPY10
   1 "Yes"
   2 "No".

*OthBet2a.
recode OthBet2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into OthBet2a.
variable labels OthBet2a "(D) Frequency bet on non-sports events in last 12 months".

compute Obethow1=othbet11.
if bet7how1=1 Obethow1=1.
compute Obethow2=othbet12.
if bet7how2=1 Obethow2=1.
compute Obethow3=othbet13.
if bet7how3=1 Obethow3=1.
compute Obethow4=othbet14.
if bet7how4 = 1 & (bet7bet = 2 | bet7bet = 3) obethow4 = 1.
compute Obethow5=othbet15.
if bet7how4 = 1 & (bet7bet = 1 | bet7bet = 3) obethow5 = 1.

*obethow - three levels but separate items (in person, online with bookmaker, online with betting
exchange).
compute obethowP = obethow1.
if any (1, obethow2, obethow3, bet7how6, othbet16, othbet18) obethowP = 1.
Compute obethowO = obethow4.
Compute obethowBE = obethow5.

var lab obethow1 "(D) Bet in person at bookmakers on other events in the last 12 months".
var lab obethow2 "(D) Bet in person at the track on other events in the last 12 months".
var lab obethow3 "(D) Bet on the phone to the bookmakers on other events in the last 12 months".
var lab obethow4 "(D) Bet online with a bookmaker on other events in the last 12 months".
var lab obethow5 "(D) Bet online with a betting exchange on other events in the last 12 months".
var lab obethowP "(D) Bet in person/on phone on other events in last 12 months".
var lab obethowO "(D) Bet online with a bookmaker on other events in the last 12 months".
```

```
var lab obethowBE "(D) Bet online with a betting exchange on other events in the last 12 months".

compute obethow=-1.
if (obethowP=1) and (any(1,obethowO,obethowBE=1)) obethow=3.
if obethow<>3 and obethowP=1 obethow=1.
if ~range (obethow,1,3) and any(1,obethowO,obethowBE=1) obethow=2.
if ~range (obethow,1,3) and any(-8,obethowO,obethowBE,obethowP) obethow=-8.
if ~range (obethow,1,3) and any(-9,obethowO,obethowBE,obethowP) obethow=-9.
Variable label obethow "(D) Method of betting on non-sports events in last 12 months (Single-response)".
value labels obethow
    1 "In person only"
    2 "Online only"
    3 "Both".

recode othbet2 (1 thru 6=1) (7 thru hi=2) (else=copy) into othMon.
var label othMon "(D) Gambled monthly or more on non-sports events in last 12 months".

compute OthBet4=-1.
if OthBet4b>0 OthBet4=(OthBet4b*52).
if OthBet4a>0 OthBet4=(OthBet4a*12).
if OthBet2=8 OthBet4=3.
if OthBet2=7 OthBet4=(17/2).
Variable label OthBet4 "(D) Number of days in past 12 months spent betting on non-sports events".

compute OTHBKW10=bet7mon.
IF any (othbkpy10,2,-8,-9) OTHBKW10=othbkpy10.
Variable label OTHBKW10 "(D) Whether bet on other events in last 7 days (bookmaker and betting exchange)".
value labels OTHBKW10
    1 "Yes"
    2 "No".

othbkw07.
compute OTHBKW07=2.
if any (1,sprt7mon,bet7mon) & any
(1,sprt7ho1,sprt7ho2,sprt7ho3,sprt7ho6,bet7how1,bet7how2,bet7how3,bet7how6) othbkw07=1.
if sprt7mon=-1 & bet7mon=-1 othbkw07=-1.
if any (1,sprt7ho4,sprt7ho5,bet7how4,bet7how5) & sprt7ho1<>1 & sprt7ho2<>1 & sprt7ho3<>1 & sprt7ho6<>1 &
bet7how1<>1
& bet7how2<>1 & bet7how3<>1 & bet7how6<>1 othbkw07=2.
IF any (othbkPY07,2,-8,-9) OTHBKW07=othbkPY07.
Variable label othbkw07"(D) Whether bet on sports or other events in last 7 days (with a bookmaker, not
online)".
value labels othbkw07
    1 "Yes"
    2 "No".

*OBKONW10.
compute OBKONW10=bet7mon.
if any(1,bet7how4,bet7how5) obkonw10=1.
if any(1,bet7how1,bet7how2,bet7how3,bet7how6) & bet7how4<>1 & bet7how5<>1 obkonw10=2.
IF any (OBKONPY10,2,-8,-9) obkonW10=OBKONPY10.
if bet7how7=1 & bet7how1<>1 & bet7how2<>1 & bet7how3<>1 & bet7how4<>1 & bet7how5<>1 & bet7how6<>1
OBKONW10=-8.
Variable label OBKONW10 "(D) Whether bet on other events online in last 7 days (include betting
exchange)".
value labels OBKONW10
    1 "Yes"
    2 "No".

*obet7how.
compute obet7how=-1.
if any (1,bet7how4,bet7how5) and any (1,bet7how1,bet7how2,bet7how3,bet7how6) obet7how=3.
if obet7how <>3 and any (1,bet7how4,bet7how5) obet7how=2.
if ~range(obet7how,2,3) and any (1,bet7how1,bet7how2,bet7how3,bet7how6) obet7how=1.
if ~range(obet7how,1,3) and bet7how7=1 obet7how=4.
if ~range(obet7how,1,4) and any(-8,bet7how1,bet7how2,bet7how3,bet7how4,bet7how5,bet7how6,bet7how7)
obet7how=-8.
if ~range(obet7how,1,4) and any(-9,bet7how1,bet7how2,bet7how3,bet7how4,bet7how5,bet7how6,bet7how7)
obet7how=-9.
var lab obet7how "(D) Method of betting on non-sports events in the past 7 days".
value labels obet7how
    1 "In person only"
    2 "Online only"
    3 "Both"
    4 "Other only".

compute obet7howBE=-1.
if any (bet7bet,1,3) obet7howBE=1.
if obet7howBE<>1 and bet7mon=1 obet7howBE=0.
var lab obet7howBE "(D) Bet online with a betting exchange on non-sports events in the past 7 days".

compute obet7howO=-1.
if any (bet7bet,2,3) obet7howO=1.
if obet7howO<>1 and bet7mon=1 obet7howO=0.
var lab obet7howO "(D) Bet online with a bookmaker on non-sports events in the past 7 days".

compute obet7howOT=-1.
```

```
if any (1,bet7how5,bet7how6,bet7how7) obet7howOT=1.
if obet7howOT <>1 and bet7mon=1 obet7howOT=0.
var lab obet7howOT "(D) Bet other methods on non-sports events in the past 7 days".
```

Virtual Gaming Machines in a Bookmakers (FOBTs)

VGMBKPY10: (D) Whether played virtual gaming machines in a bookmakers in last 12 months
    1   Yes
    2   No

VGMBKPY07: (D) Whether played virtual gaming machines in a bookmakers in last 12 months
    1   Yes
    2   No

VIRGAM2A: (D) Frequency played virtual gaming machines in a bookmakers in last 12 months
    1   2+ days a week
    2   Once a week
    3   Once a month, less than once a week
    4   At least once in last year, less than once a month

VGMHOW1 (D) Played roulette on virtual gaming machines in bookmakers in the last 12 months
    0   Mentioned
    1   Not mentioned

VGMHOW2 (D) Playedpoker on virtual gaming machines in bookmakers in the last 12 months

    0   Mentioned
    1   Not mentioned

VGMHOW3 (D) Played blackjack on virtual gaming machines in bookmakers in the last 12 months
    0   Mentioned
    1   Not mentioned

VGMHOW4 (D) Played jackpot games on virtual gaming machines in bookmakers in the last 12 months
    0   Mentioned
    1   Not mentioned

VGMHOW5 (D) Played other fruit/slot machine style games on virtual gaming machines in bookmakers in the last 12 months
    0   Mentioned
    1   Not mentioned

VIRGAM4 (D) Number of days in past 12 months spent playing virtual gaming machines

VGMON (D) Gambled monthly or more on virtual gaming machines in last 12 months
    1   Gambled monthly or more
    2   Gambled less than monthly.

VGMBKW10: (D) Whether played virtual gaming machines in a bookmakers in last 7 days
    1   Yes
    2   No

VGMBKW07: (D) Whether played virtual gaming machines in a bookmakers in last 7 days
    1   Yes
    2   No

```
SPSS SYNTAX

compute VGMBKPY10=alg.
Variable label VGMBKPY10 "(D) Whether played any games on virtual gaming machines in a bookmakers in last
12 months".
value labels VGMBKPY10
```

```
     1 "Yes"
     2 "No".


*vgmbkpy07.
compute VGMBKPY07=alg.
if (vgmhow4=1 | vgmhow5=1) & (vgmhow1~=1 & vgmhow2~=1 & vgmhow3~=1) VGMBKPY07=2.
Variable label VGMBKPY07 "(D) Whether played B2 games on virtual gaming machines in a bookmakers in last
12 months".
value labels VGMBKPY07
     1 "Yes"
     2 "No".


*Virgam2a.
recode Virgam2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Virgam2a.
variable labels Virgam2a "(D) Frequency played virtual games in last 12 months".


*vgmhow.
compute vgmhow1=virgam11.
if vgm7how1=1 vgmhow1=1.
compute vgmhow2=virgam12.
if vgm7how2=1 vgmhow2=1.
compute vgmhow3=virgam13.
if vgm7how3=1 vgmhow3=1.
compute vgmhow4=virgam14.
if vgm7how4=1 vgmhow4=1.
compute vgmhow5=virgam15.
if vgm7how5=1 vgmhow5=1.

var lab vgmhow1 "(D) Played roulette on virtual gaming machines in the last 12 months".
var lab vgmhow2 "(D) Played poker on virtual gaming machines in the last 12 months".
var lab vgmhow3 "(D) Played blackjack on virtual gaming machines in the last 12 months".
var lab vgmhow4 "(D) Played jackpot games on virtual gaming machines in the last 12 months".
var lab vgmhow5 "(D) Played other fruit/slot machine style games on virtual gaming machines in the last 12
months".


compute VirGam4=-1.
if VirGam4b>0 VirGam4=(VirGam4b*52).
if VirGam4a>0 VirGam4=(VirGam4a*12).
if VirGam2=8 VirGam4=3.
if VirGam2=7 VirGam4=(17/2).
Variable label VirGam4 "(D) Number of days in past 12 months spent playing virtual games".

recode Virgam2 (1 thru 6=1) (7 thru hi=2) (else=copy) into vgMon.
var label vgMon "(D) Gambled monthly or more on virtual gaming in last 12 months".


*VGMBKW10.
compute VGMBKW10=vgm7mon.
IF any (VGMBKPY10,2,-8,-9) VGMBKW10=VGMBKPY10.
Variable label VGMBKW10"(D) Whether played virtual gaming machines in a bookmakers in last 7 days".
value labels VGMBKW10
     1 "Yes"
     2 "No".

compute VGMBKW07=vgm7mon.
if (vgm7how4=1 | vgm7how5=1) & (vgm7how1~=1 & vgm7how2~=1 & vgm7how3~=1) VGMBKW07=2.
IF any (vgmbkpy07,2,-8,-9) VGMBKW07=vgmbkpy07.
Variable label VGMBKW07 "(D) Whether played B2 games on virtual gaming machines in a bookmakers in last 7
days".
value labels VGMBKW07
     1 "Yes"
     2 "No".
```

Spreadbetting

SPRDPY: (D) Whether spread bet in last 12 months
    1   Yes
    2   No

SPREAD2A: (D) Frequency spread bet in the last 12 months
    1   2+ days a week
    2   Once a week
    3   Once a month, less than once a week
    4   At least once in last year, less than once a month

SPREAD4: (D) Number of days in the past 12 months spent on spread betting

SPDMON (D) Gambled monthly or more on spread betting in last 12 months
    1   Gambled monthly or more

2   Gambled less than monthly.

SPRDW: (D) Whether spread bet in last 7 days
   1   Yes
   2   No

```
SPSS SYNTAX

compute SPRDPY=Alo.
Variable label SPRDPY "(D) Whether spread bet in last 12 months".
value labels SPRDPY
   1 "Yes"
   2 "No".

*Spread2a.
recode Spread2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Spread2a.
variable labels Spread2a "(D) Frequency of spread betting in last 12 months".

compute Spread4=-1.
if Spread4b>0 Spread4=(Spread4b*52).
if Spread4a>0 Spread4=(Spread4a*12).
if Spread2=8 Spread4=3.
if Spread2=7 Spread4=(17/2).
Variable label Spread4 "(D) Number of days in past 12 months spent on spread betting".

recode spread2 (1 thru 6=1) (7 thru hi=2) (else=copy) into sprdMon.
var label sprdMon "(D) Gambled monthly or more on National Lottery in last 12 months".

*SPRDW.
compute SPRDW=Spd7mon.
IF any (sprdpy,2,-8,-9) SPRDW=sprdpy.
Variable label SPRDW"(D) Whether spread bet in last 7 days".
value labels SPRDW
   1 "Yes"
   2 "No".
```

Online gambling

OLGPY07: (D) Whether gambled online on bingo, casino and instant win style games in last 12 months
   1   Yes
   2   No

OLGPY10: (D) Whether gambled on fruit/slot/instant win style games in last 12 months
   1   Yes
   2   No

OTHON2A: (D) Frequency gambled online in the last 12 months
   1   2+ days a week
   2   Once a week
   3   Once a month, less than once a week
   4   At least once in last year, less than once a month

OthOn4 "(D) Number of days in past 12 months spent other online gambling".

ONMON (D) Gambled monthly or more on online fruit/slots in last 12 months
   1   Gambled monthly or more
   2   Gambled less than monthly.

OLGW07: (D) Whether gambled online on bingo, casino and instant win style games in last 7 days
   1   Yes
   2   No

OLGW10: (D) Whether gambled on fruit/slot/instant win style games in last 7days
   1   Yes
   2   No

```
SPSS SYNTAX

compute OLGPY10 =alj.
```

```
Variable label OLGPY10 "(D) Whether gambled on online fruit/slots/instant wins in last 12 months".
value labels OLGPY10
   1 "Yes"
   2 "No".

compute OLGPY07=alj.
if casonpy10=1 OLGPY07=1.
if binonpy=1 OLGPY07=1.
if alj<>1 & casonpy10<>1 & binonpy=-8 OLGPY10=-8.
if alj<>1 & casonpy10<>1 & binonpy=-9 OLGPY10=-9.
if alj<>1 & casonpy10=-8 & binonpy<>1 OLGPY10=-8.
if alj<>1 & casonpy10=-9 & binonpy<>1 OLGPY10=-9.
Variable label OLGPY07 "(D) Whether gambled online on bingo, casino, instant wins in last 12 months".
value labels OLGPY07
   1 "Yes"
   2 "No".

recode OthOn2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into OthOn2a.
variable labels OthOn2a "(D) Frequency of other online gambling in last 12 months".

compute OthOn4=-1.
if OthOn4b>0 OthOn4=(OthOn4b*52).
if OthOn4a>0 OthOn4=(OthOn4a*12).
if OthOn2=8 OthOn4=3.
if OthOn2=7 OthOn4=(17/2).
Variable label OthOn4 "(D) Number of days in past 12 months spent other online gambling".

recode Othon2 (1 thru 6=1) (7 thru hi=2) (else=copy) into onMon.
var label onMon "(D) Gambled monthly or more on online fruit/slots in last 12 months".
```

```
*olgw07.
compute OLGW07=2.
if on7mon=1 OLGW07=1.
if casonw10=1 OLGW07=1.
if binonw=1 OLGW07=1.
if On7mon<>1 & casonw10<>1 & binonw=-8 OLGW07=-8.
if On7mon<>1 & casonw10<>1 & binonw=-9 OLGW07=-9.
if On7mon<>1 & casonw10=-8 & binonw<>1 OLGW07=-8.
if On7mon<>1 & casonw10=-9 & binonw<>1 OLGW07=-9.
IF ~RANGE(OLGW07,-9,1) & any (olgpy07,2,-1,-8,-9) OLGW07=olgpy07.
Variable label OLGW07"(D) Whether gambled online on bingo, casino, instant wins in last 7 days".
value labels OLGW07
   1 "Yes"
   2 "No".

*OLGW10.
compute OLGW10=on7mon.
IF any (olgpy10,2,-8,-9) OLGW10=olgpy10.
Variable label OLGW10"(D) Whether gambled on online fruit/slots/instant wins in last 7 days".
value labels OLGW10
   1 "Yes"
   2 "No".
```

SPSS Syntax:

```
count yyy=a1_1 a1_2 a1_3 a1_4 a1_5 a1_6 a1_7 a1_8 a1_9 a1_10 a1_11 a1_12 a1_13 a1_14 a1_15 a1_16 a1_17 (-9).
do if yyy<17.
compute OLGy=a1_9.
recode a1_9 (1,2,3=1)(4=2)(5,6=3)(7,8=4)(10=5)(9,-1,-8,-9=6) into OLGy.
end if.
variable labels OLGy "(D) Frequency did on-line gambling in last 12 months".
value labels OLGy
  1 "2+ days a week"
  2 "Once a week"
  3 "Once a month, less than once a week"
  4 "At least once in last year, less than once a month"
  5 "Participated in last year, frequency not known"
  6 "Not at all in last 12 months".
Recode OLGy   (sysmis=-9) (else=copy).
missing values OLGy  (-9).

compute OLGpy=OLGy.
recode OLGy (1,2,3,4,5=1)(6=2) (-9=copy) into OLGpy.
variable labels OLGpy "(D) Whether did on-line gambling in last 12 months".
value labels OLGpy
  1 "Yes"
  2 "No".
missing values OLGpy (-9).
```

Casinos

CASINOPY10: (D) Frequency played table games in a casino in the last 12 months (online and in a casino)
1 Yes
2 No

CASINPY07: (D) Whether played table games in a casino in last 12 months
1 Yes
2 No

CASONPY10: (D) Whether played casino games online in last 12 months
1 Yes
2 No

CASO2A: Frequency casino online in past 12 months
1 2+ days a week
2 Once a week
3 Once a month, less than once a week
4 At least once in last year, less than once a month

CASP2A: Frequency casino in person in past 12 months
1 2+ days a week
2 Once a week
3 Once a month, less than once a week
4 At least once in last year, less than once a month

CASHOW (D) Method of playing casino games in last 12 months
1 In person
2 Online
3 Both

CASO4 (D) Number of days in past 12 months spent playing casino games online

CASP4 (D) Number of days in past 12 months spent playing casino games in person

CMON (D) Gambled monthly or more on casino games in last 12 months"
1 Gambled monthly or more
2 Gambled less than monthly.

CASOMON (D) Gambled monthly or more on casino online in last 12 months"
1 Gambled monthly or more
2 Gambled less than monthly.

CASMON (D) Gambled monthly or more on casino in person in last 12 months"
1 Gambled monthly or more
2 Gambled less than monthly.

CASINOW10: (D) Frequency played table games in a casino in the last 7 days (online and in a casino)
1 Yes
2 No

CASINW07: (D) Whether played table games in a casino in last 7 days
1 Yes
2 No

CASONW10: (D) Whether played casino games online in last 7 day
1 Yes
2 No

```
compute CASINOPY10=ali.
Variable label CASINOPY10 "(D) Whether played casino games in last 12 months (online and in a casino)".
value labels CASINOPY10
   1 "Yes"
   2 "No".


compute CASINPY07=ali.
if ali=1 & (cashow=1 | cashow=3) CASINPY07=1.
if ali=1 & cashow=2 CASINPY07=2.
if ali=1 & cashow=-8 CASINPY07=-8.
if ali=1 & cashow=-9 CASINPY07=-9.
Variable label CASINPY07 "(D) Whether played table games in a casino in last 12 months".
value labels CASINPY07
   1 "Yes"
   2 "No".


*casonpy10.
compute CASONPY10=ali.
if ali=1 & (cashow=2 | cashow=3) CASONPY10=1.
if ali=1 & cashow=1 CASONPY10=2.
if ali=1 & cashow=-8 CASONPY10=-8.
if ali=1 & cashow=-9 CASONPY10=-9.
Variable label CASONPY10 "(D) Whether played casino games online in last 12 months".
value labels CASONPY10
   1 "Yes"
   2 "No".
freq casonpy10.
crosstab cashow by casonpy10 by ali.

*Casp2a.
recode Casp2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Casp2a.
variable labels Casp2a "(D) Frequency casino in person in last 12 months".

*Caso2a.
recode Caso2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Caso2a.
variable labels Caso2a "(D) Frequency casino online in last 12 months".

*cashow.
compute cashow=casino1.
if cas7onl=1 & casino1=2 cashow=3.
if cas7onl=2 & casino1=1 cashow=3.
if cas7onl=3 cashow=3.

compute Casp4=-1.
if Casp4b>0 Casp4=(Casp4b*52).
if Casp4a>0 Casp4=(Casp4a*12).
if Casp2=8 Casp4=3.
if Casp2=7 Casp4=(17/2).
Variable label Casp4 "(D) Number of days in past 12 months casino in person".

compute Caso4=-1.
if Caso4b>0 Caso4=(Caso4b*52).
if Caso4a>0 Caso4=(Caso4a*12).
if Caso2=8 Caso4=3.
if Caso2=7 Caso4=(17/2).
Variable label Caso4 "(D) Number of days in past 12 months casino online".

recode casp2 (1 thru 6=1) (7 thru hi=2) (else=copy) into casMon.
var label casMon "(D) Gambled monthly or more on casino in person in last 12 months".

recode caso2 (1 thru 6=1) (7 thru hi=2) (else=copy) into casoMon.
var label casoMon "(D) Gambled monthly or more on casino online in last 12 months".

If any (1,casmon, casomon) cmon = 1.
if casomon = 2 & casmon=2 cmon=2.
if casmon=2 & casomon=-1 cmon=2.
if casmon=-1 & casomon=2 cmon=2.
if casomon=-1 & casmon=-1 cmon=-1.
if casomon=-8 & casmon=-1 cmon=-1.
var label cmon "(D) Gambled monthly or more on casino games in last 12 months".


*CASINOW10.
compute CASINOW10=cas7mon.
IF any (casinopy10,2,-8,-9) CASINOW10=casinopy10.
Variable label CASINOW10"(D) Whether played casino games in last 7 days (online and in a casino)".
value labels CASINOW10
   1 "Yes"
   2 "No".

compute CASINW07=cas7mon.
if cas7mon=1 & (cas7onl=1 | cashow=3) CASINW07=1.
if cas7mon=1 & cas7onl=2 CASINW07=2.
if cas7mon=1 & cas7onl=-8 CASINW07=-8.
if cas7mon=1 & cas7onl=-9 CASINW07=-9.
IF any (casinpy07,2,-8,-9) CASINW07=casinpy07.
Variable label CASINW07"(D) Whether played table games in a casino in last 7 days".
```

```
value labels CASINW07
   1 "Yes"
   2 "No".

*casonw10.
compute CASONW10=cas7mon.
if cas7mon=1 & (cas7onl=2 | cashow=3) CASONW10=1.
if cas7mon=1 & cas7onl=1 CASONW10=2.
if cas7mon=1 & cas7onl=-8 CASONW10=-8.
if cas7mon=1 & cas7onl=-9 CASONW10=-9.
IF any (casonpy10,2,-8,-9) CASONW10=casonpy10.
Variable label CASONW10"(D) Whether played casino games on-line in last 7 days".
value labels CASONW10
   1 "Yes"
   2 "No".
```

Poker in a pub/club/tournament

POKERPY: (D) Whether played poker in a pub/tournament or league at a club in the last 12 months
  1   Yes
  2   No

POKER2A: (D) Frequency played poker in the last 12 months
  1   2+ days a week
  2   Once a week
  3   Once a month, less than once a week
  4   At least once in last year, less than once a month

POKER4 (D) Number of days in past 12 months spent playing poker

POKMON (D) Gambled monthly or more on casino games in last 12 months"
  1   Gambled monthly or more
  2   Gambled less than monthly.

POKERW: (D) Frequency played table games in a casino in the last 7 days (online and in a casino)
  1   Yes
  2   No

```
SPSS SYNTAX

compute POKERPY=alh.
Variable label POKERPY "(D) Whether played poker in a pub/tournament or league at a club in last 12
months".
value labels POKERPY
   1 "Yes"
   2 "No".

recode Poker2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Poker2a.
variable labels Poker2a "(D) Frequency played poker in last 12 months".

compute Poker4=-1.
if Poker4b>0 Poker4=(Poker4b*52).
if Poker4a>0 Poker4=(Poker4a*12).
if Poker2=8 Poker4=3.
if Poker2=7 Poker4=(17/2).
Variable label Poker4 "(D) Number of days in past 12 months spent playing poker".

recode poker2 (1 thru 6=1) (7 thru hi=2) (else=copy) into pokMon.
var label pokMon "(D) Gambled monthly or more on poker in last 12 months".

*POKERW.
compute POKERW=poke7mon.
IF any (POKERPY,2,-8,-9) POKERW=POKERPY.
Variable label POKERW"(D) Whether played poker in a pub/tournament or league at a club in last 7 days".
value labels POKERW
   1 "Yes"
   2 "No".
```

Private betting

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

PRIVAT2A: (D) Frequency did private betting in the last 12 months
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

PRIVAT4 (D) Number of days in past 12 months spent on private gambling

PMON (D) Gambled monthly or more on private gambling in past 12 months
1   Gambled monthly or more
2   Gambled less than monthly.

PRIVW (D) Whether bet privately in last 7 days.

```
SPSS SYNTAX

compute PRIVPY =alp.
Variable label PRIVPY "(D) Whether did private betting in last 12 months".
value labels PRIVPY
   1 "Yes"
   2 "No".
*Privat2a.
recode Privat2 (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into Privat2a.
variable labels Privat2a "(D) Frequency of private gambling in last 12 months".

compute Privat4=-1.
if Privat4b>0 Privat4=(Privat4b*52).
if Privat4a>0 Privat4=(Privat4a*12).
if Privat2=8 Privat4=3.
if Privat2=7 Privat4=(17/2).
Variable label Privat4 "(D) Number of days in past 12 months spent on private gambling".

recode Privat2 (1 thru 6=1) (7 thru hi=2) (else=copy) into pMon.
var label pMon "(D) Gambled monthly or more on private gambling in last 12 months".

*PRIVW.
compute PRIVW=priv7mon.
IF any (privpy,2,-8,-9) PRIVW=privpy.
Variable label PRIVW "(D) Whether used private betting in last 7 days".
value labels PRIVW
   1 "Yes"
   2 "No".
```

Gambling participation – summary variables

Participation in any activity

ANYACT07 (D) Whether participated in any gambling activity in last 12 months
- 1   Yes
- 2   No

ANYACT10 (D) Whether participated in any gambling activity in last 12 months
- 1   Yes
- 2   No

NACTIVY10 (D) Number of activities participated in within last 12 months

NACTIVY07 (D) Number of activities participated in within last 12 months

NACTYGR10 (D) Number of activities participated in within last 12 months (grouped)
- 0   None
- 1   One
- 2   Two
- 3   Three
- 4   Four
- 5   Five
- 6   Six
- 7   Seven
- 8   Eight or more

GAMBMON (D) Whether gambled monthly or more in the past 12 month
- 1   Gambled monthly or more
- 2   Gambled less than once a month
- 3   Did not gamble in past 12 months

NACTMON (D) Number of activities monthly or more in last 12 months

NACMONG5 (D) Number of activities monthly or more in last 12 months – grouped
- 1   1-2 activities
- 2   3-4 activities
- 3   5-6 activities
- 4   7-8 activities
- 5   9 or more

ANYACTW10 (D) Whether participated in any gambling activity in last 7 days
- 1   Yes
- 2   No

NACTIVW10 (D) Number of activities participated in within last 7 days

NACTWGR10 (D) Number of activities participated in within last 7 days (grouped)
- 0   None
- 1   One
- 2   Two
- 3   Three
- 4   Four
- 5   Five
- 6   Six
- 7   Seven
- 8   Eight or more

```
SPSS SYNTAX

* ANYACTY10
IF ANY (-8, ALA to ALP) ANYACTY10 = -8.
IF ANY (-9, ALA to ALP) ANYACTY10 = -9.
```

```
IF ANY (1, ALA TO ALP) ANYACTY10 = 1.
IF (ALA =2 & ALB=2 & ALC=2 & ALD=2 & ALE=2 & ALF=2 & ALG=2 & ALH=2 & ALI=2 & ALJ=2 & ALK = 2 & ALLX = 2 &
ALM=2 & ALN=2 & ALO=2 & ALP=2) ANYACTY10 =2.
IF (ALA =-1 & ALB=-1 & ALC=-1 & ALD=-1 & ALE=-1 & ALF=-1 & ALG=-1 & ALH=-1 & ALI=-1 & ALJ=-1 & ALK=-1 &
ALLX=-1 & ALM=-1 & ALN=-1 & ALO=-1 & ALP=-1) ANYACTY10 =-1.
Variable label ANYACTY10 "(D) Whether participated in any gambling activity in last 12 months".
value labels ANYACTY10
    1 "Yes"
    2 "No".


*ANYACTY07
IF ANY (-
8,NLDPY,SCPY,OLOTPY,BINGOPY07,POOLSPY,SLOTSPY07,VGMBKPY07,CASINPY07,OLGPY07,HORSEPY07,DOGSPY07,BETEXPY07,O
LBKPY07,
SPRDPY,PRIVPY,OTHBKPY07) ANYACTY07=-8.
IF ANY (-
9,NLDPY,SCPY,OLOTPY,BINGOPY07,POOLSPY,SLOTSPY07,VGMBKPY07,CASINPY07,OLGPY07,HORSEPY07,DOGSPY07,BETEXPY07,O
LBKPY07,
SPRDPY,PRIVPY,OTHBKPY07) ANYACTY07=-9.
IF ANY
(1,NLDPY,SCPY,OLOTPY,BINGOPY07,POOLSPY,SLOTSPY07,VGMBKPY07,CASINPY07,OLGPY07,HORSEPY07,DOGSPY07,BETEXPY07,
OLBKPY07,
SPRDPY,PRIVPY,OTHBKPY07) ANYACTY07=1.
IF NLDPY=2 & SCPY=2 & OLOTPY=2 & BINGOPY07=2 & POOLSPY=2 & SLOTSPY07=2 & VGMBKPY07=2 & CASINPY07=2 &
OLGPY07=2 & HORSEPY07=2 &
DOGSPY07=2 & BETEXPY07=2 & OLBKPY07=2 & SPRDPY=2 & PRIVPY=2 & OTHBKPY07=2 ANYACTY07=2.
IF NLDPY=-1 & SCPY=-1 & OLOTPY=-1 & BINGOPY07=-1 & POOLSPY=-1 & SLOTSPY07=-1 & VGMBKPY07=-1 & CASINPY07=-1
& OLGPY07=-1 &
HORSEPY07=-1 & DOGSPY07=-1 & BETEXPY07=-1 & OLBKPY07=-1 & SPRDPY=-1 & PRIVPY=-1 ANYACTY07=-1.
Variable label ANYACTY07 "(D) Whether participated in any gambling activity in last 12 months".
value labels ANYACTY07
    1 "Yes"
    2 "No".


compute NACTIVY10=-5.
COUNT NACTIVY10= ALA to ALP(1).
IF ANY (-8, ALA to ALP) & ANYACTY10 <>1 NACTIVY10=-8.
IF ANY (-9, ALA to ALP) & ANYACTY10 <>1 NACTIVY10=-9.
IF (ALA =-1 & ALB=-1 & ALC=-1 & ALD=-1 & ALE=-1 & ALF=-1 & ALG=-1 & ALH=-1 & ALI=-1 & ALJ=-1 & ALK=-1 &
allx=-1 & ALM=-1
& ALN=-1 & ALO=-1 & ALP=-1 & ALQ =-1) NACTIVY10 =-1.
Variable label NACTIVY10 "(D) Number of activities participated in within last 12 months".


*NACTIVY07
compute NACTIVY07=-5.
count NACTIVY07=NLDPY SCPY OLOTPY BINGOPY07 POOLSPY SLOTSPY07 VGMBKPY07 CASINPY07 OLGPY07 HORSEPY07
DOGSPY07 BETEXPY07
OLBKPY07 SPRDPY PRIVPY OTHBKPY07 (1).
IF ANY (-8,
NLDPY,SCPY,OLOTPY,BINGOPY07,POOLSPY,SLOTSPY07,VGMBKPY07,CASINPY07,OLGPY07,HORSEPY07,DOGSPY07,BETEXPY07,
OLBKPY07,SPRDPY,PRIVPY,OTHBKPY07) & ANYACTY07 <>1 NACTIVY07=-8.
IF ANY (-9,
NLDPY,SCPY,OLOTPY,BINGOPY07,POOLSPY,SLOTSPY07,VGMBKPY07,CASINPY07,OLGPY07,HORSEPY07,DOGSPY07,BETEXPY07,
OLBKPY07,SPRDPY,PRIVPY,OTHBKPY07) & ANYACTY07 <>1 NACTIVY07=-9.
IF NLDPY=-1 & SCPY=-1 & OLOTPY=-1 & BINGOPY07=-1 & POOLSPY=-1 & SLOTSPY07=-1 & VGMBKPY07=-1 & CASINPY07=-1
& OLGPY07=-1 &
HORSEPY07=-1 & DOGSPY07=-1 & BETEXPY07=-1 & OLBKPY07=-1 & SPRDPY=-1 & PRIVPY=-1 & OTHBKPY07=-1 NACTIVY07=-
1.
Variable label NACTIVY07 "(D) Number of activities participated in within last 12 months".


*NACTYGR10.
RECODE NACTIVY10 (8 THRU HI=8) (else=copy) INTO NACTYGR10.
Variable label NACTYGR10 "(D) Number of activities participated in within last 12 months (grouped)".
value labels NACTYGR10
    0 "None"
    1 "One"
    2 "Two"
    3 "Three"
    4 "Four"
    5 "Fiv"
    6 "Six"
    7 "Seven"
    8 "Eight or more".



*GAMBMON.

compute GAMBMON=9.

if range(natlot2,1,6) or range(scratch2,1,6) or range(othlot2,1,6) or range(bingo2,1,6) or
range(bing2O,1,6)
or range(foot2,1,6) or range(horse2,1,6) or range(dogs2,1,6) or range(sport2,1,6) or range(othbet2,1,6)
or range(spread2,1,6) or range(virgam2,1,6) or range(fruit2,1,6) or range(poker2,1,6) or range(casp2,1,6)
or range(caso2,1,6) or range(OthOn2,1,6) or range(privat2,1,6) GAMBMON=1.

IF GAMBMON<>1 & (range(natlot2,7,8) or range(scratch,7,8) or range(othlot2,7,8) or range(bingo2,7,8) or
range(bing2O,7,8)
```

```
or range(foot2,7,8) or range(horse2,7,8) or range(dogs2,7,8) or range(sport2,7,8) or range(othbet2,7,8)
or range(spread2,7,8) or range(virgam2,7,8) or range(fruit2,7,8) or range(poker2,7,8) or range(casp2,7,8)
or range(caso2,7,8) or range(OthOn2,7,8) or range(privat2,7,8)) GAMBMON=2.

IF ~RANGE (GAMBMON,1,2) & ANYACTY10=2 GAMBMON=3.

IF ~RANGE (GAMBMON,1,3) & ANYACTY10=-8 GAMBMON=-8.

IF ~RANGE (GAMBMON,-8,3) & ANYACTY10=-9 GAMBMON=-9.

IF ~RANGE (GAMBMON,-9,3) & (range(natlot2,-9,-8) or range(scratch2,-9,-8) or range(othlot2,-9,-8) or
range(bingo2,-9,-8)
or range(bing2O,-9,-8) or range(foot2,-9,-8) or range(horse2,-9,-8) or range(dogs2,-9,-8) or
range(sport2,-9,-8)
or range(othbet2,-9,-8) or range(spread2,-9,-8) or range(virgam2,-9,-8) or range(fruit2,-9,-8) or
range(poker2,-9,-8)
or range(casp2,-9,-8) or range(caso2,-9,-8) or range(OthOn2,-9,-8) or range(privat2,-9,-8)) GAMBMON=-8.

IF ~RANGE (GAMBMON,-9,3) & ala=-1 & alb=-1 & alc=-1 & ald=-1 & ale=-1 & alf=-1 & alg=-1 & alh=-1 & ali=-1
& alj=-1 & alk=-1
& allx=-1 & alm=-1 & aln=-1 & alo=-1 & alp=-1 GAMBMON=-1.

Variable label GAMBMON "(D) Whether gambled monthly or more in past 12 months".
Value labels GAMBMON
   1 "Gambled monthly or more"
   2 "Gambled less than once a month"
   3 "Did not gamble in last 12 months".


*nactmon.
count nactmon = natmon to pmon (1).
if gambmon = -1 nactmon = -1.
if gambmon = -9 nactmon = -9.
if gambmon = -8 nactmon = -8.
var label nactmon "(D) Number of activities gambled monthly or more in last 12 months".

recode nactmon (1,2=1) (3,4=2) (5,6=3) (7,8=4) (9 thru hi = 5) (else=copy) into nacmonG5.
var label nacmonG5 "(D) Number of activities gambled monthly or more in last 12 months - grouped 5".
val label nacmonG5
   1 "1-2 activities"
   2 "3-4 activities"
   3 "5-6 activities"
   4 "7-8 activities"
   5 "9 or more activities".


*ANYACTW10.
IF ANY (-8, nat7mon,scrt7mon,olot7mon,bing7mon,foot7mon,frut7mon,vgm7mon,poke7mon,cas7mon,on7mon,hrse7mon,
dog7mon,sprt7mon,bet7mon,spd7mon,priv7mon,ala,alb,alc,ald,ale,alf,alg,alh,ali,alj,alk,allx,alm,aln,alo,alp
) ANYACTW10=-8.
IF ANY (-9, nat7mon,scrt7mon,olot7mon,bing7mon,foot7mon,frut7mon,vgm7mon,poke7mon,cas7mon,on7mon,hrse7mon,
dog7mon,sprt7mon,bet7mon,spd7mon,priv7mon,ala,alb,alc,ald,ale,alf,alg,alh,ali,alj,alk,allx,alm,aln,alo,alp
) ANYACTW10=-9.
IF ANY (1, nat7mon,scrt7mon,olot7mon,bing7mon,foot7mon,frut7mon,vgm7mon,poke7mon,cas7mon,on7mon,hrse7mon,
dog7mon,sprt7mon,bet7mon,spd7mon,priv7mon) ANYACTW10=1.
IF ((nat7mon=2 | ala=2) & (scrt7mon=2 | alb=2) & (olot7mon=2 | alc=2) & (bing7mon=2 | ald=2) & (foot7mon=2
| ale=2)
& (frut7mon=2 | alf=2) & (vgm7mon=2 | alg=2) & (poke7mon=2 | alh=2) & (cas7mon=2 | ali=2) & (on7mon=2 |
alj=2)
& (hrse7mon=2 | alk=2) & (dog7mon=2 | allx=2) & (sprt7mon=2 | alm=2) & (bet7mon=2 | aln=2) & (spd7mon=2 |
alo=2)
& (priv7mon=2 | alp=2)) ANYACTW10=2.
IF nat7mon=-1 & scrt7mon=-1 & olot7mon=-1 & bing7mon=-1 & foot7mon=-1 & frut7mon=-1 & vgm7mon=-1 &
poke7mon=-1 &
cas7mon=-1 & on7mon=-1 & hrse7mon=-1 & dog7mon=-1 & sprt7mon=-1 & bet7mon=-1 & spd7mon=-1 & priv7mon=-1 &
ala=-1 & alb=-1 & alc=-1 & ald=-1 & ale=-1 & alf=-1 & alg=-1 & alh=-1 & ali=-1 & alj=-1 & alk=-1 & allx=-1
& alm=-1 &
aln=-1 & alo=-1 & alp=-1 ANYACTW10=-1.

IF ANYACTY10=2 ANYACTW10=2.
Variable label ANYACTW10 "(D) Whether participated in any gambling activity in last 7 days".
value labels ANYACTW10
   1 "Yes"
   2 "No".


*NACTIVW10.
compute NACTIVW10=-5.
COUNT NACTIVW10= nldpw to OTHBKW10 (1).
IF ANY (-8, nldpw to OTHBKW10 ) & ANYACTW10 <>1 NACTIVW10=-8.
IF ANY (-9, nldpw to OTHBKW10 ) & ANYACTW10 <>1 NACTIVW10=-9.
IF (ALA =-1 & ALB=-1 & ALC=-1 & ALD=-1 & ALE=-1 & ALF=-1 & ALG=-1 & ALH=-1 & ALI=-1 & ALJ=-1 & ALK=-1 &
allx=-1 & ALM=-1
& ALN=-1 & ALO=-1 & ALP=-1 & ALQ =-1) NACTIVW10 =-1.
Variable label NACTIVW10 "(D) Number of activities participated in within past 7 days".


*NACTWGR10.
RECODE NACTIVW10 (8 THRU HI=8) (else=copy) INTO NACTWGR10.
Variable label NACTWGR10 "(D) Number of activities participated in within past 7 days (grouped)".
value labels NACTWGR10
```

```
   0 "None"
   1 "One"
   2 "Two"
   3 "Three"
   4 "Four"
   5 "Fiv"
   6 "Six"
   7 "Seven"
   8 "Eight or more".
```

Gambling participation – mode summary variables

GAMMODE (D) Method of gambling in last 12 months across all gambling activities
      1   In person only
      2   Online only
      3   Both

GAMMODEM (D) Method of gambling in last 12 months across all multi-modal activities
      1   In person only
      2   Online only
      3   Both

GAM7MODE (D) Method of gambling in last 7 days across all gambling activities
      1   In person only
      2   Online only
      3   Both

GAM7MODEM (D) Method of gambling in last 7 days across all multi-modal activities
      1   In person only
      2   Online only
      3   Both

```
SPSS SYNTAX
*gammode - method of gambling looking at all gambling types.

*set to online or in person for gambling types with only one method.
compute Scratch1=-1.
if alb=1 Scratch1=1.
compute Poker1=-1.
if alh=1 Poker1=1.
compute OthOn1=-1.
if alj=1 OthOn1=2.
compute Privat1=-1.
if alp=1 Privat1=1.
compute Fruit1=-1.
if alf=1 fruit1=1.
compute Virgam1=-1.
if alg=1 virgam1=1.
compute spread1x=-1.
if alo=1 spread1x=2.

*set three flags for in person, online and both for all gambling types.
compute anyper=0.
compute anyon=0.
compute anyboth=0.
if any (1, Natlohow, Olothow, Scratch1, Foothow, Binghow, Fruit1, Virgam1, hrsehow, Doghow, Sprthow,
OBethow, cashow,
Poker1, OthOn1, spread1x, Privat1) anyper=1.
if any (2, Natlohow, Olothow, Scratch1, Foothow, Binghow, Fruit1, Virgam1, hrsehow, Doghow, Sprthow,
OBethow, cashow,
Poker1, OthOn1, spread1x, Privat1) anyon=1.
if any (3, Natlohow, Olothow, Scratch1, Foothow, Binghow, Fruit1, Virgam1, hrsehow, Doghow, Sprthow,
OBethow, cashow,
Poker1, OthOn1, spread1x, Privat1) anyboth=1.

compute gammode=-1.
if anyper=1 and anyon=0 and anyboth=0 gammode=1.
if anyper=0 and anyon=1 and anyboth=0 gammode=2.
if (anyper=1 and anyon=1) or anyboth=1 gammode=3.
Variable label gammode "(D) Method of gambling in last 12 months across all gambling activities".
value labels gammode
   1 "In person only"
   2 "Online only"
   3 "Both".
fre gammode.
```

```
*calculate summary item for mode just looking at multi-modal activities.

compute anyper2=0.
compute anyon2=0.
compute anyboth2=0.
if any (1, Natlohow, Olothow, Foothow, Binghow, hrsehow, Doghow, Sprthow, OBethow, cashow) anyper2=1.
if any (2, Natlohow, Olothow, Foothow, Binghow, hrsehow, Doghow, Sprthow, OBethow, cashow) anyon2=1.
if any (3, Natlohow, Olothow, Foothow, Binghow, hrsehow, Doghow, Sprthow, OBethow, cashow) anyboth2=1.

compute gammodem=-1.
if anyper2=1 and anyon2=0 and anyboth2=0 gammodem=1.
if anyper2=0 and anyon2=1 and anyboth2=0 gammodem=2.
if (anyper2=1 and anyon2=1) or anyboth2=1 gammodem=3.
Variable label gammodem "(D) Method of gambling in last 12 months across all multi-modal activities".
value labels gammodem
   1 "In person only"
   2 "Online only"
   3 "Both".

set to online or in person for gambling types with only one method.

compute Poker71=-1.
if poke7mon=1 Poker71=1.
compute OthOn71=-1.
if on7mon=1 OthOn71=2.
compute Privat71=-1.
if priv7mon=1 Privat71=1.
compute Fruit71=-1.
if frut7mon=1 fruit71=1.
compute Virgam71=-1.
if vgm7mon=1 virgam71=1.
compute spread71x=-1.
if spd7mon=1 spread71x=2.

*set three flags for in person, online and both for all gambling types.
compute any7per=0.
compute any7on=0.
compute any7both=0.
if any (1, Nat7how, Olot7how, scrt7ho1, Foot7how, Bing7how, Fruit71, Virgam71, hrse7how, Dog7how,
Sprt7how, OBet7how,
cas7onl, Poker71, OthOn71, spread71x, Privat71) any7per=1.
if scrt7ho2=1 or (any (2, Nat7how, Olot7how, Foot7how, Bing7how, Fruit71, Virgam71, hrse7how, Dog7how,
Sprt7how, OBet7how,
cas7onl, Poker71, OthOn71, spread71x, Privat71)) any7on=1.
if (scrt7ho1=1 and scrt7ho2=1) or any (3, Nat7how, Olot7how, Foot7how, Bing7how, Fruit71, Virgam71,
hrse7how, Dog7how, Sprt7how, OBet7how,
cas7onl, Poker71, OthOn71, spread71x, Privat71) any7both=1.

compute gam7mode=-1.
if any7per=1 and any7on=0 and any7both=0 gam7mode=1.
if any7per=0 and any7on=1 and any7both=0 gam7mode=2.
if (any7per=1 and any7on=1) or any7both=1 gam7mode=3.
if ~range(gam7mode,1,3) and (scrt7ho3=1 or
(any(4,Olot7how,Foot7how,Bing7how,hrse7how,Dog7how,Sprt7how,OBet7how))) gam7mode=4.
if ~range(gam7mode,1,4) and any(-
8,Nat7how,Olot7how,Foot7how,Bing7how,hrse7how,Dog7how,Sprt7how,OBet7how,cas7onl) gam7mode=-8.
if ~range(gam7mode,1,4) and any(-
9,Nat7how,Olot7how,Foot7how,Bing7how,hrse7how,Dog7how,Sprt7how,OBet7how,cas7onl) gam7mode=-9.
Variable label gam7mode"(D) Method of gambling in past 7 days across all gambling activities".
value labels gam7mode
   1 "In person only"
   2 "Online only"
   3 "Both"
   4 "Other only".
fre gam7mode.

*calculate summary item for mode just looking at multi-modal activities.

*set three flags for in person, online and both for all gambling types.
compute any7per2=0.
compute any7on2=0.
compute any7both2=0.
if any (1, Nat7how, Olot7how, Foot7how, Bing7how, hrse7how, Dog7how, Sprt7how, OBet7how, cas7onl)
any7per2=1.
if any (2, Nat7how, Olot7how, Foot7how, Bing7how, hrse7how, Dog7how, Sprt7how, OBet7how, cas7onl)
any7on2=1.
if any (3, Nat7how, Olot7how, Foot7how, Bing7how, hrse7how, Dog7how, Sprt7how, OBet7how, cas7onl)
any7both2=1.

compute gam7modem=-1.
if any7per2=1 and any7on2=0 and any7both2=0 gam7modem=1.
if any7per2=0 and any7on2=1 and any7both2=0 gam7modem=2.
if (any7per2=1 and any7on2=1) or any7both2=1 gam7modem=3.
if ~range(gam7modem,1,3) and (any(4,Olot7how,Foot7how,Bing7how,hrse7how,Dog7how,Sprt7how,OBet7how))
gam7modem=4.
if ~range(gam7modem,1,4) and any(-
8,Nat7how,Olot7how,Foot7how,Bing7how,hrse7how,Dog7how,Sprt7how,OBet7how,cas7onl) gam7modem=-8.
```

```
if ~range(gam7modem,1,4) and any(-
9,Nat7how,Olot7how,Foot7how,Bing7how,hrse7how,Dog7how,Sprt7how,OBet7how,cas7onl) gam7modem=-9.
Variable label gam7modem"(D) Method of gambling in past 7 days across multi-modal gambling activities".
value labels gam7modem
    1 "In person only"
    2 "Online only"
    3 "Both"
    4 "Other only".
fre gam7modem.
```

Online gambling participation – summary variables

FREBETON (D) Frequency of all online betting in past 12 months
1   Everyday/almost every day
2   4-5 days a week
3   2-3 days a week
4   About once a week
5   2-3 days a month
6   About once a month
7   6-11 times a year
8   1-5 times a year
-7 Bet online and in person - separate frequencies not recorded

FREOTHON (D) Frequency of all other online gambling in past 12 months
1   Everyday/almost every day
2   4-5 days a week
3   2-3 days a week
4   About once a week
5   2-3 days a month
6   About once a month
7   6-11 times a year
8   1-5 times a year
-7 Bet online and in person - separate frequencies not recorded

FREBETON4 (D) Frequency of all online betting in past 12 months (grouped)
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

FREOTHON4 (D) Frequency of all other online gambling in past 12 months (grouped)
1   2+ days a week
2   Once a week
3   Once a month, less than once a week
4   At least once in last year, less than once a month

OLBKPY07 (D) Whether bet online with a bookmaker in last 12 month
1   Yes
2   No

BEOLBKY1 (D) Whether used betting exchanges or bet online with a bookmaker in the last 12 months (dogs/horses/sports/other events)
1   Yes
2   No

BEOLBKY2 (D) Whether bet online in the last 12 months for activities (online slots machine style/casino/bingo/pools/national lottery/other lottery)
1   Yes
2   No

BEOLBKY3 (D) Whether bet online in the last 12 months for activities (online slots machine style/casino/bingo/pools)
1   Yes
2   No

BEOLBKW1 (D) Whether used betting exchanges or bet online with a bookmaker in the last 7 days (dogs/horses/sports/other events)

     1   Yes
     2   No

BEOLBKW2 (D) Whether bet online in the last 7 days for activities (online slots machine style/casino/bingo/pools/national lottery/other lottery)

     1   Yes
     2   No

BEOLBKW3 (D) Whether bet online in the last 7 days for activities (online slots machine style/casino/bingo/pools)

     1   Yes
     2   No

ONLINE10 (D) whether gambled online in the last year with a bookmaker, betting exchange, bingo, casino, instant wins, pools, national or other lotteries (2010 definition)

     1   gambled online or both in the last year
     2   gambled in person only
     3   not gambled in the last year

```
SPSS SYNTAX

compute FREBETON=online1a.
if online1a=-1 & horonpy10=1 and horsepy07 <> 1 FREBETON=horse2.
if online1a=-1 & DOGONPY10=1 and DOGSPY07 <> 1 FREBETON=dogs2.
if online1a=-1 & SPTBKOPY=1 and sptbkpy07 <> 1 FREBETON=sport2.
if online1a=-1 & OBKONPY10=1 and OTHBKPY07 <> 1 FREBETON=othbet2.
if online1a=-1 & ((horonpy10=1 and horsepy07=1) or (DOGONPY10=1 and DOGSPY07=1)
or(SPTBKOPY=1 and SPTBKPY07=1) or (OBKONPY10=1 and OTHBKPY07=1)) FREBETON=-7.
if online1a=-1 and any (iserial,2261401,2651001) FREBETON=-8.
Variable label FREBETON "(D) Frequency of all online betting in past 12 months".


compute FREOTHON=online1b.
if online1b=-1 & BINONPY=1 FREOTHON=Bing2O.
if online1b=-1 & CASONPY10=1 FREOTHON=caso2.
if online1b=-1 & foot1=2 FREOTHON=foot2.
if online1b=-1 & OLGPY10=1 FREOTHON=othon2.
if online1b=-1 & foot1=3 freothon=-7.
if online1b=-1 and any(iserial,1172301,2011201,3900701,5330401) freothon=-8.
Variable label FREOTHON "(D) Frequency of other online gambling in past 12 months".

value labels FREBETON FREOTHON
   1 "Everyday/almost every day"
   2 "4-5 days a week"
   3 "2-3 days a week"
   4 "About once a week"
   5 "2-3 days a month"
   6 "About once a month"
   7 "6-11 times a year"
   8 "1-5 times a year"
  -7 "Bet online and in person - separate frequencies not recorded".

*FREBETONa.
recode FREBETON (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into FREBETON4.
variable label FREBETON4 "(D) Frequency of all online betting in past 12 months (grouped)".

*FREOTHONa.
recode FREOTHON (1,2,3=1)(4=2)(5,6=3)(7,8=4) (else=copy) into FREOTHON4.
variable label FREOTHON4 "(D) Frequency of other online gambling in past 12 months (grouped)".

compute OLBKPY07=2.
if HrseHowO=1 | DogHowO=1 | sprthowO=1 | obethowO=1 OLBKPY07=1.
if alk=-1 & allx=-1 & alm=-1 & aln=-1 OLBKPY07=-1.

if HrseHowO=-8 & DogHowO=-8 & sprthowO=-8 & obethowO=-8 OLBKPY07=-8.
if HrseHowO=-8 & DogHowO=-1 & sprthowO=-1 & obethowO=-1 OLBKPY07=-8.
if HrseHowO=-1 & DogHowO=-8 & sprthowO=-1 & obethowO=-1 OLBKPY07=-8.
if HrseHowO=-1 & (DogHowO=-1 | DogHowO=0) & sprthowO=-8 & obethowO=-1 OLBKPY07=-8.
if HrseHowO=-1 & DogHowO=-1 & sprthowO=-1 & obethowO=-8 OLBKPY07=-8.

if HrseHowO=-9 & DogHowO=-9 & sprthowO=-9 & obethowO=-9 OLBKPY07=-9.
if HrseHowO=-9 & DogHowO=-1 & sprthowO=-1 & obethowO=-1 OLBKPY07=-9.
if HrseHowO=-1 & DogHowO=-9 & sprthowO=-1 & obethowO=-1 OLBKPY07=-9.
if HrseHowO=-1 & DogHowO=-1 & sprthowO=-9 & obethowO=-1 OLBKPY07=-9.
if HrseHowO=-1 & DogHowO=-1 & sprthowO=-1 & obethowO=-9 OLBKPY07=-9.
Variable label OLBKPY07 "(D) Whether bet online with a bookmaker in last 12 months".
```

```
value labels OLBKPY07
   1 "Yes"
   2 "No".

*BEOLBKY1.
compute BEOLBKY1=9.
if ANY(1, BETEXPY07,OLBKPY07) BEOLBKY1=1.
if BETEXPY07=-1 & OLBKPY07=-1 BEOLBKY1=-1.
if BETEXPY07=2 & OLBKPY07=2 BEOLBKY1=2.
if BETEXPY07=2 & OLBKPY07=-8 BEOLBKY1=-8.
if BETEXPY07=-8 & OLBKPY07=2 BEOLBKY1=-8.
if BETEXPY07=2 & OLBKPY07=-9 BEOLBKY1=-9.
if BETEXPY07=-9 & OLBKPY07=2 BEOLBKY1=-9.
if BETEXPY07=-8 & OLBKPY07=-8 BEOLBKY1=-8.
if BETEXPY07=-9 & OLBKPY07=-9 BEOLBKY1=-9.
if (BEOLBKY1=9 or BEOLBKY1=2) & anyacty10<0 BEOLBKY1=anyacty10.
Variable label BEOLBKY1 "(D) Whether used betting exchanges or bet online with a bookmaker in the last 12
months (dogs/horses/sports/other events)".
value labels BEOLBKY1
   1 "Yes"
   2 "No".


*BEOLBKY2.
compute BEOLBKY2=2.
if alj=1 BEOLBKY2=1.
if any (cashow,2,3) BEOLBKY2=1.
if any (binghow,2,3) BEOLBKY2=1.
if any (foothow,2,3) BEOLBKY2=1.
if any (natlohow,2,3) BEOLBKY2=1.
if any (olothow,2,3) BEOLBKY2=1.
if alj=-1 & ali=-1 & ald=-1 & ala=-1 & alc=-1 BEOLBKY2=-1.
if alj=-8 & ali=-8 & ald=-8 & ala=-8 & alc=-8 BEOLBKY2=-8.
if alj=-9 & ali=-9 & ald=-9 & ala=-9 & alc=-9 BEOLBKY2=-9.
if ~range (BEOLBKY2,-9,1) & any (-8,alj,cashow,binghow,foothow,natlohow,olothow) BEOLBKY2=-8.
if ~range (BEOLBKY2,-9,1) & any (-9,alj,cashow,binghow,foothow,natlohow,olothow) BEOLBKY2=-9.
if BEOLBKY2=2 & anyacty10<0 BEOLBKY2=anyacty10.
Variable label BEOLBKY2 "(D) Whether bet online in the last 12 months for activities (online slots machine
style/casino/bingo/pools/national lottery/other lottery)".
value labels BEOLBKY2
   1 "Yes"
   2 "No".


*BEOLBKY3.
compute BEOLBKY3=2.
if alj=1 BEOLBKY3=1.
if any (cashow,2,3) BEOLBKY3=1.
if any (binghow,2,3) BEOLBKY3=1.
if any (foothow,2,3) BEOLBKY3=1.
if alj=-1 & ali=-1 & ald=-1 BEOLBKY3=-1.
if alj=-8 & ali=-8 & ald=-8 BEOLBKY3=-8.
if alj=-9 & ali=-9 & ald=-9 BEOLBKY3=-9.
if ~range (BEOLBKY3,-9,1) & any (-8,alj,cashow,binghow,foothow) BEOLBKY3=-8.
if ~range (BEOLBKY3,-9,1) & any (-9,alj,cashow,binghow,foothow) BEOLBKY3=-9.
if BEOLBKY3=2 & anyacty10<0 BEOLBKY3=anyacty10.
Variable label BEOLBKY3 "(D) Whether bet online in the last 12 months for activities (online slots machine
style/casino/bingo/pools)".
value labels BEOLBKY3
   1 "Yes"
   2 "No".


*BEOLBKW1.
compute BEOLBKW1=9.
if ANY(1, BETEXW07,OLBKW07) BEOLBKW1=1.
if BETEXW07=-1 & OLBKW07=-1 BEOLBKW1=-1.
if BETEXW07=2 & OLBKW07=2 BEOLBKW1=2.
if BETEXW07=2 & OLBKW07=-8 BEOLBKW1=-8.
if BETEXW07=-8 & OLBKW07=2 BEOLBKW1=-8.
if BETEXW07=2 & OLBKW07=-9 BEOLBKW1=-9.
if BETEXW07=-9 & OLBKW07=2 BEOLBKW1=-9.
if BETEXW07=-8 & OLBKW07=-8 BEOLBKW1=-8.
if BETEXW07=-9 & OLBKW07=-9 BEOLBKW1=-9.
if ANYACTW10 <0 BEOLBKW1 = ANYACTW10.
Variable label BEOLBKW1"(D) Whether used betting exchanges or bet online with a bookmaker in the last 7
days (dogs/horses/sports/other events)".
value labels BEOLBKW1
   1 "Yes"
   2 "No".


*BEOLBKW2.
compute BEOLBKW2=2.
if on7mon=1 BEOLBKW2=1.
if any (cas7onl,2,3) BEOLBKW2=1.
if any (bing7how,2,3) BEOLBKW2=1.
if any (foot7how,2,3) BEOLBKW2=1.
if any (nat7how,2,3) BEOLBKW2=1.
if any (olot7how,2,3) BEOLBKW2=1.
if alj=-1 & ali=-1 & ald=-1 & ala=-1 & alc=-1 BEOLBKW2=-1.
```

```
if alj=-8 & ali=-8 & ald=-8 & ala=-8 & alc=-8 BEOLBKW2=-8.
if alj=-9 & ali=-9 & ald=-9 & ala=-9 & alc=-9 BEOLBKW2=-9.
if ~range (BEOLBKW2,-9,1) & any (-8,alj,cas7onl,bing7how,foot7how,nat7how,olot7how) BEOLBKW2=-8.
if ~range (BEOLBKW2,-9,1) & any (-9,alj,cas7onl,bing7how,foot7how,nat7how,olot7how) BEOLBKW2=-9.
if ANYACTW10 <0 BEOLBKW2 = ANYACTW10.
Variable label BEOLBKW2"(D) Whether bet online in the past 7 days for activities (online slots machine
style/casino/bingo/pools/national lottery/other lottery)".
value labels BEOLBKW2
   1 "Yes"
   2 "No".

*BEOLBKW3.
compute BEOLBKW3=2.
if on7mon=1 BEOLBKW3=1.
if any (cas7onl,2,3) BEOLBKW3=1.
if any (bing7how,2,3) BEOLBKW3=1.
if any (foot7how,2,3) BEOLBKW3=1.
if alj=-1 & ali=-1 & ald=-1 BEOLBKW3=-1.
if alj=-8 & ali=-8 & ald=-8 BEOLBKW3=-8.
if alj=-9 & ali=-9 & ald=-9 BEOLBKW3=-9.
if ~range (BEOLBKW3,-9,1) & any (-8,alj,cas7onl,bing7how,foot7how) BEOLBKW3=-8.
if ~range (BEOLBKW3,-9,1) & any (-9,alj,cas7onl,bing7how,foot7how) BEOLBKW3=-9.
if ANYACTW10 <0 BEOLBKW3 = ANYACTW10.
Variable label BEOLBKW3"(D) Whether bet online in the past 7 days for activities (online slots machine
style/casino/bingo/pools)".
value labels BEOLBKW3
   1 "Yes"
   2 "No".

*Online10
recode gammode (2 thru 3 = 1) (1 = 2) (0=3) (else = copy) into online10.
add value labels online10
1 "gambled online or both in the last year"
2 "gambled in person only"
3 "not gambled in the last year".
var label online10 "(D) whether gambled online in the last year with a bookmaker, betting exchange, bingo,
casino, instant wins, pools, national or other lotteries (2010 definition)".
```

Any betting in the last 12 months – mode summaries

BETTHOW1 (D) Bet in person at the bookmakers for any betting in the past 12 months (horses,dogs,sports,non-sports events)

> 0   Not mentioned
> 1   Mentioned

BETTHOW2 (D) Bet in person at the track/venue for any betting in the past 12 months (horses,dogs,sports,non-sports events)

> 0   Not mentioned
> 1   Mentioned

BETTHOW3 (D) Bet on the phone to the bookmakers for any betting in the past 12 months (horses,dogs,sports,non-sports events)

> 0   Not mentioned
> 1   Mentioned

BETTHOW4 (D) Bet online to the bookmakers for any betting in the past 12 months (horses,dogs,sports,non-sports events)

> 0   Not mentioned
> 1   Mentioned

BETTHOW5 (D) Bet online with a betting exchange for any betting in the past 12 months (horses,dogs,sports,non-sports events)

> 0   Not mentioned
> 1   Mentioned

```
SPSS SYNTAX

compute betthow1=-1.
if any (1,hrsehow1,doghow1,sprthow1,obethow1) betthow1=1.
if betthow1 <>1 and any (1,ALK,ALLX,ALM,ALN) betthow1=0.
var lab betthow1 "(D) Bet in person at the bookmakers for any betting in the past 12 months
(horses,dogs,sports,non-sports events)".
```

```
compute betthow2=-1.
if any (1,hrsehow2,doghow2,sprthow2,obethow2) betthow2=1.
if betthow2 <>1 and any (1,ALK,ALLX,ALM,ALN) betthow2=0.
var lab betthow2 "(D) Bet in person at the track/venue for any betting in the past 12 months
(horses,dogs,sports,non-sports events)".

compute betthow3=-1.
if any (1,hrsehow3,doghow3,sprthow3,obethow3) betthow3=1.
if betthow3 <>1 and any (1,ALK,ALLX,ALM,ALN) betthow3=0.
var lab betthow3 "(D) Bet on the phone to the bookmakers for any betting in the past 12 months
(horses,dogs,sports,non-sports events)".

compute betthow4=-1.
if any (1,hrsehow4,doghow4,sprthow4,obethow4) betthow4=1.
if betthow4 <>1 and any (1,ALK,ALLX,ALM,ALN) betthow4=0.
var lab betthow4 "(D) Bet online to the bookmakers for any betting in the past 12 months
(horses,dogs,sports,non-sports events)".

compute betthow5=-1.
if any (1,hrsehow5,doghow5,sprthow5,obethow5) betthow5=1.
if betthow5 <>1 and any (1,ALK,ALLX,ALM,ALN) betthow5=0.
var lab betthow5 "(D) Bet online with a betting exchange for any betting in the past 12 months
(horses,dogs,sports,non-sports events)".

val lab betthow1 betthow2 betthow3 betthow4 betthow5
   1 "Mentioned"
   0 "Not Mentioned".
```

Any betting in the last 7 days – mode summaries

BETT7HO1 (D) Bet in person at the bookmakers for any betting in the past 7days
(horses,dogs,sports,non-sports events)
>   0   Not mentioned
>   1   Mentioned

BETT7HO2 (D) Bet in person at the track/venue for any betting in the past 7days
(horses,dogs,sports,non-sports events)
>   0   Not mentioned
>   1   Mentioned

BETT7HO3 (D) Bet on the phone to the bookmakers for any betting in the past 7days
(horses,dogs,sports,non-sports events)
>   0   Not mentioned
>   1   Mentioned

BETT7HO4 (D) Bet online to the bookmakers for any betting in the past 7days
(horses,dogs,sports,non-sports events)
>   0   Not mentioned
>   1   Mentioned

BETT7HO5 (D) Bet online with a betting exchange for any betting in the past 7days
(horses,dogs,sports,non-sports events)
>   0   Not mentioned
>   1   Mentioned

BET7HO6 (D) Other method for any betting in the past 7days (horses,dogs,sports,non-sports
events)
>   0   Not mentioned
>   1   Mentioned

```
SPSS SYNTAX

compute bett7ho1=-1.
if any (1,hrse7ho1,dog7how1,sprt7ho1,bet7how1) bett7ho1=1.
if bett7ho1<>1 and any (1,hrse7mon,dog7mon,sprt7mon,bet7mon) bett7ho1=0.
var lab bett7ho1 "(D) Bet in person at a bookmakers for any betting in the past 7 days
(horses,dogs,sports,non-sport events)".
```

```
compute bett7ho2=-1.
if any (1,hrse7ho2,dog7how2,sprt7ho2,bet7how2) bett7ho2=1.
if bett7ho2<>1 and any (1,hrse7mon,dog7mon,sprt7mon,bet7mon) bett7ho2=0.
var lab bett7ho2 "(D) Bet in person at the venue/track for any betting in the past 7 days
(horses,dogs,sports,non-sport events)".

compute bett7ho3=-1.
if any (1,hrse7ho3,dog7how3,sprt7ho3,bet7how3) bett7ho3=1.
if bett7ho3<>1 and any (1,hrse7mon,dog7mon,sprt7mon,bet7mon) bett7ho3=0.
var lab bett7ho3 "(D) Bet on the phone to the bookmakers for any betting in the past 7 days
(horses,dogs,sports,non-sport events)".

compute bett7ho4=-1.
if any (1,hrse7howO,dog7howO,sprt7howO,obet7howO) bett7ho4=1.
if bett7ho4 <>1 and any (1,hrse7mon,dog7mon,sprt7mon,bet7mon) bett7ho4=0.
var lab bett7ho4 "(D) Bet online with a bookmaker for any betting in the past 7 days
(horses,dogs,sports,non-sport events)".

compute bett7ho5=-1.
if any (1,hrse7howBE,dog7howBE,sprt7howBE,obet7howBE) bett7ho5=1.
if bett7ho5 <>1 and any (1,hrse7mon,dog7mon,sprt7mon,bet7mon) bett7ho5=0.
var lab bett7ho5 "(D) Bet online with a betting exchange for any betting in the past 7 days
(horses,dogs,sports,non-sport events)".

compute bett7ho6=-1.
if any (1,hrse7howOT,dog7howOT,sprt7howOT,obet7howOT) bett7ho6=1.
if bett7ho6 <>1 and any (1,hrse7mon,dog7mon,sprt7mon,bet7mon) bett7ho6=0.
var lab bett7ho6 "(D) Other method for any betting in the past 7 days (horses,dogs,sports,non-sport
events)".
```

Gambling Volume

Gambling volume – frequency summaries

TOTAL4 (D) Number of days in past 12 momths spent on all gambling activities

GAMFR (D) Highest frequency of gambling in the last 12 months
  1   Everyday/almost everyday
  2   4-5 days per week
  3   2-3 days per week
  4   Once a week
  5   Once a month, less than once a week
  6   Once a year, less than once a month
  7   Did not gamble in the past 12 months

GAMFRG4 (D) Highest frequency of gambling in the last 12 months (grouped)
  1   2+ days
  2   Once a week
  3   Once a month, less than once a week
  4   Once a year, less than once a month
  5   Did not gamble

```
SPSS SYNTAX

*total4.
missing values natlot4 to privat4 (-1,-8,-9).
compute total4= sum(natlot4 to privat4).
if anyacty10<>1 total4=-1.
if sysmis(total4) total4=-8.
Variable label total4 "(D) Number of days in past 12 months spent on all gambling".

*GAMFR.
compute GAMFR=9.

if
any(1,natlot2,scratch2,othlot2,bingo2,bing2O,foot2,horse2,dogs2,sport2,othbet2,spread2,virgam2,fruit2,poke
r2,casp2,
caso2,OthOn2,privat2) GAMFR=1.

IF GAMFR<>1 and
any(2,natlot2,scratch2,othlot2,bingo2,bing2O,foot2,horse2,dogs2,sport2,othbet2,spread2,virgam2,fruit2,
poker2,casp2,caso2,OthOn2,privat2) GAMFR=2.

IF ~RANGE (GAMFR,1,2) and
any(3,natlot2,scratch2,othlot2,bingo2,bing2O,foot2,horse2,dogs2,sport2,othbet2,spread2,virgam2,
fruit2,poker2,casp2,caso2,OthOn2,privat2) GAMFR=3.

IF ~RANGE (GAMFR,1,3) and
any(4,natlot2,scratch2,othlot2,bingo2,bing2O,foot2,horse2,dogs2,sport2,othbet2,spread2,virgam2,
fruit2,poker2,casp2,caso2,OthOn2,privat2) GAMFR=4.

IF ~RANGE (GAMFR,1,4) & (range(natlot2,5,6) or range(scratch2,5,6) or range(othlot2,5,6) or
range(bingo2,5,6)
or range(bing2O,5,6) or range(foot2,5,6) or range(horse2,5,6) or range(dogs2,5,6) or range(sport2,5,6) or
range(othbet2,5,6)
or range(spread2,5,6) or range(virgam2,5,6) or range(fruit2,5,6) or range(poker2,5,6) or range(casp2,5,6)
or range(caso2,5,6) or range(OthOn2,5,6) or range(privat2,5,6)) GAMFR=5.

IF ~RANGE (GAMFR,1,5) & (range(natlot2,7,8) or range(scratch2,7,8) or range(othlot2,7,8) or
range(bingo2,7,8)
or range(bing2O,7,8) or range(foot2,7,8) or range(horse2,7,8) or range(dogs2,7,8) or range(sport2,7,8) or
range(othbet2,7,8)
or range(spread2,7,8) or range(virgam2,7,8) or range(fruit2,7,8) or range(poker2,7,8) or range(casp2,7,8)
or range(caso2,7,8) or range(OthOn2,7,8) or range(privat2,7,8)) GAMFR=6.

IF ~RANGE (GAMFR,1,6) & ANYACTY10=2 GAMFR=7.

IF ~RANGE (GAMFR,1,7) & ANYACTY10=-8 GAMFR=-8.

IF ~RANGE (GAMFR,-8,7) & ANYACTY10=-9 GAMFR=-9.

IF ~RANGE (GAMFR,-9,7) & (range(natlot2,-9,-8) or range(scratch2,-9,-8) or range(othlot2,-9,-8) or
range(bingo2,-9,-8)
```

```
or range(bing2O,-9,-8) or range(foot2,-9,-8) or range(horse2,-9,-8) or range(dogs2,-9,-8) or
range(sport2,-9,-8)
or range(othbet2,-9,-8) or range(spread2,-9,-8) or range(virgam2,-9,-8) or range(fruit2,-9,-8) or
range(poker2,-9,-8)
or range(casp2,-9,-8) or range(caso2,-9,-8) or range(OthOn2,-9,-8) or range(privat2,-9,-8)) GAMFR=-8.

IF ~RANGE (GAMFR,-9,7) & ala=-1 & alb=-1 & alc=-1 & ald=-1 & ale=-1 & alf=-1 & alg=-1 & alh=-1 & ali=-1 &
alj=-1 & alk=-1
& allx=-1 & alm=-1 & aln=-1 & alo=-1 & alp=-1 GAMFR=-1.

Variable label GAMFR "(D) Highest frequency of gambling in the last 12 months".
Value labels GAMFR
   1 "Everyday/almost everyday"
   2 "4-5 days a week"
   3 "2-3 days a week"
   4 "Once a week"
   5 "Once a month, less than once a week"
   6 "Once a year, less than once a month"
   7 "Did not gamble last 12 months".

*GAMFRGR4.
recode gamfr (1,2,3=1)(4=2)(5=3)(6=4) (7=5) (else=copy) into gamfrgr4.
Variable label GAMFRGR4 "(D) Highest frequency of gambling in the last 12 months (grouped)".
value labels GAMFRGR4
   1 "2+ days a week"
   2 "Once a week"
   3 "Once a month, less than once a week"
   4 "At least once in last year, less than once a month"
   5 "Did not gamble".
```

Gambling volume – spend summaries

SPEND1A (D) Number of activities spend £1-10

SPEND1B (D) Number of activities spend £1-9

SPEND2A (D) Number of activities spend £11-30

SPEND2B (D) Number of activities spend £10-50

SPEND3A (D) Number of activities spend £31-50

SPEND4A3B (D) Number of activities spend £51-100

SPEND5A4B (D) Number of activities spend £101-200

SPEND5B (D) Number of activities spend £201-300

SPEND6A (D) Number of activities spend £201-500

SPEND7A (D) Number of activities spend £501+

SPEND7B (D) Number of activities spend £501-1000

SPEND8B (D) Number of activities spend £1001+

SPEND1C (D) Spend1a * midpoint - temp var for final calculation of total spend across all activities

SPEND2C (D) Spend1b * midpoint - temp var for final calculation of total spend across all activities

SPEND3C (D) Spend2a * midpoint - temp var for final calculation of total spend across all activities

SPEND4C (D) Spend2b * midpoint - temp var for final calculation of total spend across all activities

SPEND5C (D) Spend3a * midpoint - temp var for final calculation of total spend across all activities

SPEND6C (D) Spend4a3b * midpoint - temp var for final calculation of total spend across all activities

SPEND7C (D) Spend5a4b * midpoint - temp var for final calculation of total spend across all activities

SPEND8C (D) Spend5b * midpoint - temp var for final calculation of total spend across all activities

SPEND9C (D) Spend6a * midpoint - temp var for final calculation of total spend across all activities

SPEND10C (D) Spend6b * midpoint - temp var for final calculation of total spend across all activities

SPEND11C (D) Spend7a * midpoint - temp var for final calculation of total spend across all activities

SPEND12C (D) Spend7b * midpoint - temp var for final calculation of total spend across all activities

SPEND13C (D) Spend8b * midpoint - temp var for final calculation of total spend across all activities

SPENDC (D) Monthly spend using mid point method

SPENDC3N (D) Monthly spend using mid point method – tertiles
    1 lowest spend tertile
    2 Middle spend tertile
    3 highest spend tertile

SX10 (D) Top 10% money spent among regular gamblers
    1   non-gamblers/spends less than 61 per month gambling"
    2   top 10% of regular gamblers - money spent".

NATLOT3A (D) Monthly spend on National Lottery – midpoint

SCRATCH3A (D) Monthly spend on Scratchcards – midpoint

OTHLOT3A (D) Monthly spend on Other Lottery - midpoint

BINGO3A (D) Monthly spend on Bingo in person - midpoint

BING3OA (D) Monthly spend on Bingo online - midpoint

FOOT3A (D) Monthly spend on Football pools - midpoint

FRUIT3A (D) Monthly spend on Fruit machines – midpoint

OTHON3A (D) Monthly spend on other online gambling - midpoint

PRIVAT3A (D) Monthly spend on Private gambling - midpoint

DOGS3A (D) Monthly spend on betting on Dog races – midpoint

OTHBET3A (D) Monthly spend on betting on non-sports events - midpoint

HORSE3A (D) Monthly spend on betting on Horse races – midpoint

SPORT3A (D) Monthly spend on betting on Sports events - midpoint

SPREAD3A (D) Monthly spend on Spread betting - midpoint

VIRGAM3A (D) Monthly spend on Virtual Gaming machines – midpoint

POKER3A (D) Monthly spend on Poker – midpoint

CASP3A (D) Monthly spend on Casino in person - midpoint

CASO3A (D) Monthly spend on Casino online - midpoint

```
SPSS SYNTAX

*Step 1 - count number of activities in each bracket.
count spend1a = NatLot3 Scratch3 OthLot3 Bingo3 Bing3O Foot3 Fruit3 OthOn3 Privat3 Dogs3 OthBet3 (1).
variable labels spend1a "(D) Number of activities spend £1-10".

count spend1b = Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (1).
variable labels spend1b "(D) Number of activities spend £1-9".

count spend2a = NatLot3 Scratch3 OthLot3 Bingo3 Bing3O Foot3 Fruit3 OthOn3 Privat3 Dogs3 OthBet3 (2).
variable labels spend2a "(D) Number of activities spend £11-30".

count spend2b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (2).
variable labels spend2b "(D) Number of activities spend £10-50".

count spend3a = NatLot3 Scratch3 OthLot3 Bingo3 Bing3O Foot3 Fruit3 OthOn3 Privat3 Dogs3 OthBet3 (3).
variable labels spend3a "(D) Number of activities spend £31-50".

count spend4a3b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (3) NatLot3 Scratch3 OthLot3 Bingo3
Bing3O Foot3 Fruit3
OthOn3 Privat3 Dogs3 OthBet3 (4).
variable labels spend4a3b "(D) Number of activities spend £51-100".

count spend5a4b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (4) NatLot3 Scratch3 OthLot3 Bingo3
Bing3O Foot3 Fruit3
OthOn3 Privat3 Dogs3 OthBet3 (5).
variable labels spend5a4b "(D) Number of activities spend £101-200".

count spend5b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (5).
variable labels spend5b "(D) Number of activities spend £201-300".

count spend6a = NatLot3 Scratch3 OthLot3 Bingo3 Bing3O Foot3 Fruit3 OthOn3 Privat3 Dogs3 OthBet3 (6).
variable labels spend6a "(D) Number of activities spend £201-500".

count spend6b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (6).
variable labels spend6b "(D) Number of activities spend £301-500".

count spend7a = NatLot3 Scratch3 OthLot3 Bingo3 Bing3O Foot3 Fruit3 OthOn3 Privat3 Dogs3 OthBet3 (7).
variable labels spend7a "(D) Number of activities spend £501+".

count spend7b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (7).
variable labels spend7b "(D) Number of activities spend £501-1000".

count spend8b =Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3 (8).
variable labels spend8b "(D) Number of activities spend £1001+".

*Step 2 - Multiply number of activities in bracket by midpoint of bracket.
compute spend1c =   (spend1a *  5.5)  .
```

```
compute spend2c =     (spend1b *  5) .
compute spend3c =     (spend2a *  20.5) .
compute spend4c =     (spend2b *  30)    .
compute spend5c =     (spend3a *  40.5) .
compute spend6c =     (spend4a3b *  75.5) .
compute spend7c =     (spend5a4b *  150.5)   .
compute spend8c =     (spend5b   *  250.5)   .
compute spend9c =     (spend6a   *  350.5)   .
compute spend10c =    (spend6b   *  400.5)   .
compute spend11c =    (spend7a   *  501)  .
compute spend12c =    (spend7b   *  750.5)   .
compute spend13c =    (spend8b   *  1001) .

variable label spend1c "(D)  Spend1a * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend2c "(D)  Spend1b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend3c "(D)  Spend2a * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend4c "(D)  Spend2b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend5c "(D)  Spend3a * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend6c "(D)  Spend4a3b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend7c "(D)  Spend5a4b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend8c "(D)  Spend5b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend9c "(D)  Spend6a * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend10c "(D)  Spend6b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend11c "(D)  Spend7a * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend12c "(D)  Spend7b * midpoint  - temp var for final calculation of total spend across
all activities".
variable label spend13c "(D)  Spend8b * midpoint  - temp var for final calculation of total spend across
all activities".

*Step 3 - sum all amounts.
compute spendc = sum (spend1c to spend13c).
variable label spendc "(D) Monthly spend using mid point method".

*Step 4 - put amount spent into 3 groups.
recode spendc (0=-1) (1 thru 6 = 1) (10 thru 21.9= 2) (22 thru hi = 3) into spendc3n.
variable label spendc3n "(D) Monthly spend using mid point method - tertiles".

recode spendc (lo thru 61 = 1) (61.5 thru hi = 2) into sx10.

variable label sx10 "(D) Top 10% money spent among regular gamblers".
value label sx10
1 "non-gamblers/spends less than 61 per month gambling"
2 "top 10% of regular gamblers - money spent".


*spend for each gambling activity.
recode NatLot3 Scratch3 OthLot3 Bingo3 Bing3O Foot3 Fruit3 OthOn3 Privat3 Dogs3 OthBet3
(1=5.5)(2=20.5)(3=40.5)(4=75.5)(5=150.5)(6=350.5)(7=501)
into NatLot3a Scratch3a OthLot3a Bingo3a Bing3Oa Foot3a Fruit3a OthOn3a Privat3a Dogs3a OthBet3a.

recode Horse3 Sport3 Spread3 VirGam3 Poker3 Casp3 Caso3
(1=5)(2=30)(3=75.5)(4=150.5)(5=250.5)(6=400.5)(7=750.5)(8=1001)
into Horse3a Sport3a Spread3a VirGam3a Poker3a Casp3a Caso3a.

variable label NatLot3a "(D) Monthly spend on National Lottery - midpoint".
variable label Scratch3a "(D) Monthly spend on Scratchcards - midpoint".
variable label OthLot3a "(D) Monthly spend on Other Lottery - midpoint".
variable label Bingo3a "(D) Monthly spend on Bingo in person - midpoint".
variable label Bing3Oa "(D) Monthly spend on Bingo online - midpoint".
variable label Foot3a "(D) Monthly spend on Football pools - midpoint".
variable label Fruit3a "(D) Monthly spend on Fruit machines - midpoint".
variable label OthOn3a "(D) Monthly spend on other online gambling - midpoint".
variable label Privat3a "(D) Monthly spend on Private gambling - midpoint".
variable label Dogs3a "(D) Monthly spend on betting on Dog races - midpoint".
variable label OthBet3a"(D) Monthly spend on betting on non-sports events - midpoint".
variable label Horse3a "(D) Monthly spend on betting on Horse races - midpoint".
variable label Sport3a "(D) Monthly spend on betting on Sports events - midpoint".
variable label Spread3a "(D) Monthly spend on Spread betting - midpoint".
variable label VirGam3a "(D) Monthly spend on Virtual Gaming machines - midpoint".
variable label Poker3a "(D) Monthly spend on Poker - midpoint".
variable label Casp3a "(D) Monthly spend on Casino in person - midpoint".
variable label Caso3a"(D) Monthly spend on Casino online - midpoint".
```

Gambling volume – hours per day/year

BINGO5C (D) Hours per day on Bingo in person – midpoint

BING5OC (D) Hours per day on Bingo online - midpoint

FRUIT5C (D) Hours per day on Fruit machines - midpoint

OTHON5C (D) Hours per day on other online gambling – midpoint

PRIVAT5C (D) Hours per day on Private gambling – midpoint

DOGS5C (D) Hours per day on betting on Dog races – midpoint

OTHBET5C (D) Hours per day on betting on non-sports events - midpoint

HORSE5C (D) Hours per day on betting on Horse races – midpoint

SPORT5C (D) Hours per day on betting on Sports events - midpoint

SPREAD5C (D) Hours per day on Spread betting - midpoint

VIRGAM5C (D) Hours per day on Virtual Gaming machines - midpoint

POKER5C (D) Hours per day on Poker - midpoint

CASP5C (D) Hours per day on Casino in person - midpoint

CASO5C (D) Hours per day on Casino online - midpoint

BINGO5CC (D) Hours per year on Bingo in person

BING5OCC (D) Hours per year on Bingo online

FRUIT5CC (D) Hours per year on Fruit machines

OTHON5CC (D) Hours per year on other online gambling

PRIVAT5CC (D) Hours per year on Private gambling

DOGS5CC(D) Hours per year on betting on Dog races

OTHBET5CC (D) Hours per year on betting on non-sports events

HORSE5CC (D) Hours per year on betting on Horse races

SPORT5CC (D) Hours per year on betting on Sports events

SPREAD5CC (D) Hours per year on Spread betting

VIRGAM5CC (D) Hours per year on Virtual Gaming machines

POKER5CC (D) Hours per year on Poker

CASP5CC (D) Hours per year on Casino in person

CASO5CC (D) Hours per year on Casino online

HOURSCC (D) Hours per year using mid point method

HOURSC3 (D) Hours per year using mid point method – tertiles
1   3-25 hours per year
2   26-91 hours per year
3   92 hours + per year

HX10 (D) Top 10% time spent among regular gamblers
1   non-gamblers/spends less than 84 hours per yr gambling
2   top 10% of regular gamblers - time spent

```
SPSS SYNTAX

recode Bingo5 Bing5O Horse5 Dogs5 Sport5 OthBet5 Spread5 VirGam5 Fruit5 Poker5 Casp5 Caso5 OthOn5 Privat5
(1=.25) (2=.75) (3=1.5) (4=2.5) (5=3.5) (6=5) (7=7) (8=8) (else = 0) into
Bingo5c Bing5Oc Horse5c Dogs5c Sport5c OthBet5c Spread5c VirGam5c Fruit5c Poker5c Casp5c Caso5c OthOn5c
Privat5c.

variable label Bingo5c "(D) Hours per day on Bingo in person - midpoint".
variable label Bing5Oc "(D) Hours per day on Bingo online - midpoint".
variable label Fruit5c "(D) Hours per day on Fruit machines - midpoint".
variable label OthOn5c "(D) Hours per day on other online gambling - midpoint".
variable label Privat5c"(D) Hours per day on Private gambling - midpoint".
variable label Dogs5c "(D) Hours per day on betting on Dog races - midpoint".
variable label OthBet5c "(D) Hours per day on betting on non-sports events - midpoint".
variable label Horse5c "(D) Hours per day on betting on Horse races - midpoint".
variable label Sport5c "(D) Hours per day on betting on Sports events - midpoint".
variable label Spread5c "(D) Hours per day on Spread betting - midpoint".
variable label VirGam5c "(D) Hours per day on Virtual Gaming machines - midpoint".
variable label Poker5c "(D) Hours per day on Poker - midpoint".
variable label Casp5c "(D) Hours per day on Casino in person - midpoint".
variable label Caso5c "(D) Hours per day on Casino online - midpoint".

*Step 2 - multiply number of hours per day by number of days per year.
compute  Bingo5cc = (   Bingo5c  *  Bingo4   ).
compute  Bing5Occ = (   Bing5Oc  *  Bing4O   ).
compute  Horse5cc = (   Horse5c  *  Horse4   ).
compute  Dogs5cc  = (   Dogs5c   *  Dogs4 ).
compute  Sport5cc = (   Sport5c  *  Sport4   ).
compute  OthBet5cc  = (   OthBet5c *  OthBet4  ).
compute  Spread5cc  = (   Spread5c *  Spread4  ).
compute  VirGam5cc  = (   VirGam5c *  VirGam4  ).
compute  Fruit5cc = (   Fruit5c  *  Fruit4   ).
compute  Poker5cc = (   Poker5c  *  Poker4   ).
compute  Casp5cc  = (   Casp5c   *  Casp4 ).
compute  Caso5cc  = (   Caso5c   *  Caso4 ).
compute  OthOn5cc = (   OthOn5c  *  OthOn4   ).
compute  Privat5cc  = (   Privat5c *  Privat4  ).

variable label Bingo5cc "(D) Hours per year on Bingo in person".
variable label Bing5Occ "(D) Hours per year on Bingo online".
variable label Fruit5cc "(D) Hours per year on Fruit machines".
variable label OthOn5cc "(D) Hours per year on other online gambling".
variable label Privat5cc"(D) Hours per year on Private gambling".
variable label Dogs5cc "(D) Hours per year on betting on Dog races".
variable label OthBet5cc "(D) Hours per year on betting on non-sports events".
variable label Horse5cc "(D) Hours per year on betting on Horse races".
variable label Sport5cc "(D) Hours per year on betting on Sports events".
variable label Spread5cc "(D) Hours per year on Spread betting".
variable label VirGam5cc "(D) Hours per year on Virtual Gaming machines".
variable label Poker5cc "(D) Hours per year on Poker".
variable label Casp5cc "(D) Hours per year on Casino in person".
variable label Caso5cc "(D) Hours per year on Casino online".

compute hourscc = sum (bingo5cc to Privat5cc).
variable label hourscc "(D) Hours per year using mid point method".

*Step 4 - tertile number of hours per year.
recode hourscc (3 thru 25 = 1) (26 thru 91 = 2) (92 thru hi =3) into hoursc3.
variable label hoursc3 "(D) Hours per year using mid point method - tertiles".

recode hourscc (lo thru 83 = 1) (84 thru hi = 2) into hx10.
variable label hx10 "(D) Top 10% time spent among regular gamblers".
value label hx10
1 "non-gamblers/spends less than 84 hours per yr gambling"
2 "top 10% of regular gamblers - time spent".
```

Volume sub groups – regular gamblers

VX10 (D) Volume grouping of regular (monthly or more) gamblers

    1   Non-high time and non-high spend
    2   High-time only (top 10% of regular gamblers by time)
    3   High-spend only (top 10% of regular gamblers by spend)
    4   High-time and high-spend (top 10% spend and top 10% time)

```
SPSS SYNTAX

compute vx10 = -1.
if gambmon=1 and hx10 =1 and sx10=1 vx10 = 1.
if gambmon=1 and hx10 =2 and sx10=1 vx10 = 2.
if gambmon=1 and hx10 =1 and sx10=2 vx10 = 3.
if gambmon=1 and hx10 =2 and sx10=2 vx10 = 4.
var label vx10 "(D) Volume grouping of regular (monthly or more) gamblers".
value label vx10
1 "Non-high time and non-high spend"
2 "High-time only (top 10% of regular gamblers by time)"
3 "High-spend only (top 10% of regular gamblers by spend)"
4 "High-time and high-spend (top 10% spend and top 10% time)".
```

Behaviour change and gambling motives

Gambling behaviour change

CHANGGR3 (D) Whether gambling behaviour has changed over the past year

 1 Increased
 2 Stayed much the same
 3 Decreased

```
SPSS SYNTAX

*CHANGGR3.
recode change (1,2=1) (3=2) (4,5=3) (else=copy) into changgr3.
variable label changgr3 "(D) Whether gambling involvement has changed over past year".
value labels changgr3
   1 "Increased"
   2 "Stayed much the same"
   3 "Decreased".
```

Reasons for gambling

NUMISMOT (D) Number of motivations questions that were missed

MBIGMONX (D) Response to motivation question 1 (always=high and missing if any motivs qns missing)

 1 Never
 2 Sometimes
 3 Often
 4 Always

MFUNX (D) Response to motivation question 2 (always=high and missing if any motivs qns missing)

 1 Never
 2 Sometimes
 3 Often
 4 Always

MHOBBYX (D) Response to motivation question 3 (always=high and missing if any motivs qns missing)

 1 Never
 2 Sometimes
 3 Often
 4 Always

MESCAPEX (D) Response to motivation question 4 (always=high and missing if any motivs qns missing)

 1 Never
 2 Sometimes
 3 Often
 4 Always

MWORRIX (D) Response to motivation question 5 (always=high and missing if any motivs qns missing)

 1 Never
 2 Sometimes
 3 Often
 4 Always

MCOMPETX (D) Response to motivation question 6 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MEXCITEX (D) Response to motivation question 7 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MCHALLGX (D) Response to motivation question 8 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MACHIVX (D) Response to motivation question 9 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MIMPRESX (D) Response to motivation question 10 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MSOCIALX (D) Response to motivation question 11 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MTENSEX (D) Response to motivation question 12 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MMONEYX (D) Response to motivation question 13 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often
    4   Always

MRELAXX (D) Response to motivation question 14 (always=high and missing if any motivs qns missing)

    1   Never
    2   Sometimes
    3   Often

4   Always

MFAMILYX (D) Response to motivation question 15 (always=high and missing if any motivs qns missing)

                    1   Never
                    2   Sometimes
                    3   Often
                    4   Always

MFAC1EN (D) Factor 1 (enhancement) of RGQ items*

MFAC2REC (D) Factor 1 (recreation) of RGQ items*

MFAC3SOC (D) Factor 1 (social) of RGQ items*

MFAC4CP (D) Factor 1 (coping) of RGQ items*

MFAC5MNY (D) Factor 1 (money) of RGQ items*

*These are variables generated using SPSS factor analysis and therefore derived variable syntax is not available. See Wardle et al 2011, for a full description of how these factor scores were produced.

```
SPSS SYNTAX

*motivs.
recode MBigmon (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MBigmonx.
recode MFun (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MFunx.
recode MHobby(1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MHobbyx.
recode MEscape (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MEscapex.
recode MWorri (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MWorrix.
recode MCompete (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MCompetx.
recode MExcite (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MExcitex.
recode MChallge (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MChallgx.
recode MAchiV (1=4) (2=3) (3=2) (4=1)(-9, -8=-9) (else=copy) into MAchivx.
recode MImpres(1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MImpresx.
recode MSocial (1=4) (2=3) (3=2) (4=1)(-9, -8=-9) (else=copy) into MSocialx.
recode MTense (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MTensex.
recode MMoney (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MMoneyx.
recode MRelax (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MRelaxx.
recode MFamily (1=4) (2=3) (3=2) (4=1) (-9, -8=-9) (else=copy) into MFamilyx.

count Numismot = mbigmonx to mfamilyx (-9).

If Numismot >0 mbigmonx=-9.
If Numismot >0 mfunx=-9.
If Numismot >0 mhobbyx=-9.
If Numismot >0 mescapex=-9.
If Numismot >0 mworrix=-9.
If Numismot >0 mcompetx=-9.
If Numismot >0 mexcitex=-9.
If Numismot >0 mchallgx=-9.
If Numismot >0 machivx=-9.
If Numismot >0 mimpresx=-9.
If Numismot >0 msocialx=-9.
If Numismot >0 mtensex=-9.
If Numismot >0 mmoneyx=-9.
If Numismot >0 mrelaxx=-9.
If Numismot >0 mfamilyx=-9.

var label Numismot "(D) Number of motivations questions that were missed".
var label mbigmonx "(D) Response to motivation question 1 (always=high and missing if any motivs qns
missing)".
var label mfunx "(D) Response to motivation question 2 (always=high and missing if any motivs qns
missing)".
var label mhobbyx "(D) Response to motivation question 3 (always=high and missing if any motivs qns
missing)".
var label mescapex "(D) Response to motivation question 4 (always=high and missing if any motivs qns
missing)".
var label mworrix "(D) Response to motivation question 5 (always=high and missing if any motivs qns
missing)".
var label mcompetx "(D) Response to motivation question 6 (always=high and missing if any motivs qns
missing)".
var label mexcitex "(D) Response to motivation question 7 (always=high and missing if any motivs qns
missing)".
var label mchallgx "(D) Response to motivation question 8 (always=high and missing if any motivs qns
missing)".
```

```
var label machivx "(D) Response to motivation question 9 (always=high and missing if any motivs qns
missing)".
var label mimpresx "(D) Response to motivation question 10 (always=high and missing if any motivs qns
missing)".
var label msocialx "(D) Response to motivation question 11 (always=high and missing if any motivs qns
missing)".
var label mtensex "(D) Response to motivation question 12 (always=high and missing if any motivs qns
missing)".
var label mmoneyx "(D) Response to motivation question 13 (always=high and missing if any motivs qns
missing)".
var label mrelaxx "(D) Response to motivation question 14 (always=high and missing if any motivs qns
missing)".
var label mfamilyx "(D) Response to motivation question 15 (always=high and missing if any motivs qns
missing)".
```

Problem Gambling

DSM-IV

DSM1: (D) Answer to DSM item 1
0   Never/some of the time
1   Most times/every time

DSM2: (D) Answer to DSM item 2
0   Never/some of the time
1   Most times/every time

DSM3: (D) Answer to DSM item 3
0   Never/some of the time
1   Most times/every time

DSM4: (D) Answer to DSM item 4
0   Never/some of the time
1   Most times/every time

DSM5: (D) Answer to DSM item 5
0   Never/some of the time
1   Most times/every time

DSM6: (D) Answer to DSM item 6
0   Never/some of the time
1   Most times/every time

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

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

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

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

```
SPSS SYNTAX:

Recode D1 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm1.
Recode D2 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm2.
Recode D3 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm3.
Recode D4 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm4.
Recode D5 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm5.
Recode D6 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm6.
Recode D7 (1=1) (2=1) (3=0) (4=0) (-1=0) (-8, -9 = -9) into dsm7.
Recode D8 (1=1) (2=1) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm8.
Recode D9 (1=1) (2=1) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm9.
Recode D10 (1=1) (2=1) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm10.

Variable label DSM1 "(D) Answer to DSM item 1".
Variable label DSM2 "(D) Answer to DSM item 2".
Variable label DSM3 "(D) Ganswer to DSM item 3".
Variable label DSM4 "(D) Answer to DSM item 4".
Variable label DSM5 "(D) Answer to DSM item 5".
```

```
Variable label DSM6 "(D) Answer to DSM item 6".
Variable label DSM7 "(D) Answer to DSM item 7".
Variable label DSM8 "(D) Answer to DSM item 8".
Variable label DSM9 "(D) Answer to DSM item 9".
Variable label DSM10 "(D) Answer to DSM item 10".
```

DSM1A: (D) Answer to DSM item 1 (scale)
    0   Never
    1   Some of the time
    2   Most times
    3   Every time

DSM2A: (D) Answer to DSM item 2 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM3A: (D) Answer to DSM item 3 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM4A: (D) Answer to DSM item 4 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM5A: (D) Answer to DSM item 5 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM6: (D) Answer to DSM item 6 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM7: (D) Answer to DSM item 7 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM8: (D) Answer to DSM item 8 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM9: (D) Answer to DSM item 9 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

DSM10: (D) Answer to DSM item 10 (scale)
    0   Never
    1   Occasionally
    2   Fairly often
    3   Very often

SPSS SYNTAX

```
Recode D1 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm1a.
Recode D2 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm2a.
Recode D3 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm3a.
Recode D4 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm4a.
Recode D5 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm5a.
Recode D6 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm6a.
Recode D7 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm7a.
Recode D8 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm8a.
Recode D9 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm9a.
Recode D10 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9 = -9) into dsm10a.

Variable label DSM1a "(D) Answer to DSM item 1 (scale)".
Variable label DSM2a "(D) Answer to DSM item 2 (scale)".
Variable label DSM3a "(D) Answer to DSM item 3 (scale)".
Variable label DSM4a "(D) Answer to DSM item 4 (scale)".
Variable label DSM5a "(D) Answer to DSM item 5 (scale)".
Variable label DSM6a "(D) Answer to DSM item 6 (scale)".
Variable label DSM7a "(D) Answer to DSM item 7 (scale)".
Variable label DSM8a "(D) Answer to DSM item 8 (scale)".
Variable label DSM9a "(D) Answer to DSM item 9 (scale)".
Variable label DSM10a "(D) Answer to DSM item 10 (scale)".
```

DSMPROB: (D) Whether a DSM problem gambler

    0   Non problem gambler'.
    1   Problem gambler (score 3 and above)

DSMSC: (D) DSM score

DSMTOTSC: (D) DSM total score (continuous)

```
compute partintx=0.
if dvgamyr=-1 |
(dvgamyr<>0 and any (-1,D1,D2,D3,D4,D5,D6,D7,D8,D9,D10,P1,P2,P3,P4,P5,P6,P7,P8,P9)) partintX=1.

do if partintx=1.
do repeat aaa=dsm1 to dsm10a.
compute aaa=-1.
end repeat.
end if.

*dsmprob.
count yyy=dsm1x dsm2x dsm3x dsm4x dsm5x dsm6x dsm7x dsm8x dsm9x dsm10x (-9).
do if yyy<=5.
Count tempdsm = dsm1x to dsm10x (1).
If (tempdsm<3) dsmpb=0.
If (tempdsm ge 3) dsmpb=1.
else if yyy>5.
Count tempdsma = dsm1x to dsm10x (1).
If (tempdsma<3) dsmpb=-9.
If (tempdsma ge 3) dsmpb=1.
end if.
if partintx=1 dsmpb=-1.
recode dsmpb (sysmis=-9) (else=copy) into dsmprob.
Variable label dsmprob "(D) Whether a DSM problem gambler".
Value labels DSMprob
   1 "Problem gambler 3 and above"
   0 "Non problem gambler".

SPSS SYNTAX

*create temp contributing variables to be used in summary calculations below.
compute dsm1x=dsm1.
compute dsm2x=dsm2.
compute dsm3x=dsm3.
compute dsm4x=dsm4.
compute dsm5x=dsm5.
compute dsm6x=dsm6.
compute dsm7x=dsm7.
compute dsm8x=dsm8.
compute dsm9x=dsm9.
compute dsm10x=dsm10.

compute dsm1ax=dsm1a.
compute dsm2ax=dsm2a.
compute dsm3ax=dsm3a.
compute dsm4ax=dsm4a.
compute dsm5ax=dsm5a.
compute dsm6ax=dsm6a.
compute dsm7ax=dsm7a.
compute dsm8ax=dsm8a.
compute dsm9ax=dsm9a.
compute dsm10ax=dsm10a.
```

```
*dsmsc.
count zzz=dsm1x dsm2x dsm3x dsm4x dsm5x dsm6x dsm7x dsm8x dsm9x dsm10x (-9).
do if zzz<=5.
do repeat xxx= dsm1x to dsm10x.
if xxx=-9 xxx=0.
Compute totdsm = sum (dsm1x to dsm10x).
end repeat.
end if.
if partintx=1 totdsm=-1.
Recode totdsm (sysmis=-9) (else=copy) into dsmsc.
Variable label dsmsc "(D) DSM score".

*dsmtotsc.
count www=dsm1ax dsm2ax dsm3ax dsm4ax dsm5ax dsm6ax dsm7ax dsm8ax dsm9ax dsm10ax (-9).
do if www<=5.
do repeat sss= dsm1ax to dsm10ax.
if sss=-9 sss=0.
Compute totdsmsc = sum (dsm1ax to dsm10ax).
end repeat.
end if.
if partintx=1 totdsmsc=-1.
Recode totdsmsc (sysmis=-9) (else=copy) into dsmtotsc.
Variable label dsmtotsc "(D) DSM total score (continuous)".
```

Canadian Problem Gambling Severity Index (PGSI)

PGSI1: (D) Answer to PGSI item 1
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI2: (D) Answer to PGSI item 2
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI3: (D) Answer to PGSI item 3
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI4: (D) Answer to PGSI item 4
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI5: (D) Answer to PGSI item 5
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI6: (D) Answer to PGSI item 6
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI7: (D) Answer to PGSI item 7
    0   Never
    1   Sometimes
    2   Most of the time
    3   Almost always

PGSI8: (D) Answer to PGSI item 8

- 0   Never
- 1   Sometimes
- 2   Most of the time
- 3   Almost always

PGSI9: (D) Answer to PGSI item 9

- 0   Never
- 1   Sometimes
- 2   Most of the time
- 3   Almost always

```
SPSS SYNTAX

Recode P1 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI1.
Recode P2 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI2.
Recode P3 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI3.
Recode P4 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI4.
Recode P5 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI5.
Recode P6 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI6.
Recode P7 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI7.
Recode P8 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI8.
Recode P9 (1=3) (2=2) (3=1) (4=0) (-1=0) (-8, -9=-9) into PGSI9.

Variable label PGSI1 "(D) Answer to PGSI item 1".
Variable label PGSI2 "(D) Answer to PGSI item 2".
Variable label PGSI3 "(D) Answer to PGSI item 3".
Variable label PGSI4 "(D) Answer to PGSI item 4".
Variable label PGSI5 "(D) Answer to PGSI item 5".
Variable label PGSI6 "(D) Answer to PGSI item 6".
Variable label PGSI7 "(D) Answer to PGSI item 7".
Variable label PGSI8 "(D) Answer to PGSI item 8".
Variable label PGSI9 "(D) Answer to PGSI item 9".
```

PGSISC: (D) PGSI score

PGSIPROB "(D) PGSI problem gambling score, grouped

- 0   Non-problem gamblers
- 1   Low risk gambler
- 2   Moderate risk gambler
- 3   Problem gambler

PGSIGR2: (D) PGSI non problem/problem gambler

- 0   Non problem gambler
- 1   Problem gambler

```
*pgsisc.
compute pgsi1x=pgsi1.
compute pgsi2x=pgsi2.
compute pgsi3x=pgsi3.
compute pgsi4x=pgsi4.
compute pgsi5x=pgsi5.
compute pgsi6x=pgsi6.
compute pgsi7x=pgsi7.
compute pgsi8x=pgsi8.
compute pgsi9x=pgsi9.

count jjj=pgsi1x pgsi2x pgsi3x pgsi4x pgsi5x pgsi6x pgsi7x pgsi8x pgsi9x (-9).
do if jjj<=4.
do repeat mmm= pgsi1x to pgsi9x.
if mmm=-9 mmm=0.
Compute totpgssc = sum (pgsi1x to pgsi9x).
end repeat.
else if jjj>4.
do repeat nnn= pgsi1x to pgsi9x.
if nnn=-9 nnn=0.
Compute totpgssca = sum (pgsi1x to pgsi9x).
end repeat.
if totpgssca<8 totpgssc=-9.
if totpgssca>=8 totpgssc=totpgssca.
end if.
if partintx=1 totpgssc=-1.
Recode totpgssc (sysmis=-9) (else=copy) into pgsisc.
Variable label PGSIsc "(D) PGSI score".
```

```
*PGSIprob.
Recode PGSIsc (0=0) (1,2=1) (3 thru 7=2) (8 thru hi=3) (sysmis=-9) (else=copy) into PGSIprob.
Variable label PGSIPROB "(D) PGSI problem gambling score, grouped".
Value labels PGSIPROB
    0 "Non problem gambler/non gambler"
    1 "Low risk gambler"
    2 "Moderate risk gambler"
    3 "Problem gambler".

*PGSIgr2.
Recode pgsiprob (0 thru 2=0) (3=1) (else=copy) into PGSIgr2.
Variable label PGSIGR2 "(D) PGSI non problem/problem gambler".
Value labels PGSIGR2
    0 "Non problem gambler"
    1 "Problem gambler".
```

COMBINED PROBLEM GAMBLING VARIABLES

PROBGAM: (D) Whether a problem gambler according to either DSM OR PGSI
    0   Not a problem gambler according to either DSM or PGSI
    1   Problem gambler according to either DSM or PGSI

PROBGAM2: (D) Whether a problem gambler according to PGSI AND DSM
    0   Not a problem gambler according to DSM AND PGSI
    1   Problem gambler according to BOTH DSM AND PGSI.

```
SPSS SYNTAX

*ProbGam.
compute PROBGAM=0.
if pgsigr2=1 and dsmprob=0 probgam=1.
if pgsigr2=0 and dsmprob=1 probgam=1.
if pgsigr2=1 and dsmprob=1 probgam=1.
if pgsigr2=-9 and dsmprob=1 probgam=1.
if pgsigr2=1 and dsmprob=-9 probgam=1.
if pgsigr2=0 and dsmprob=0 probgam=0.
if pgsigr2=-9 and dsmprob=-9 probgam=-9.
if pgsigr2=-9 and dsmprob=0 probgam=0.
if pgsigr2=0 and dsmprob=-9 probgam=0.
if pgsigr2=-1 and dsmprob=-1 probgam=-1.
Variable label probgam "(D) Whether a problem gambler according to either DSM OR PGSI".
Value labels PROBGAM
    0 "Not a problem gambler according to either DSM or PGSI"
    1 "Problem gambler according to either DSM or PGSI".
freq probgam.
crosstab dsmprob by probgam by pgsigr2.

*probgam2.
compute PROBGAM2=0.
if pgsigr2=1 and dsmprob=1 probgam2=1.
if pgsigr2=0 and dsmprob=0 probgam2=0.
if pgsigr2=-9 and dsmprob=-9 probgam2=-9.
if pgsigr2=1 and dsmprob=0 probgam2=0.
if pgsigr2=0 and dsmprob=1 probgam2=0.
if pgsigr2=-9 and dsmprob=0 probgam2=0.
if pgsigr2=0 and dsmprob=-9 probgam2=0.
if pgsigr2=1 and dsmprob=-9 probgam2=0.
if pgsigr2=-9 and dsmprob=1 probgam2=0.
if pgsigr2=-1 and dsmprob=-1 probgam2=-1.
variable label probgam2 "(D) Whether a problem gambler according to PGSI AND DSM".
Value labels PROBGAM2
    0 "Not a problem gambler according to DSM AND PGSI"
    1 "Problem gambler according to BOTH DSM AND PGSI".
```

Attitudes

Attitudes to gambling

ATGS1: (D) Derived Attitude response for item 1
1   Strongly agree
2   Agree
3   Neither agree/disagree
4   Disagree
5   Strongly disagree

ATGS2: (D) Derived Attitude response for item 2
1   Strongly disagree
2   Disagree
3   Neither agree/disagree
4   Agree
5   Strongly agree

ATGS3: (D) Derived Attitude response for item 3
1   Strongly agree
2   Agree
3   Neither agree/disagree
4   Disagree
5   Strongly disagree

ATGS4: (D) Derived Attitude response for item 4
1   Strongly disagree
2   Disagree
3   Neither agree/disagree
4   Agree
5   Strongly agree

ATGS5: (D) Derived Attitude response for item 5
1   Strongly agree
2   Agree
3   Neither agree/disagree
4   Disagree
5   Strongly disagree

ATGS6: (D) Derived Attitude response for item 6
1   Strongly agree
2   Agree
3   Neither agree/disagree
4   Disagree
5   Strongly disagree

ATGS7: (D) Derived Attitude response for item 7
1   Strongly disagree
2   Disagree
3   Neither agree/disagree
4   Agree
5   Strongly agree

ATGS8: (D) Derived Attitude response for item 8
1   Strongly disagree
2   Disagree
3   Neither agree/disagree
4   Agree
5   Strongly agree

ATGS8SC: (D) Attitude score

```
SPSS SYNTAX

COMPUTE AttIntro=RANDNUM.
Recode Att1 (1=5) (2=4) (3=3) (4=2) (5=1) (else=copy) into ATGS1.
COMPUTE ATGS2 = ATT2.
COMPUTE ATGS3 = ATT3.
Recode Att4 (1=5) (2=4) (3=3) (4=2) (5=1) (else=copy) into ATGS4.
COMPUTE ATGS5=Att5.
Recode Att6 (1=5) (2=4) (3=3) (4=2) (5=1) (else=copy) into ATGS6.
Recode Att7 (1=5) (2=4) (3=3) (4=2) (5=1) (else=copy) into ATGS7.
COMPUTE ATGS8=Att8.
Variable label ATGS1 "(D) Derived Attitude response for item 1".
Variable label ATGS2 "(D) Derived Attitude response for item 2".
Variable label ATGS3 "(D) Derived Attitude response for item 3".
Variable label ATGS4 "(D) Derived Attitude response for item 4".
Variable label ATGS5 "(D) Derived Attitude response for item 5".
Variable label ATGS6 "(D) Derived Attitude response for item 6".
Variable label ATGS7 "(D) Derived Attitude response for item 7".
Variable label ATGS8 "(D) Derived Attitude response for item 8".
Variable label AttIntro "Randomised introduction to attitude questions".
value labels atgs1
   1 "Strongly disagree"
   2 "Disagree"
   3 "Neither agree nor disagree"
   4 "Agree"
   5 "Strongly agree".

value labels atgs2
   1 "Strongly agree"
   2 "Agree"
   3 "Neither agree nor disagree"
   4 "Disagree"
   5 "Strongly disagree".

value labels atgs3
   1 "Strongly agree"
   2 "Agree"
   3 "Neither agree nor disagree"
   4 "Disagree"
   5 "Strongly disagree".

value labels atgs4
   1 "Strongly disagree"
   2 "Disagree"
   3 "Neither agree nor disagree"
   4 "Agree"
   5 "Strongly agree".

value labels atgs5
   1 "Strongly agree"
   2 "Agree"
   3 "Neither agree nor disagree"
   4 "Disagree"
   5 "Strongly disagree".

value labels atgs6
   1 "Strongly disagree"
   2 "Disagree"
   3 "Neither agree nor disagree"
   4 "Agree"
   5 "Strongly agree".

value labels atgs7
   1 "Strongly disagree"
   2 "Disagree"
   3 "Neither agree nor disagree"
   4 "Agree"
   5 "Strongly agree".

value labels atgs8
   1 "Strongly agree"
   2 "Agree"
   3 "Neither agree nor disagree"
   4 "Disagree"
   5 "Strongly disagree".

value labels AttIntro
   1 "Extra Intro"
   2 "No Intro".

count yyy=ATGS1 ATGS2 ATGS3 ATGS4 ATGS5 ATGS6 ATGS7 ATGS8 (-9,-8,-1).
do if yyy le 4.
do repeat xxx= ATGS1 to ATGS8.
```

```
if xxx=-9 | xxx=-8 | xxx=-1 xxx=3.
Compute ATT=ATGS1 + ATGS2+ ATGS3 + ATGS4 + ATGS5 + ATGS6 + ATGS7+ ATGS8.
end repeat.
end if.
Recode ATT  (sysmis=-9) (else=copy) into ATGS8SC.
Missing values ATGS8SC (-99 thru -1).
Variable label ATGS8SC "(D) Attitude score".
```

Health and Lifestyles

Family and self-reported gambling behaviour

PARGAMBE (D) Parental gambling behaviour
1 Parents did not gamble regularly
2 Parents did gambling, but did not have problems with their gambling
3 Parents gambled and did have problems with their gambling

FGAMGR4 (D) Age first gambled (grouped 4)
1 15 or younger
2 16-17
3 18-21
4 22 or over

FGAMGR2 (D) Age first gambled (grouped 2)
1 18 or over
2 17 or younger

```
SPSS SYNTAX

*PARGAMBE.
compute pargambe=-1.
if pargam=2 pargambe=1.
if pprob=2 pargambe=2.
if pprob=1 pargambe=3.
if any (-8,pargam,pprob) pargambe=-8.
if any (-9,pargam,pprob) pargambe=-9.
var lab pargambe "(D) Parental gambling behaviour".
val lab pargambe
   1 "Parents did not regularly gamble"
   2 "Parents regularly gambled but did not have a problem with their gambling"
   3 "Parents regularly gambled and did have problems with their gambling".

*FGAMGR4.
recode firstgam (0 thru 15=1) (16,17=2) (18 thru 21=3) (22 thru hi=4) (else=copy) into FGAMGR4.
variable label FGAMGR4 "(D) Age first gambled (grouped-4)".
value labels FGAMGR4
   1 "15 or younger"
   2 "16-17"
   3 "18-21"
   4 "22 or over".

*FGAMGR2.
recode firstgam (0 thru 17=2) (18 thru hi=1) (else=copy) into FGAMGR2.
variable label FGAMGR2 "(D) Age first gambled (18+)".
value labels FGAMGR2
   1 "18 or over"
   2 "17 and younger".
```

General Health Status

GENHELF: (D) General Health Status (grouped)
1 Very good/good
2 Fair
3 Bad/very bad

```
SPSS Syntax

*GenHelf.
Recode GenHelfx (1,2=1) (3=2) (4,5=3) (else=copy) into genhelf.
Variable label GenHelf "(D) General Health Status (grouped)".
Value labels GenHelf
   1 "Very good/good"
   2 "Fair"
   3 "Bad/Very bad".
```

LIMITILL: (D) Limiting longstanding illness

    1   Limiting longstanding illness
    2   Non limiting longstanding illness
    3   No limiting illness

```
SPSS Syntax

*Limitill.
compute limitill=limitillx.
if longill=2 limitill=3.
Variable label LIMITILL "(D) Limiting longstanding illness".
value labels limitill
   1 "Limiting longstanding illness"
   2 "Non limiting longstanding illness"
   3 "No limiting illness".
Smoking and Drinking Status
```

SMKCIG: (D) Smoking status

    1   Current Cigarette Smoker
    2   Not current cigarette smoker

ALCOHOL: (D) Alcohol consumption in last 7 days

    0   Did not drink in last 7 days
    1   drank 1-4 units on heaviest drinking day
    2   drank 5-9 units on heaviest drinking day
    3   drank 10-14 units on heaviest drinking day
    4   drank 15-19 units on heaviest drinking day
    5   drank 20 or more units on heaviest drinking day

```
SPSS SYNTAX:

*SmkCig.
Compute SmkCig=SmokCig.
Variable label SMKCIG "(D) Smoking status".
Value labels SmkCig
   1 "Current cigarette smoker"
   2 "Not current cigarette smoker".
crosstab SmkCig by SmokCig.

*alcohol.
recode units (0=0) (1 thru 4=1) (5 thru 9=2) (10 thru 14=3) (15 thru 19=4) (20 thru 40=5) (41 thru hi=-8)
(else=copy) into alcohol.
if drink=-9 alcohol=-9.
if drink=-8 alcohol=-8.
if drink=2 alcohol=0.
if drink=-1 alcohol=-1.
Variable label ALCOHOL "(D) Alcohol consumption in last 7 days".
value labels alcohol
   0 "Did not drink in last 7 days"
   1 "Drank 1-4 units on heaviest drinking day"
   2 "Drank 5-9 units on heaviest drinking day"
   3 "Drank 10-14 units on heaviest drinking day"
   4 "Drank 15-19 units on heaviest drinking day"
   5 "Drank 20 or more units on heaviest drinking day".
```