Gambling in Minnesota

A Study of Participation, Attitudes, and the Prevalence of Problem Gambling

Prepared for the Minnesota Department of Human Services

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Executive summary

Many different types of gambling opportunities are available to Minnesotans, including purchasing lottery tickets, playing electronic or table games at casinos, betting on horse races, purchasing pull tabs, buying raffle tickets, and playing bingo among others. Many individuals partake in these activities in a recreational way and without experiencing any negative consequences. Some individuals, however, experience impaired control over their gambling behavior and negative consequences for their health, finances, family and friends, or school or work, as a result. These individuals are considered problem gamblers (Volberg et al., 2015).

The Minnesota Department of Human Services (DHS) implements strategies to prevent problem gambling and also supports services to treat those experiencing problem gambling. In an effort to collect better, up-to-date information to inform their work, they contracted with Wilder Research to conduct this study. The primary purposes of the study are to:

- Understand types and frequencies of gambling activities in which Minnesotans participate
- Estimate the prevalence of problem gambling, the differences in prevalence across socio-demographic groups, and the co-occurrence of problem gambling with other health conditions
- Understand attitudes toward gambling and publicly-funded prevention and treatment efforts for problem gambling

Methods

Data for the study were collected through a survey conducted in the spring of 2019. The survey was administered to a stratified random sample of 35,000 households across Minnesota. The survey could be completed on paper or online. The survey was completed by 8,512 respondents, resulting in a response rate of 25%. The survey data were weighted to produce statistically representative estimates of population parameters.

Key findings

Participation in gambling

In the past year, 67% of adults in Minnesota participated in some type of gambling activity.

- 9% gambled weekly or more often, 18% gambled monthly, and 40% gambled less than monthly. 33% did not gamble at all in the preceding 12 months.
- The most common form of gambling in Minnesota is purchasing lottery tickets, including both lotto and scratch lottery tickets; 53% of adults purchased a lottery ticket in the past year.
- Participation in gambling varies by socio-demographic characteristics.
  - Men are more likely to gamble than women.
  - Middle age adults (35-64) are more likely to gamble than younger (18-34) and older adults (65+).
  - White Minnesotans are more likely to gamble than Minnesotans who are black or Native American.
  - Adults with some college (including trade school or an associate degree) or a Bachelor's degree are more likely to gamble than those who have attained more (graduate degree) or less (high school diploma or GED) education.
  - Those who are working for pay are more likely to gamble than those who are not.
  - People in higher income households are more likely to gamble than people in lower income households.
- Gamblers most commonly say the reasons they gamble are for excitement or entertainment, to socialize with family or friends, and to win money.

Attitudes toward gambling

The survey asked respondents about their opinions on the availability, benefits, and harms of gambling in their communities. It also asked about their perspectives on government spending related to prevention and treatment of problem gambling and overall perceptions about treatment for problem gambling.

- Nearly half of Minnesotans (49%) believe that the current availability of gambling in their community is OK. Nearly one-fifth think that gambling is too widely available.
- Many Minnesotans (36%) are unsure how they feel about the relative benefits and harms that gambling has for their community. One-third of Minnesotans, however,

believe that the harm outweighs the benefits, and only 8% believe the benefits outweigh the harm.

- Most Minnesotans (85%) believe that if someone has a problem with gambling, they need professional counseling. However, only 41% of Minnesotans believe that professional counseling for gambling works; 53% neither agree nor disagree that professional counseling works.
- 80% or more of Minnesotans think that government spending is at least "somewhat important" for educating youth and adults about the risks of gambling, educating adults about gambling responsibly, and providing counseling for problem gambling.

Problem gambling

The survey included questions from the Problem and Pathological Gambling Measure (PPGM), a commonly used tool to screen for problem gambling behavior (Williams & Volberg, 2010, 2014). This tool classifies respondents who gambled within the past year as recreational, at-risk, problem, or pathological gamblers. In this report, we combine individuals who are classified as problem or pathological gamblers into a single "problem gambler" group. Problem gamblers are individuals who experience significant impaired control over their gambling and negative consequences for their health, finances, family and friends, or school and work as a result of their impaired control. At-risk gamblers exhibit several behaviors that put them at risk for problem gambling, such as gambling more than they intended, chasing their losses, or attempting and failing to cut down on their gambling (Volberg et al., 2015).

- According to this survey, 1.3% of adults in Minnesota are problem gamblers, which represents just over 56,000 adults.
  - An additional 3.8% (nearly 162,000 adults) are at-risk gamblers.
- 27% of adults know someone whose gambling may be causing them financial difficulties; impacting their physical or emotional health; or damaging their personal, family, or work relationships.
- 22% have themselves been negatively affected by the gambling behaviors of a friend, family member, coworker, or someone else they know personally.
- The prevalence of problem and at-risk gambling differs across some socio-demographic groups:
  - Individuals with a high school diploma, GED, or less have rates of problem gambling that are at least three times higher than individuals with higher levels of educational attainment.

- Although overall rates of gambling participation are higher in higher income households, the prevalence of problem gambling decreases among households with higher levels of income.
- Males are more likely to be at-risk gamblers than females, but their rates of problem gambling are not significantly different.
- Adults who are 35–64 years old are more likely than older adults (65+), and similarly likely to younger adults (18-34), to be problem gamblers. Rates of at-risk gambling do not significantly differ across age groups.

- Among all adults who ever thought they might have a gambling problem, only 14% wanted help or thought about getting help in the past year.

Problem gambling and health

The survey included a number of questions about physical health, mental health, and substance use in order to explore the co-occurrence of health issues with problem gambling behavior. While the patterns tend to show that health outcomes are worse for problem gamblers than at-risk gamblers and worse for at-risk gamblers than recreational or non-gamblers, it is difficult to detect significant differences across all of these groups due to their small sizes. Some significant differences were identified:

- Based on responses to a standardized screener for substance use disorder that was included in this survey, problem gamblers are more likely than recreational and non-gamblers to have a high probability of diagnosis of substance use disorder. They are not significantly different from at-risk gamblers.
- Problem and recreational gamblers are more likely to be overweight or obese than non-gamblers; they are not significantly different from at-risk gamblers.
- Problem gamblers are more likely than recreational gamblers to report having fair or poor mental health; they are not significantly different from at-risk gamblers or non-gamblers.
- Problem gamblers are more likely than recreational and non-gamblers to have used tobacco or e-cigarettes in the past 30 days; they are not significantly different from at-risk gamblers.

Discussion

While the prevalence of problem gambling is small (1.3%), it directly affects the lives of approximately 56,000 adults. When considering those at-risk for problem gambling as well, there are over 217,000 adults who may need, or be close to needing, treatment for problem gambling to prevent the negative consequences that may result. These negative consequences accrue not only to the gamblers, but to others in their families and communities. This study showed that 22% of Minnesotans, regardless of their own participation in gambling, have been negatively affected by the gambling behaviors of others they know personally such as a friend, family member, or coworker. Additionally, we find that problem gambling is more prevalent among lower income households and could lead to further economic hardship for these families who may already face financial challenges.

This study shows the need for additional education and awareness about problem gambling and the appropriate and available treatment for it. Most Minnesotans are unsure whether professional counseling for problem gambling works. Among all adults who ever thought they might have a gambling problem, only 14% wanted help or thought about getting help in the past year. Furthermore, those who wanted or thought about getting help most commonly did not do so because they thought they could fix the problem on their own.

This study also shows there is broad support for the government to spend money on education and treatment for problem gambling. The majority of Minnesotans (over 80%) believe it is at least somewhat important for the government to spend money to educate adults on gambling responsibly, educate adults and youth about the risks of gambling, and provide problem gambling counseling.

When providing education and treatment, however, it is important to be considerate of who is most likely to be struggling with, or at-risk of, problem gambling in order to effectively deploy resources where they will be most impactful. This study showed that problem gamblers are more likely to have a lower level of education, to have lower household income, and to be 35-64 years old. Additionally, problem gamblers have a higher probability of being diagnosed with a substance use disorder. These factors should be considered in tailoring future efforts to prevent and treat problem gambling in Minnesota.

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About the study

An array of gambling opportunities are available to Minnesotans, including purchasing lottery tickets, playing electronic or table games at casinos, betting on horse races, purchasing pull tabs, buying raffle tickets, and playing bingo, among others. In this report, we define gambling as any activity in which a person bets money or something else of value so that they can win or gain money or something else of value.

Many individuals partake in these activities in a recreational way and without experiencing any negative consequences. Some individuals, however, experience impaired control over their gambling behavior and negative consequences, for their health, finances, family and friends, or school or work, as a result. These individuals are considered problem gamblers (Volberg et al., 2015).

Minnesota Statute 245.98 tasks the Department of Human Services (DHS) with studying the prevalence of problem gambling in Minnesota. Study findings are intended to inform statewide strategies to prevent problem gambling and services to address problem gambling. Prior to the 2019 survey, which is the topic of this report, the last statewide study on this topic was conducted in 1994. New data to inform current prevention and treatment strategies are needed.

DHS contracted with Wilder Research to conduct this study. The primary purposes of the study are to:

- Understand types and frequencies of gambling activities in which Minnesotans participate
- Estimate the prevalence of problem gambling, the differences in prevalence across socio-demographic groups, and the co-occurrence of problem gambling with other health conditions
- Understand attitudes towards gambling and publicly-funded prevention and treatment efforts for problem gambling

Minnesota's gambling landscape

Prior to 1945, all forms of gambling were illegal in Minnesota. In that year, charitable gambling, in the form of bingo, was legalized. In 1989, the Legislature authorized a state lottery and in the process extensively reorganized all forms of legal gambling. This reorganization entailed development of three regulatory bodies to oversee and regulate

gambling in the state, including the Charitable Gambling Control Board, the Minnesota Lottery, and the State Racing Commission.[1]

In state fiscal year 2017, the three regulating bodies reported $2.3 billion in total gross revenue (Minnesota Department of Human Services, 2019). In Minnesota, a portion of this revenue is allocated to address problem gambling within the state. This is how Minnesota intends to ensure that the economic benefits of legalized gambling are not compromised by the harmful effects of problem gambling. This study aims to provide data that can inform the design and implementation of efforts to address problem gambling.

Prior studies

Two similar studies have been conducted in Minnesota, the latest of which was in 1994. The 1994 study found a significant increase in the prevalence of problem gambling relative to the prior study in 1990 (Emerson, Laundergan, & Schaefer, 1994). No studies ***of this nature have been conducted in Minnesota since.***

Several studies of problem gambling prevalence have been conducted more recently in other jurisdictions. It is difficult, however, to synthesize the findings across all of these studies due to substantial methodological variations, including differences in the definition of gambling, differences in problem gambling assessment instruments used, and differences in methods of survey administration, among other things (Williams, Volberg, & Stevens, 2012; Williams, Volberg, Stevens, Williams, & Arthur, 2017). In light of this, researchers have attempted to standardize the findings across these methodological differences. Doing so, they found estimates of the standardized past-year rate of problem gambling averaged 2.2% in the United States, ranging from 0.6% to 8.1% (Williams et al., 2012). The standardized rate of problem gambling for Minnesota in 1994 was 4.6%, more than double the national average.

Methods

Data for the study were collected through a survey of a stratified random sample of 35,000 households across Minnesota. Respondents were able to complete the survey on paper or online. This section provides details about the survey design, the sampling and survey administration process, the response rate, and the weighting and analysis approaches.

[1] Additional information about these regulatory bodies and legal gambling in Minnesota can be found on the Department of Public Safety's website (https://dps.mn.gov/divisions/age/Documents/!2019%20Gambling%20Brochure.pdf)

Survey design

See Appendix 1 for the complete survey instrument. The survey was described, in the title and associated mailing materials, as a survey of recreation and well-being, rather than a survey about gambling, so as not to over-recruit gamblers or those who have particularly strong feelings either way about gambling (Williams & Volberg, 2012). The survey included questions about:

- Health and well-being, including questions about use of alcohol, tobacco, and other drugs
- Recreation activities
- Attitudes towards gambling and publicly-funded prevention and treatment efforts for problem gambling
- Participation in, and spending on, multiple types of gambling activities
- Implications of gambling participation for individuals' lives
- Awareness of prevention efforts and resources for problem gambling
- Demographic characteristics

The survey was designed as a self-administered questionnaire to improve the validity of responses to sensitive questions and questions about potentially socially undesirable behaviors (Williams & Volberg, 2012).

Each participant was offered a $10 gift card to a store of their choosing for completing the survey.

Selected screening tools

There are several different screening tools that are available to identify whether an individual is a problem gambler. The most commonly used tools are the South Oaks Gambling Screen (SOGS), the Canadian Problem Gambling Index (CPGI), the National Opinion Research Center DSM Screen for Gambling Problems (NODS; based on the Diagnostic Statistical Manual of Mental Disorders, or DSM-IV), and the Problem and Pathological Gambling Measure (PPGM). Wilder conducted a review of the published research about these tools in order to determine which to include in the survey. Based on this review, and in consultation with the Department of Human Services, we decided to include the PPGM as the primary screening tool because it performs better than the other tools on a number of measures.[2]

[2] The PPGM has been shown to have superior sensitivity, specificity, positive and negative predictive power, diagnostic efficiency, kappa, and instrument/clinician prevalence ratio relative to the SOGS, CPGI, and the NODS (Williams & Volberg, 2010, 2013; Volberg et al., 2015).

Additionally, we included questions that align with the DSM-V criteria for disordered gambling diagnosis (as updated from the DSM-IV).[3] The DSM-V questions were included to allow for comparison of results with the primary screening tool (the PPGM). This comparison is presented in Appendix 3.

Pretesting and peer review

The survey was pretested using a cognitive interviewing approach. Cognitive interviewing uses trained interviewers to engage survey respondents in a process of "thinking out loud," responding to a series of probes while completing the survey, and reflecting on the whole experience at the end (Haeger, Lambert, Kinzie, & Gieser, 2012). For this survey, probes assessed whether respondents understood and correctly interpreted the survey items and were able to give responses that were accurate and fit their experience. They also assessed any general difficulties or concerns about the survey and identified questions that were uncomfortable or offensive for any reason. We conducted cognitive interviews with a demographically heterogeneous group of 15 respondents. Each participant received a $25 gift card for their participation. We made some revisions to the survey based on the findings from these interviews, including changing wording of some questions and response options, modifying the formatting of some questions to enhance clarity, and removing a question about suicidal ideation.

The final survey, and all of the associated mailing materials and administration plans, were submitted to Wilder Research's Institutional Review Board (IRB). The IRB determined that a full review was not required for this study. Instead, a subcommittee of the IRB conducted a human subjects peer review in which they reviewed all of the materials and confirmed that they appropriately protected the rights of the study participants.

Sampling and administration

For the survey, Wilder Research purchased a random sample of 35,000 Minnesota residential addresses from Marketing Systems Group. Sixty percent of the state's adult population live in the 7-county Twin Cities metro area (Anoka, Carver, Dakota, Hennepin, Ramsey, Scott, and Washington counties), and 40% live in the remaining 80 counties. We stratified our sample using these percentages, so that 60% of the addresses (21,000) were from the metro area and 40% (14,000) were from the remaining counties. The sample excluded addresses identified by the U.S. Postal Service as vacant, seasonal, or drop points (an address that has multiple units attached to it such as a boarding house).

The survey was fielded among this sample using a complete Dillman method with four mailings: a pre-notification letter, survey packet, reminder postcard, and final survey

[3] See Riley & Smith (2013) for a description of the changes between the DSM-IV and the DSM-V.

packet (Dillman, Smyth, & Christian, 2009). The survey packets and postcard provided respondents with information to complete the survey online if they preferred. The survey was fielded between March 15, 2019, and May 17, 2019.

Weighting and analysis

The survey was completed by 8,512 respondents. The survey data were weighted to produce statistically representative estimates of population parameters. Weighting helps to compensate for practical limitations of survey methods, such as differential nonresponse or undercoverage of different demographic groups. In other words, we weighted the data to make the results from our survey respondents more closely represent the adult population in Minnesota (N=4,316,816). The weighting process seeks to create a dataset representative of Minnesota's adult population by increasing the contribution of groups underrepresented in our sample of respondents and decreasing the contribution of groups overrepresented in our sample of respondents. For example, the percentage of male survey respondents in our sample is less than the percentage of males in Minnesota's adult population, so we increased the contribution of the male responses by a weighting factor so that they are proportionate to the true adult population.[4]

This report presents primarily descriptive statistics from the survey. Percentages were rounded to the nearest whole number; as such, some percentage totals may not add to exactly 100%. In some cases, when small differences are meaningful (i.e., for low incidence situations related to the key goals of the study such as estimating the statewide prevalence of problem gambling), percentages were rounded to the nearest 10th of a percent.

Comparisons between groups described as "higher"/"lower" or "more likely"/"less likely" are based on comparisons of 95% confidence intervals for the estimates. If the confidence intervals do not overlap, we have a high degree of confidence that the observed differences are real and are not due to sampling variability.

[4] The population benchmarks used for survey weighting came from the 2018 March Supplement of the Current Population Survey (CPS). Final weights were computed using the method of *Iterative Proportional Fitting*, which is commonly referred to as *Raking,* using the *WgtAdjust* procedure of SUDAAN. Weights were adjusted simultaneously with respect to the demographic distributions of respondents, including: age, gender, race/ethnicity, education, and household income. It should be noted that survey data for a number of demographic questions included missing values. All such missing values were first imputed using a hot-deck procedure before use in construction of the survey weights.

Survey respondents

The survey response rate was 25%.[5] Seventy percent of the respondents completed the survey on paper, while 30% completed the online version. Figure 1 shows the characteristics of the respondents.

Figure 1. Survey respondent characteristics, unweighted and weighted

	Unweighted N	Unweighted %	Weighted N	Weighted %
Region				
7-county Twin Cities metro area	4,998	59%	2,552,195	59%
Greater Minnesota	3,514	41%	1,764,621	41%
Gender				
Male	3,014	35%	2,136,518	49%
Female	5,443	64%	2,135,632	49%
Another identity	25	<1%	26,875	1%
Age				
18-34	1,158	14%	1,223,604	28%
35-64	4,338	51%	2,142,703	50%
65+	2,888	34%	883,373	20%
Educational attainment				
High school graduate, GED, or less	1,514	18%	913,552	21%
Some college, trade school, or associate degree	2,737	32%	2,014,255	47%
Bachelor's degree	2,473	29%	911,454	21%
Graduate or professional degree	1,744	20%	449,895	10%

Note. Unweighted N reflects the total number of respondents who answered this question. Weighted N is the total number of respondents who answered the question weighted to the Minnesota population. The N and percentage of missing values for each sociodemographic characteristic is not included; as such, the percentages will not add to 100%.

[5] This response rate is calculated using AAPOR's Response Rate 1 formula (RR1 = Completes / (Completes + Non-interviews + Unknown Eligibility).

Figure 1. Survey respondent characteristics, unweighted and weighted (continued)

	Unweighted N	Unweighted %	Weighted N	Weighted %
Race/Ethnicity[a]				
Asian, Asian American, Native Hawaiian, or other Pacific Islander	174	2%	175,301	4%
Black or African American	197	2%	169,709	4%
Hispanic	118	1%	169,765	4%
Native American or Alaskan Native	185	2%	34,794	1%
White or Caucasian	7,634	90%	3,620,287	84%
Other race or multiple races	75	1%	53,816	1%
Household income				
Less than $30,000	1,371	16%	624,961	14%
$30,000 - $49,999	1,315	15%	494,711	11%
$50,000 - $69,999	1,259	15%	501,369	12%
$70,000 - $99,999	1,547	18%	867,289	20%
$100,000 - $149,999	1,559	18%	796,869	18%
$150,000 or more	1,129	13%	883,518	20%

Note. Unweighted N reflects the total number of respondents who answered this question. Weighted N is the total number of respondents who answered the question weighted to the Minnesota population. The N and percentage of missing values for each sociodemographic characteristic is not included; as such, the percentages will not add to 100%.

[a] Survey respondents were asked about their race and their ethnicity (i.e., whether they were Hispanic or Latino). They were allowed to select more than one race; their responses were recoded such that the totals for race/ethnicity groups reported here include individuals who selected that group as their only response. Respondents who selected multiple races are included in the "other race or multiple races" category with two exceptions: 1) individuals who selected Hispanic and one or more race categories are included in the Hispanic category and 2) individuals who selected Native American and one or more other race categories are included in the Native American category.

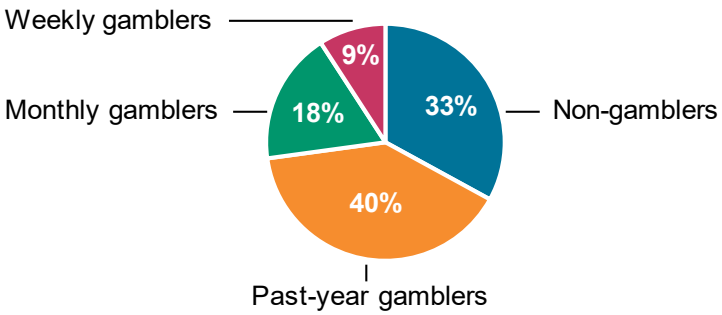
Findings

This section describes the findings across all of the key areas of interest in the study. Additional detail about the analyses, including weighted and unweighted Ns and confidence intervals, can be found in Appendix 2.

Participation in gambling

Survey respondents were asked about their participation in several types of gambling within the preceding 12 months. Two-thirds of adults (67%) participated in some type of gambling in the past year (Figure 2). Nine percent gambled weekly or more often, 18% gambled monthly, and 40% had gambled during the past year but less frequently than monthly. Thirty-three percent of adults did not participate in any gambling in the past year.

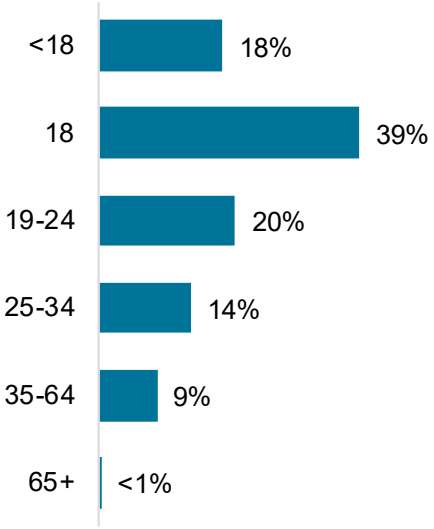
Figure 2. Participation in gambling



Note. Non-gamblers are those who did not report any gambling within the past 12 months. Past-year gamblers participated in one or more types of gambling in the past year but not monthly or weekly. Monthly gamblers participated in one or more types of gambling on a monthly basis, but not weekly. Weekly gamblers participated in one or more types of gambling on a weekly basis or more often. This figure excludes a small percentage of people (<1%) who only gambled at out-of-state venues and whose frequency of gambling cannot be grouped in this way.

Of those that gambled in the past year, 39% said they started gambling at age 18 (the legal age limit for gambling) (Figure 3). Eighteen percent reported gambling for the first time when they were younger than the legal age limit.

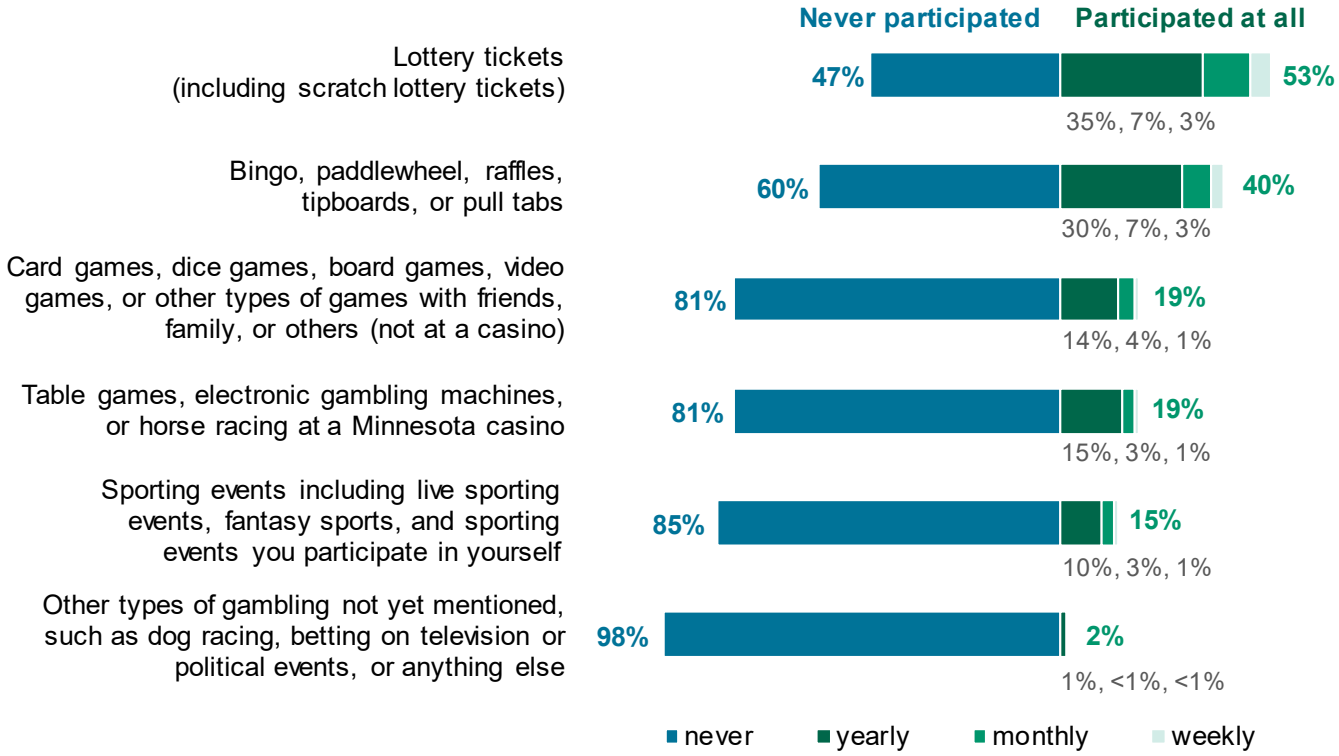
Figure 3. Age when first participated in gambling among those who gambled within the past year



Participation by type of gambling

Respondents were asked about their participation in several different types of gambling. The most common type of gambling that Minnesotans participated in during the past year was purchasing lottery tickets, including lotto tickets such as Powerball, Hot Lotto, Mega Millions, and daily numbers, or scratch lottery tickets; 53% purchased lottery tickets at least once in the past year, including 5% who purchased lottery tickets at least weekly (Figure 4).

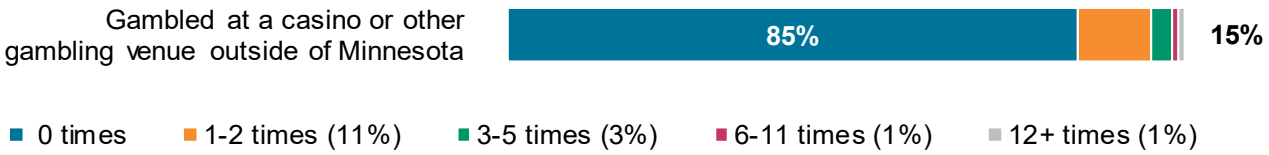
Figure 4. Participation by type of gambling



Note. The timeframe for gambling participation is within the past year. Percentages may not add to 100% due to rounding.

Respondents were also asked how frequently, if at all, they gambled at a casino or other venue outside of Minnesota. Fifteen percent did so at least once in the past year, with 2% having done so six or more times (Figure 5).

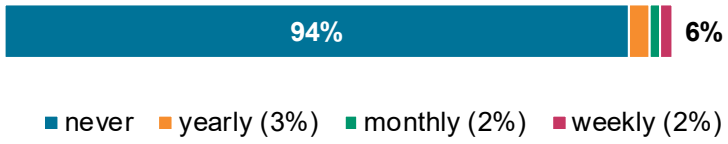
Figure 5. Gambling at venues outside of Minnesota



Note. The timeframe for gambling participation at venues outside of Minnesota is within the past year. Percentages do not add to 100% due to rounding.

Among respondents who gambled in the past year, 6% did some of their gambling online (Figure 6).

Figure 6. Participation in gambling online



Note. The timeframe for online gambling participation is within the past year. Percentages do not add to 100% due to rounding.

Among those who gambled online, they most commonly did so via:[6]

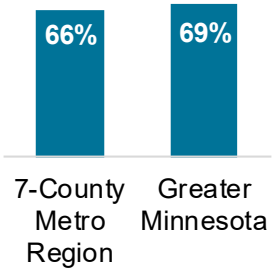
- Online fantasy sports (40%)
- Online sports betting (not fantasy sports) (15%)
- Online slot machine games (13%)
- Online poker or other casino table games (10%)

Participation by socio-demographic characteristics

While Minnesotans in the 7-county Twin Cities metro area are similarly likely to gamble as those in greater Minnesota (Figure 7, measured by any gambling participation within the past year), there are significant differences in gambling participation across other socio-demographic characteristics (Figure 8).

Note. The 7-county Twin Cities metro area includes the following seven counties: Anoka, Carver, Dakota, Hennepin, Ramsey, Scott, and Washington.

Figure 7. Gambling participation by region

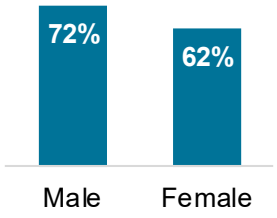


[6] Participants were asked to select the main type of online gambling they participated in from a list of eight including an "other specify" option.

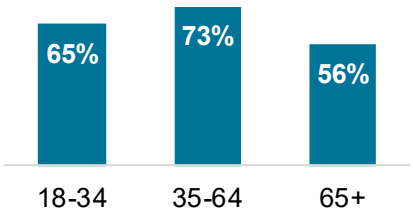
Figure 8. Gambling participation by sociodemographic characteristics

- Men are more likely to gamble than women.

  Note. Gambling participation for individuals who identify as another gender identity is not included due to a small n.

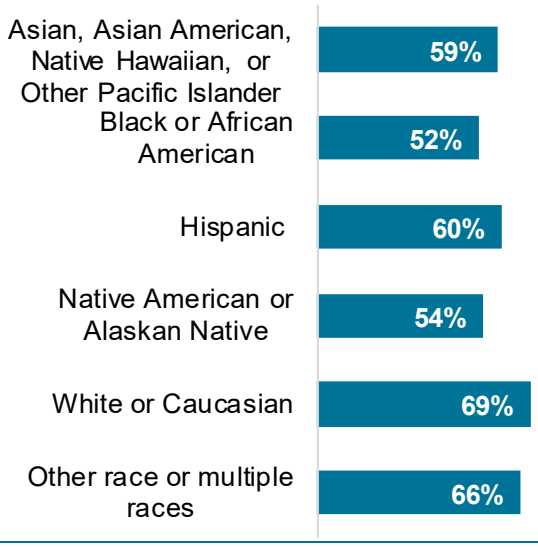


- Middle age adults are more likely to gamble than younger and older adults. Older adults are less likely to gamble than both younger age groups.

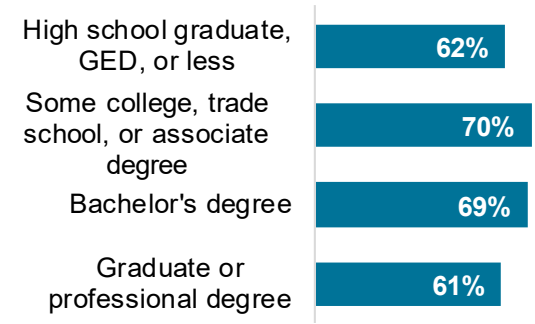


- White Minnesotans are more likely to gamble than those who identify as black or Native American.

  Note. Survey respondents were allowed to select more than one race; their responses were recoded such that the totals for race/ethnicity groups reported here include individuals who selected that group as their only response. Respondents who selected multiple races are included in the "multiple races" category with two exceptions: 1) individuals who selected Hispanic and one or more race categories are included in the Hispanic category and 2) individuals who selected Native American and one or more other race categories are included in the Native American category.



- Minnesotans with some college (including trade school or an associate degree) or a Bachelor's degree are more likely to gamble than those who have attained more (graduate degree) or less (high school diploma or GED) education.



- Those who are working for pay are more likely to gamble than those who are not.

  Note. The "not working for pay" group includes respondents who indicated they were: a stay at home caregiver; currently unemployed, but actively seeking work; or not working for pay (unable to work, retired, student).

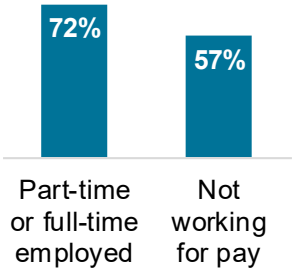
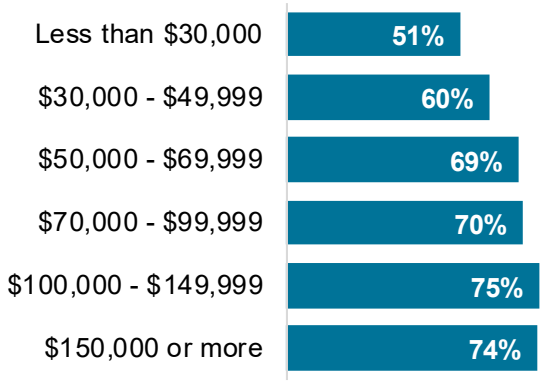


Figure 8. Gambling participation by sociodemographic characteristics (continued)

- Gambling participation increases with household income.

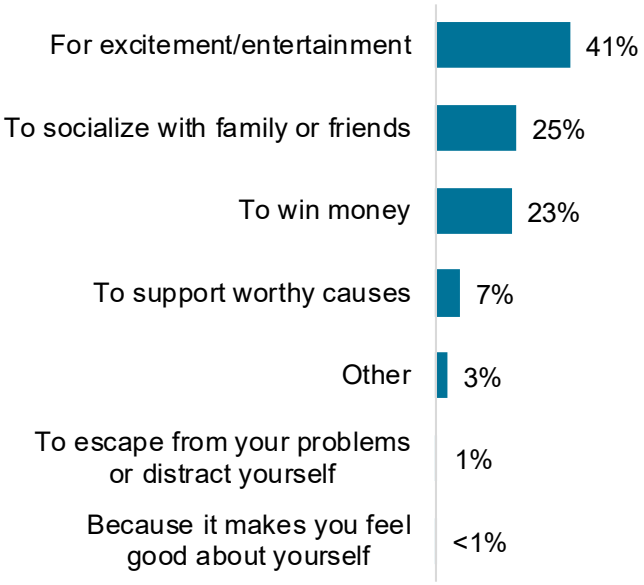
Note. A linear by linear test for association was significant, indicating that gambling participation tends to rise as income levels increase.



Reasons for gambling

Those who gambled within the past year were asked about their main reason for gambling. The largest share of gamblers do so for excitement or entertainment (41%) (Figure 9). Many gamblers also do so to socialize with family or friends (25%) or to win money (23%).

Figure 9. Reasons for gambling



Spending on gambling

Respondents who participated in each type of gambling were asked to indicate their typical monthly spending on that type of gambling. In the survey, and in this report, "spending" means net losses or net wins. On average, gamblers spent (lost) $114 in a typical month (Figure 10), totaling slightly more than $325 million in monthly gambling spending across all adult gamblers and all types of gambling. For each type of gambling except betting on sporting events, the average spending is larger (more negative) than the median spending because of a small number of gamblers with very large amounts of spending.

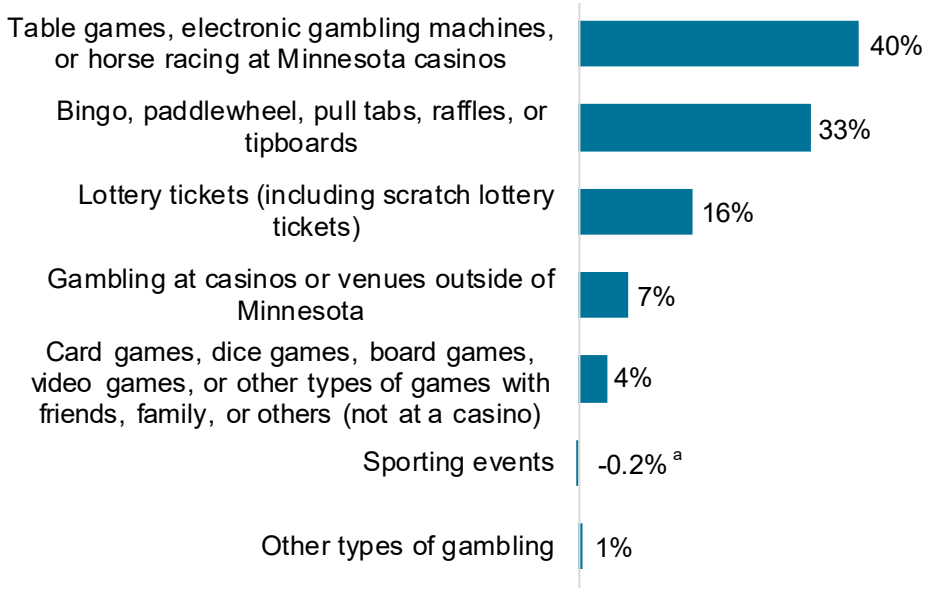
Figure 10. Typical monthly individual and aggregate spending by type of gambling

Type of gambling	Weighted N	Individual monthly spending		Sum
		Average	Median	
Table games, electronic gambling machines, or horse racing at Minnesota casinos	825,859	-$156	-$30	-$128,871,020
Bingo, paddlewheel, pull tabs, raffles, or tipboards	1,718,872	-$62	-$20	-$106,815,981
Lottery tickets (including scratch lottery tickets)	2,246,970	-$23	-$10	-$52,578,269
Gambling at casinos or venues outside of Minnesota	626,115	-$36	-$7	-$22,804,002
Card games, dice games, board games, video games, or other types of games with friends, family, or others (not at a casino)	795,144	-$16	-$5	-$12,915,599
Sporting events	625,944	$1	-$10	$658,306
Other types of gambling	81,127	-$21	-$2	-$1,736,531
Total net losses/wins	**2,863,556**	**-$114**	**-$20**	**-$325,063,096**

Note. The timeframe for reported typical monthly spending is within the past year. To account for extreme outliers in reported spending, these data were winsorized by four standard deviations from the mean (i.e., outliers were transformed to have a value equal to that at four standard deviations from the mean). The weighted N and average monthly spending are rounded to the nearest whole number. As such, the total monthly spending amount (sum) does not equal the weighted N multiplied by the average monthly spending.

Minnesotans spent the most money on table games, electronic gambling machines, or horse racing at Minnesota casinos (including Running Aces or Canterbury Park, as well as casinos that are owned and run by American Indian tribes), totaling nearly $129 million in monthly spending and reflecting 40% of total monthly spending on all gambling (Figure 11). Those who participated in this type of gambling reported spending, on average, $156 in a typical month.

Figure 11. Proportion of total monthly spending by type of gambling



Note. The timeframe for reported typical monthly spending is within the past year.

[a] The negative percentage indicates that respondents reported net winnings, on average, for this type of gambling.

Attitudes toward gambling

Recreational value

When asked about the recreational activities they participate in most often, Minnesotans most commonly indicated:[7]

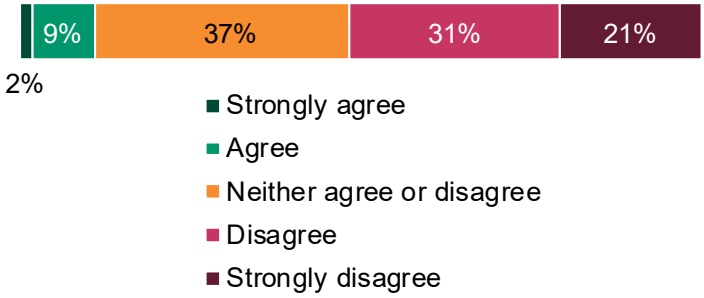
- Watching TV or movies, surfing the Internet, or using a computer or mobile device (50%)
- Spending time with family and friends (41%)
- Exercise, working out, or playing sports (39%)
- Cooking, baking, or dining out at restaurants (37%)
- Reading or listening to music (33%)

Recreational gambling was among the very least common types of recreational activities that Minnesota adults engage in (5%). Similarly, only 11% of Minnesotans believe that

[7] Participants were asked to select the three recreation activities they participated in most often from a list of 15 including an "other specify" option.

gambling is an important recreational activity (Figure 12). Over half (52%) of Minnesotans do not think gambling is an important recreational activity.

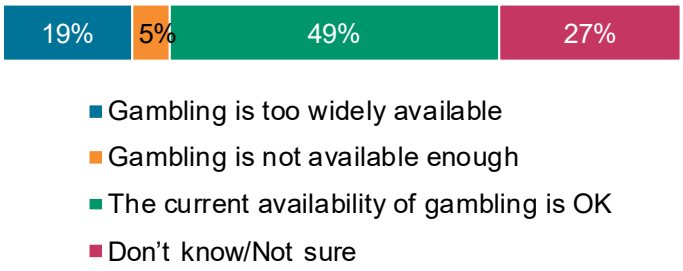
Figure 12. Agreement with: Gambling is an important recreational activity



Availability, benefits, and harm

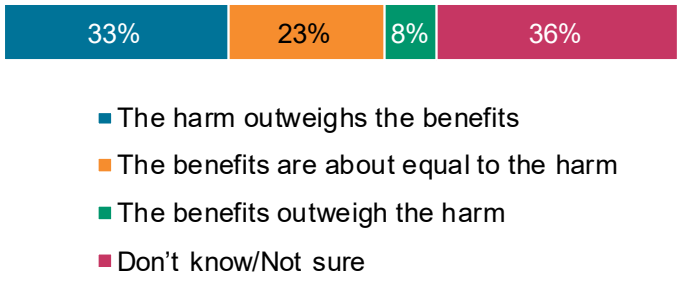
The largest share of Minnesotans (49%) believe that the current availability of gambling in their community is OK (Figure 13). Nearly one-fifth (19%), however, think that gambling is too widely available.

Figure 13. Opinion about availability of gambling opportunities



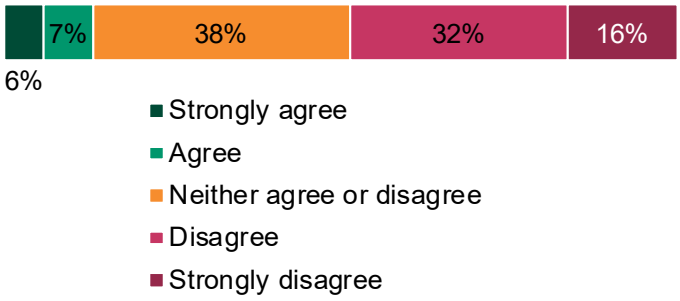
Many Minnesotans are unsure how they feel about the relative benefits and harms that gambling has for their community (36%) (Figure 14). One-third (33%) of Minnesotans, however, believe that the harm outweighs the benefits, and only 8% believe the benefits outweigh the harm.

Figure 14. Belief about the benefit or harm of gambling



The largest share of Minnesotans (38%) neither agree nor disagree with the notion that gambling is morally wrong (Figure 15). Far more Minnesotans disagree (48%) than agree (13%) with this statement.

Figure 15. Agreement with: Gambling is morally wrong

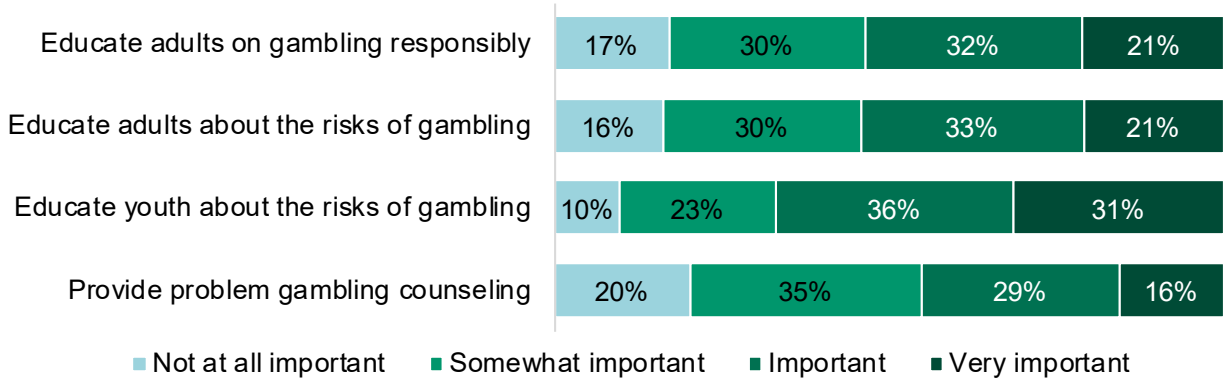


Note. Percentages do not add to 100% due to rounding.

Government spending

When considering different types of government spending related to gambling, the greatest share of Minnesotans believe spending that supports education of youth regarding the risks associated with gambling is important or very important (Figure 16). The smallest share believe that government spending for provision of problem gambling counseling if important or very important, though the majority of Minnesotans still think this is at least somewhat important (80%).

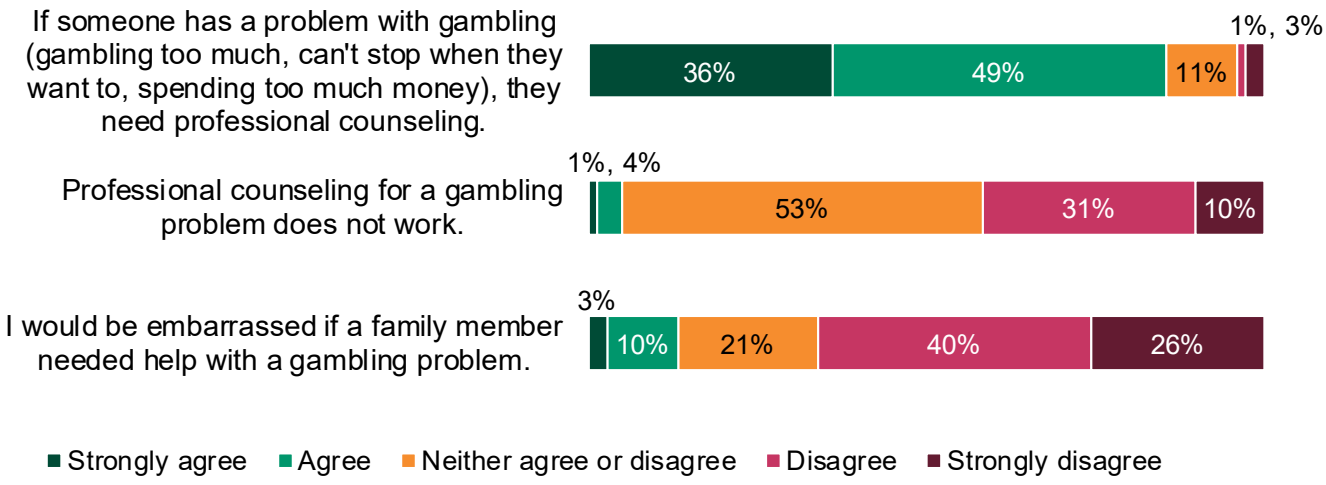
Figure 16. Importance of government spending for education and treatment



Attitudes toward treatment

Most Minnesotans (85%) believe that if someone has a problem with gambling they need professional counseling (Figure 17). While a slight majority of Minnesotans neither agree nor disagree with the idea that professional counseling for gambling works (53%), many more believe that it does work (41%) than believe that it does not work (5%). Only 13% of Minnesotans said they would feel embarrassed if a family member needed help to address a gambling problem.

Figure 17. Attitudes toward treatment for problem gambling



Note. Percentages may not add to 100% due to rounding.

Problem gambling

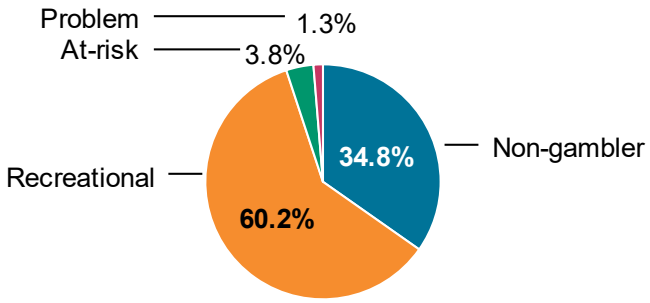
Problem gambling screening results

Individuals are classified as problem gamblers based on their responses to the Problem and Pathological Gambling Measure (PPGM; Williams & Volberg, 2010, 2014), a screening tool that includes 14 questions and has been shown to perform better than the other common screening tools on a number of measures. The PPGM classifies gamblers as recreational, at-risk, problem, or pathological gamblers. In this report, we combine individuals who are classified as problem or pathological gamblers into a single "problem gambler" group; individuals classified in this way "experience significant impaired control over their gambling and negative consequences as a result of their impaired control" (Volberg et al., 2015).

According to the PPGM, 1.3% of adults in Minnesota are problem gamblers (Figure 18). Relative to the total adult population of Minnesota, this estimate suggests that just over 56,000 adults in Minnesota are problem gamblers. An additional 3.8% are at-risk gamblers (approximately 162,000 adults), meaning that they exhibit several behaviors that put

them at risk for problem gambling, such as gambling more than they intended, chasing their losses, or attempting and failing to cut down on their gambling.

Figure 18. Problem gambling screening results



Note. Percentages do not add to 100% due to rounding. The percentage of non-gamblers shown in this figure differs from that in Figure 2 due to missing information that prevents calculation of a PPGM score for some gamblers.

Self-reflection on gambling problems

When adults self-assess their gambling behavior, less than 1% have thought within the past year that they had a gambling problem, and 2.1% thought they might have ever had a gambling problem (Figure 19). When reflecting on how other people perceived their behavior, 1.2% say they know *someone else* who would say that their involvement in gambling in the past year has caused significant problems, whether or not the respondent would agree.

Figure 19. Assessment of own gambling problem

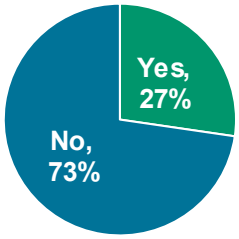
Respondent thought they might have had a gambling problem within the past year	0.7%
Respondent thought they might have ever had a gambling problem	2.1%
Someone else would say respondent's involvement in gambling in the past year has caused significant problems	1.2%

Note. This table shows the percent of respondents who answered affirmatively to each of the yes/no questions. The question about someone else saying respondent's involvement in gambling has caused significant problems was only asked of people who gambled in the past year.

Problems observed among others

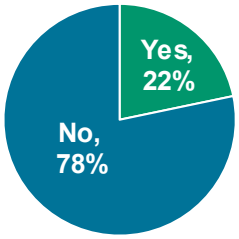
Over one-quarter of adults in Minnesota know someone whose gambling may be causing them financial difficulties; impacting their physical or emotional health; or damaging their personal, family, or work relationships (Figure 20), and 22% of Minnesotans have themselves been negatively affected by the gambling behaviors of a friend, family member, coworker, or someone else they know personally (Figure 21).

Figure 20. Respondents who know someone whose gambling may be causing them problems



Note. The question asks about problems such as financial difficulties, physical or emotional health problems, or damaging their personal, family, or work relationships.

Figure 21. Respondents who have been negatively affected by the gambling behavior of others they know personally

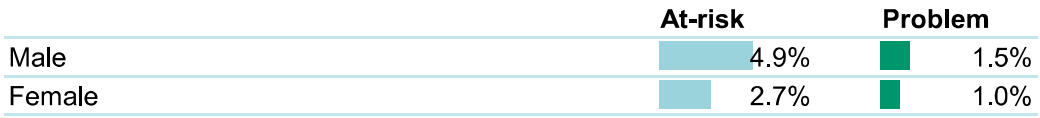


Problem and at-risk gambling by socio-demographic characteristics

The prevalence of problem and at-risk gambling differs across some socio-demographic groups. It is important to note that significant differences across these groups can be difficult to detect due to the relatively small number of people who are classified as problem and at-risk gamblers. The discussion below calls out the differences that are significant based on non-overlapping confidence intervals. The confidence intervals for all of these estimates can be found in Appendix 2.

Males are more likely than females to be at-risk gamblers (Figure 22). The rates of problem gambling, however, are not significantly different between the two.

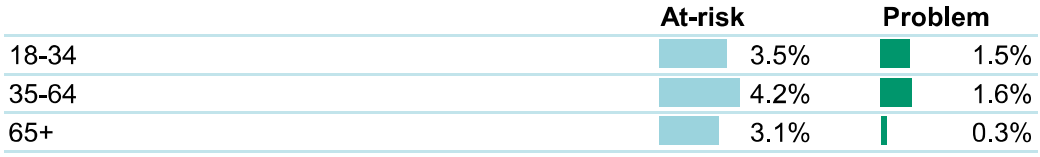
Figure 22. Problem and at-risk gambling by gender



Note. Problem and at-risk gambling rates for individuals who identify as another gender identity are not included due to a small n.

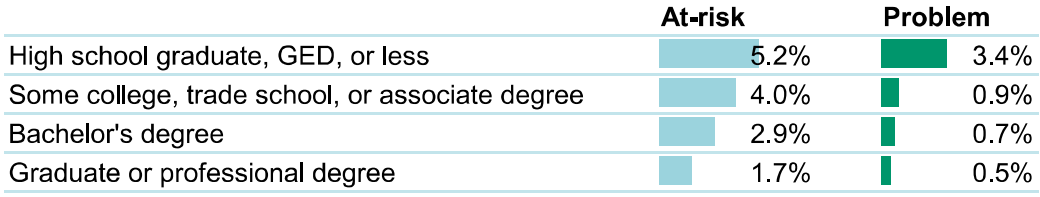
Adults who are 35–64 years old are more likely than older adults (65+), and similarly likely to younger adults (18-34), to be problem gamblers (Figure 23). Rates of at-risk gambling do not significantly differ across age groups.

Figure 23. Problem and at-risk gambling by age



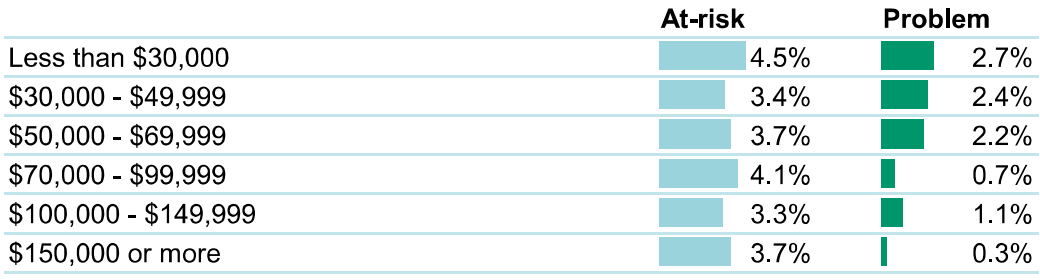
Individuals with a high school diploma, GED, or less are more likely to be problem gamblers than individuals with higher levels of educational attainment (Figure 24). Individuals with a high school diploma, GED, or less or some college are more likely to be at-risk gamblers than those with a graduate degree.

Figure 24. Problem and at-risk gambling by education



Rates of problem gambling decrease at higher levels of household income.[8] Rates of at-risk gambling do not show a similar trend (Figure 25).

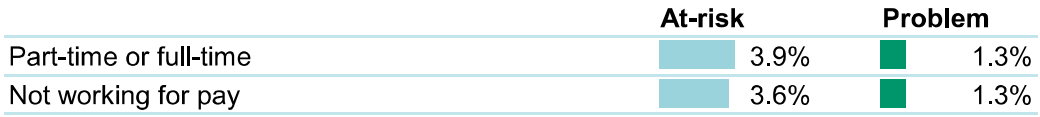
Figure 25. Problem and at-risk gambling by household income



[8] This assessment is based on finding of significance from a linear by linear test for association.

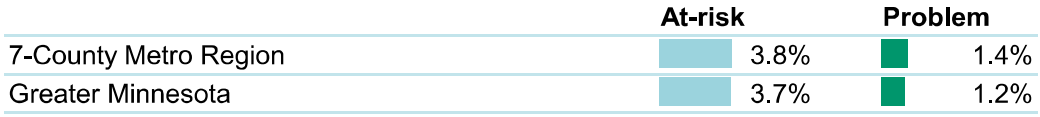
Rates of problem and at-risk gambling are not significantly different across individuals who do and don't work for pay (Figure 26), who live in different regions of the state (Figure 27), or who identify as white and people of color (Figure 28).

Figure 26. Problem and at-risk gambling by employment status



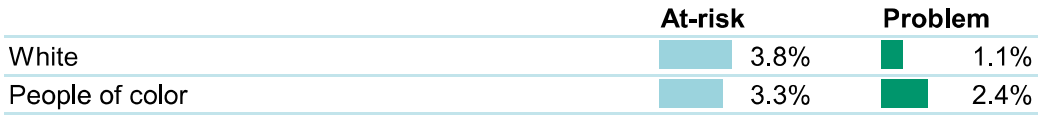
Note. The "not working for pay" group includes respondents who indicated they were: a stay at home caregiver; currently unemployed, but actively seeking work; or not working for pay (unable to work, retired, student).

Figure 27. Problem and at-risk gambling by region



Note. The 7-County Metro region includes the following seven counties: Anoka, Carver, Dakota, Hennepin, Ramsey, Scott, and Washington.

Figure 28. Problem and at-risk gambling by race/ethnicity



Note. Survey respondents were allowed to select more than one race; their responses were recoded such that the totals for race/ethnicity groups reported here include individuals who indicated they were white only and non-Hispanic in the "White" category and individuals who selected one or more of the other race groups or indicated they were Hispanic in the "People of color" category.

Experiences of at-risk and problem gamblers

Impaired control of gambling behavior

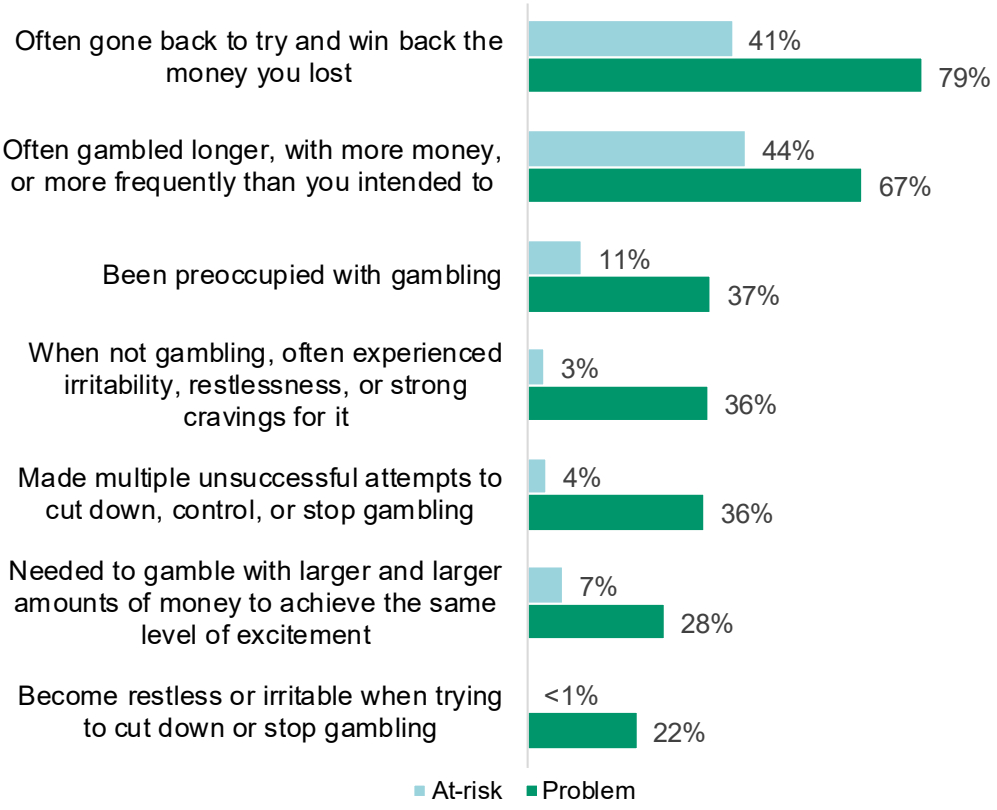
The survey included several questions to assess whether gamblers experienced impaired control over, or other problems associated with, their gambling behavior. Many of these questions are part of the PPGM, the tool used to screen for problem gambling behavior.

Figure 29 shows the results of these survey questions for individuals who were classified as at-risk or problem gamblers. This analysis is intended to show the behaviors that these individuals most commonly engage in related to their gambling.

At-risk gamblers and problem gamblers were most likely to have:

- Often gone back to try and win back money they lost (i.e., chasing losses)
- Often gambled longer, with more money, or more frequently than they intended to

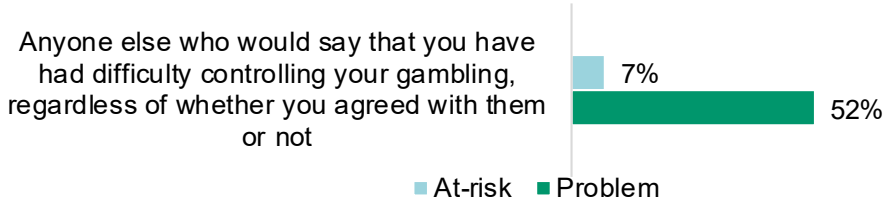
Figure 29. Impaired control behaviors and other problems for at-risk and problem gamblers



Note. Respondents were only asked about making multiple unsuccessful attempts to cut down, control, or stop gambling and about becoming restless or irritable when trying to cut down or stop gambling if they answered affirmatively to a preceding question about making *any* attempts to cut down, control or stop gambling. For the purposes of this figure, the respondents who indicated they had not made any attempts were included in the denominator for the two aforementioned items so as to reflect the prevalence of these behaviors among all at-risk and problem gamblers.

Over half of problem gamblers say there is someone else who would say they have difficulty controlling their gambling, whether or not they agreed with them (Figure 30).

Figure 30. Percentage of at-risk and problem gamblers who said others would say they have difficulty controlling gambling



Problems caused by gambling

The survey asked several questions to gauge whether gamblers were experiencing problems with their health, finances, family or relationships, and work or school. Many of these questions are also part of the PPGM.

Figure 31 shows the results of these survey questions for individuals who were classified as at-risk or problem gamblers. This analysis is intended to show the problems that these individuals most commonly struggle with as part of, or as a result of, their participation in gambling.

Both problem and at-risk gamblers most commonly experience the following problems related to their gambling:

- Significant mental stress for them or someone close to them because of their gambling
- Significant financial concerns for them or someone close to them because of their gambling
- Lying to family or others to hide the extent of their gambling
- Gambling to escape from problems or when feeling depressed, anxious, or bad about them self

Figure 31. Problems caused by gambling participation for at-risk and problem gamblers

Problem	At-risk	Problem
Involvement in gambling caused significant mental stress in the form of guilt, anxiety, or depression for you or someone close to you	6%	59%
Involvement in gambling caused significant financial concerns for you or someone close to you	4%	55%
Lied to your family or others to hide the extent of your gambling	8%	50%
Gambled to escape from problems or when you are feeling depressed, anxious, or bad about yourself	9%	42%
Involvement in gambling caused you either to borrow a significant amount of money or sell some of your possessions	1%	35%
Involvement in gambling caused serious problems in your relationship with your spouse/partner, or important friends or family	<1%	27%
Involvement in gambling caused you or someone close to you to write bad checks, take money that didn't belong to you, or commit other illegal acts to support your gambling	1%	18%
Involvement in gambling caused significant work or school problems for you or someone close to you in the past 12 months or caused you to miss a significant amount of time off work or school	<1%	13%
Involvement in gambling caused you to repeatedly neglect your children or family	0%	10%
Lost your job or had to quit school due to gambling	0%	6%
Involvement in gambling resulted in significant health problems or injury for you or someone close to you	<1%	5%

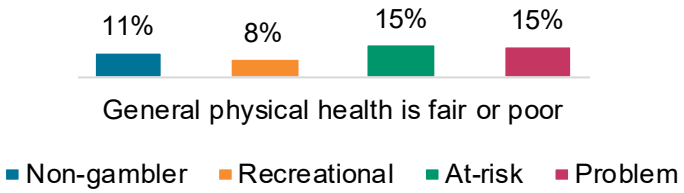
Co-occurrence of problem gambling with other health concerns

All respondents were asked a series of questions about their physical health, mental health, and substance use. In this section we explore the relationship between problem gambling and health. While the patterns tend to show that health outcomes are worse for problem gamblers than at-risk gamblers and worse for at-risk gamblers than recreational or non-gamblers, it is difficult to detect significant differences across all of these groups due to the small sizes of some of them. The discussion below calls out the differences that are significant based on non-overlapping confidence intervals. The confidence intervals for all of these estimates can be found in Appendix 2.

Physical health

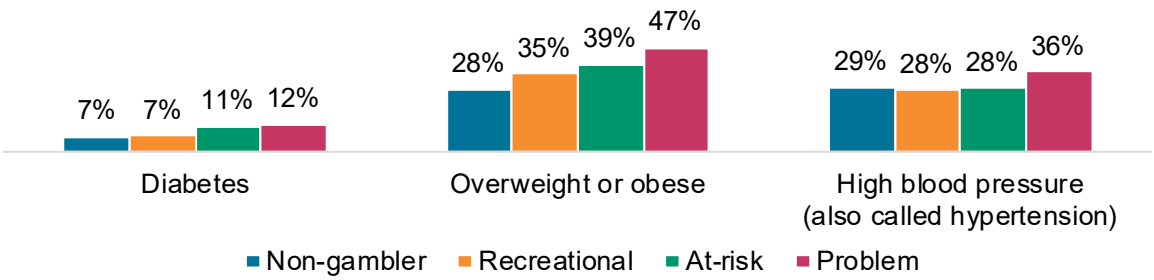
When assessing their general physical health, there is not a significant difference across types of gamblers in their likelihood of rating their health as fair or poor (Figure 32).

Figure 32. General physical health is fair or poor by gambler type



All respondents were asked about three different chronic physical health conditions. They were asked whether a doctor, nurse, or other health professional had ever told them they had high blood pressure, were overweight or obese, or had diabetes. While problem gamblers and recreational gamblers are significantly more likely to be obese or overweight than non-gamblers, there are no other significant differences in these health outcomes between types of gamblers (Figure 33).

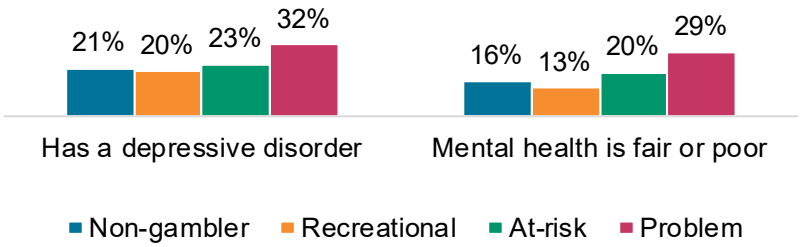
Figure 33. Chronic physical health conditions by gambler type



Mental health

When assessing their mental health, including stress, depression, anxiety, and problems with emotions, problem gamblers are more likely than recreational gamblers to indicate their mental health was fair or poor (Figure 34). There are no statistically significant differences across gambler types, however, in likelihood of a doctor, nurse, or other health professional telling them they have a depressive disorder such as depression, major depression, dysthymia, or minor depression.

Figure 34. Mental health by gambler type



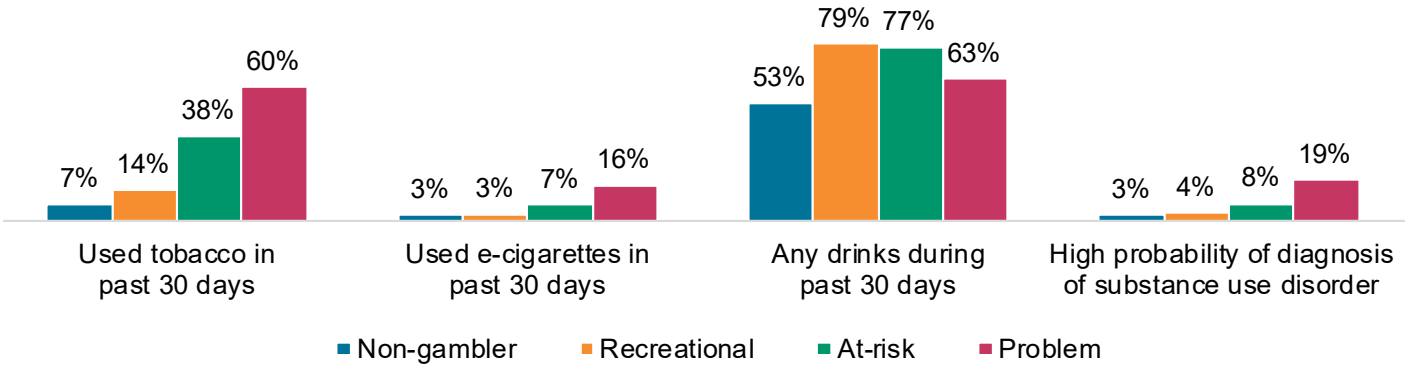
Substance use

All respondents were asked questions about their use of tobacco, e-cigarettes, and alcohol within the past 30 days. They were also asked a series of questions that are part of the GAIN-SS screener tool for substance use disorder (Dennis et al., 2006). This tool contains five questions about the respondent's use of alcohol and other drugs, including the frequency of use and potential problems associated with use such as social problems, reduction in work, or experiences of withdrawal. The responses to these questions are scored to indicate whether the respondent has low, moderate, or high probability of a substance use disorder diagnosis.

Problem gamblers are more likely than recreational gamblers and non-gamblers to have used tobacco or e-cigarettes in the past 30 days (Figure 35). Recreational and at-risk gamblers are more likely than non-gamblers to have had at least one alcoholic beverage in the past 30 days.

When considering use of all substances and the frequency and problems associated with it, problem gamblers are more likely than recreational gamblers and non-gamblers to have a high probability of diagnosis of substance use disorder.

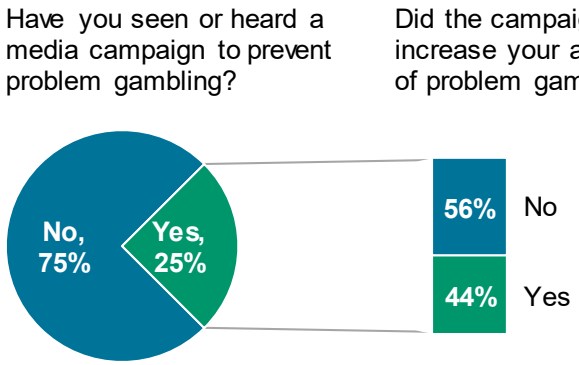
Figure 35. Substance use by gambler type



Prevention and resource awareness

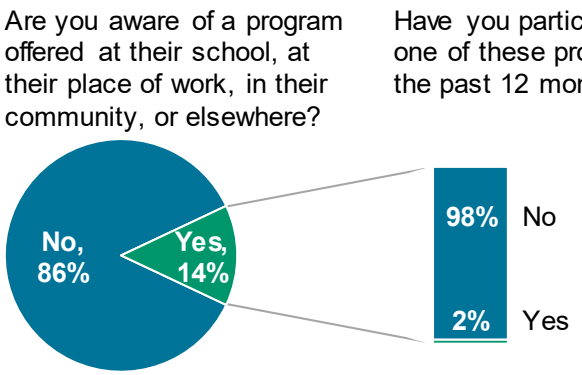
The survey included questions to gauge awareness and influence of problem gambling prevention campaigns and programs in Minnesota. One-quarter of adults in Minnesota have seen or heard a media campaign to prevent problem gambling (Figure 36). Of those, 44% said that the campaign increased their awareness of problem gambling.

Figure 36. Seen or heard media campaign to prevent problem gambling and increased awareness of problem gambling



When asked about other prevention programs, not including media campaigns, 14% of adults in Minnesota were aware of a program offered at their school, at their place of work, in their community, or elsewhere (Figure 37). Of those, only 2% said that they participated in one of these programs in the past 12 months.

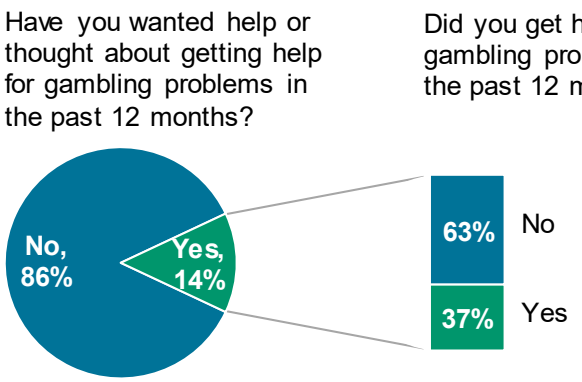
Figure 37. Awareness of and participation in problem gambling prevention program



Seeking help for gambling problems

Among all adults who ever thought they might have a gambling problem, 14% wanted help or thought about getting help in the past year (Figure 38). Among those who wanted or thought about getting help, 37% did get help for gambling problems within the past 12 months.

Figure 38. Of those who ever thought they might have a problem, percentage who wanted or thought about getting help and percentage who got help in the past 12 months



Note. Question about wanting help or thinking about getting help was only asked of respondents who thought they might have ever had a gambling problem.

Of those who wanted or thought about getting help but did not, the most common reason for not doing so was that they thought they could fix the problem on their own (87%).

The survey also asked questions about the sources of help people got, and how helpful it was, but too few respondents answered those questions to allow for reporting of findings.

Discussion

While the prevalence of problem gambling is small (1.3%), it directly affects the lives of approximately 56,000 adults. When considering those at-risk for problem gambling as well, there are over 217,000 adults who may need, or be close to needing, treatment for problem gambling to prevent the negative consequences that may result. These negative consequences accrue not only to the gamblers, but to others in their families and communities. This study showed that 22% of Minnesotans, regardless of their own participation in gambling, have been negatively affected by the gambling behaviors of others they know personally such as a friend, family member, or coworker. Additionally, we find that problem gambling is more prevalent among lower income households and could lead to further economic hardship for these families who may already face financial challenges.

This study shows the need for additional education and awareness about problem gambling and the appropriate and available treatment for it. Most Minnesotans are unsure whether professional counseling for problem gambling works. Among all adults who ever thought they might have a gambling problem, only 14% wanted help or thought about getting help in the past year. Furthermore, those who wanted or thought about getting help most commonly did not do so because they thought they could fix the problem on their own.

This study also shows there is broad support for the government to spend money on education and treatment for problem gambling. The majority of Minnesotans (over 80%) believe it is at least somewhat important for the government to spend money to educate adults on gambling responsibly, educate adults and youth about the risks of gambling, and provide problem gambling counseling.

When providing education and treatment, however, it is important to be considerate of who is most likely to be struggling with, or at-risk of, problem gambling in order to effectively deploy resources where they will be most impactful. This study showed that problem gamblers are more likely to have a lower level of education, to have lower household income, and to be 35-64 years old. Additionally, problem gamblers have a higher probability of being diagnosed with a substance use disorder. These factors should be considered in tailoring future efforts to prevent and treat problem gambling in Minnesota.

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Appendix 1.
Survey of Recreation and Well-being among Minnesota Adults

Instructions for completing the survey

This survey contains several types of questions. Each question should be answered only about yourself, not anyone else in your household.

- **For some questions, you answer the question by filling in a circle, like this:**
  - ● Yes
  - ○ No
- **For some questions, you answer the question by writing a number in a box, like this:**

  12 Number of days
- **You will sometimes be instructed to skip one or more questions. In this example, if your choice is 'No,' you skip to question 10; otherwise, you continue to the next question.**
  - ○ Yes
  - ● No ➡ **GO TO Q10**

Please note there are resources available to support people's well-being. Information about these resources is listed at the end of the survey.

Well-being

We would like to start by asking you questions about your health and well-being.

1. Would you say that in general your physical health is…?
   - ○ Excellent
   - ○ Very good
   - ○ Good
   - ○ Fair
   - ○ Poor

2. Has a doctor, nurse, or other health professional ever told you that you had diabetes?
   - ○ Yes
   - ○ Yes, but only during pregnancy
   - ○ No
   - ○ No, only pre-diabetes or borderline diabetes
   - ○ Don't know/Not sure

3. Has a doctor, nurse, or other health professional ever told you that you were overweight or obese?
   - ○ Yes
   - ○ No
   - ○ Don't know/Not sure

4. Has a doctor, nurse, or other health professional ever told you that you had high blood pressure (also called hypertension)?
   - ○ Yes
   - ○ No
   - ○ Don't know/Not sure

The following questions are about your use of tobacco, e-cigarettes, and alcohol. Some people may find these questions to be sensitive or personal. We want to remind you that the information you share will be kept confidential.

5. Now thinking about your tobacco use, which includes smoking, chewing, snuffing, or dipping tobacco, for how many days during the past 30 days have you used tobacco?

   ☐ Number of days in past 30 days

6. Now thinking about your e-cigarette use, for how many days during the past 30 days have you used e-cigarettes? *(E-cigarettes are also called electronic or vapor cigarettes.)*

   ☐ Number of days in past 30 days

7. During the past 30 days, how many days per week **or** per month did you have at least one drink of any alcoholic beverage such as beer, wine, a malt beverage or liquor?

   ☐ Number of days **per week** **OR** ☐ Number of days in **past 30 days**

The following questions are about your use of alcohol and other drugs. Other drugs include not only illegal drugs but also any prescription drugs or over the counter medication that you use in ways other than directed.

After each of the following questions, please tell us the last time, if ever, you had the problem by answering whether it was in the past month, 2 to 3 months ago, 4 to 12 months ago, 1 or more years ago, or never.

8. When was the last time that …	Past month	2 to 3 months ago	4 to 12 months ago	1 or more years ago	Never
a. You used alcohol or other drugs weekly or more often?	○	○	○	○	○
b. You spent a lot of time either getting alcohol or other drugs, using alcohol or other drugs, or recovering from the effects of alcohol or other drugs (e.g., feeling sick)?	○	○	○	○	○
c. You kept using alcohol or other drugs even though it was causing social problems, leading to fights, or getting you into trouble with other people?	○	○	○	○	○
d. Your use of alcohol or other drugs caused you to give up or reduce your involvement in activities at work, school, home, or social events?	○	○	○	○	○
e. You had withdrawal problems from alcohol or other drugs like shaky hands, throwing up, having trouble sitting still or sleeping, or you used any alcohol or other drugs to stop being sick or avoid withdrawal problems?	○	○	○	○	○

9. Now thinking about your mental health, which includes stress, depression, anxiety, and problems with emotions, would you say that in general your mental health is…?
   - ○ Excellent
   - ○ Very good
   - ○ Good
   - ○ Fair
   - ○ Poor

10. Has a doctor, nurse, or other health professional ever told you that you had a depressive disorder, including depression, major depression, dysthymia, or minor depression?
   - ○ Yes
   - ○ No
   - ○ Don't know/Not sure

Recreation

Now we have a question about the recreation activities you participate in.

11. Please select the **three** recreation activities that you participate in most often.
   - ○ Attending concerts or sporting events
   - ○ Recreational gambling such as bingo, poker, or charitable raffles
   - ○ Board games or card games
   - ○ Crafts, sewing, or art
   - ○ Cooking, baking, or dining out at restaurants
   - ○ Exercise, working out, or playing sports
   - ○ Gardening or yardwork
   - ○ Hiking, camping, fishing, or hunting
   - ○ Reading or listening to music
   - ○ Resting or napping
   - ○ Spending time with family and friends
   - ○ Watching TV or movies, surfing the internet, or using a computer or mobile device
   - ○ Video games or online gaming *without* simulated funds
   - ○ Video games or online gaming *with* simulated funds
   - ○ Other, please specify: _____

The primary recreational activity we will ask you about in the rest of the survey is gambling. By gambling we mean when you bet money or something else of value so that you can win or gain money or something else of value. It includes things such as betting or wagering on card games, games of personal skill, fantasy sports, pull tabs, scratch tickets, lottery tickets, table games at casinos, video poker, betting on horse or dog races, slot machines, and online gambling. First, we have some questions about your thoughts and opinions about gambling.

12. Which of the following best describes your opinion about the availability of gambling opportunities in your community? **(SELECT ONE)**
   - ○ Gambling is too widely available
   - ○ Gambling is not available enough
   - ○ The current availability of gambling is OK
   - ○ Don't know/Not sure

13. Which of the following best describes your belief about the benefit or harm that gambling has for your community? **(SELECT ONE)**

- ○ The harm outweighs the benefits
- ○ The benefits are about equal to the harm
- ○ The benefits outweigh the harm
- ○ Don't know/Not sure

14. How important is government spending to…

	Not at all important	Somewhat important	Important	Very important
a. Provide problem gambling counseling?	○	○	○	○
b. Educate youth about the risks of gambling?	○	○	○	○
c. Educate adults about the risks of gambling?	○	○	○	○
d. Educate adults on gambling responsibly?	○	○	○	○

15. To what extent do you agree with the following statements?

	Strongly agree	Agree	Neither agree or disagree	Disagree	Strongly disagree
a. Gambling is morally wrong.	○	○	○	○	○
b. Gambling is an important recreational activity.	○	○	○	○	○
c. If someone has a problem with gambling (gambling too much, can't stop when they want to, spending too much money), they need professional counseling.	○	○	○	○	○
d. Professional counseling for a gambling problem does not work.	○	○	○	○	○
e. I would be embarrassed if a family member needed help with a gambling problem.	○	○	○	○	○

16. Do you know any person whose gambling may be causing financial difficulties, physical or emotional health problems, or damaging their personal, family, or work relationships?

- ○ Yes
- ○ No

17. Have you personally been negatively affected by the gambling behaviors of…? **(MARK ALL THAT APPLY)**

- ○ A friend or coworker
- ○ A family member
- ○ Someone else you know personally
- ○ None of the above

Past Year Gambling Behaviors

The next questions are about how often you participate in a variety of activities that some people consider gambling. As a reminder, ***by gambling we mean when you bet money or something else of value so that you can win or gain money or something else of value****. Each question should be answered only about yourself, not anyone else in your household. Please include gambling activities that you participated in* ***in-person or online*** *when answering these questions.*

We also ask questions about how much you spend on these activities. ***Spending means how much you are ahead or behind or your net win or loss****. If you have a net win, change the '-' sign to a '+' sign in front of the dollar amount.*

18. In the past 12 months, how often have you bet or made wagers on bingo, paddlewheel, raffles, or tipboards?
    - ○ Daily
    - ○ 2-6 times per week
    - ○ About once per week
    - ○ 2-3 times per month
    - ○ About once per month
    - ○ Less than once per month
    - ○ Never in the past 12 months ➡ **GO TO Q20**

19. In the past 12 months, how much money do you estimate you spent on bingo, paddlewheel, raffles, or tipboards **in a typical month**? Spend means how much you are ahead or behind or your net win or loss (if you have a net win, change the '-' sign to a '+' sign in front of the dollar amount).

    — $

20. In the past 12 months, how often have you bet or made wagers on card games, dice games, board games, video games, or other types of games with friends, family, or others (**not** at a casino)?
    - ○ Daily
    - ○ 2-6 times per week
    - ○ About once per week
    - ○ 2-3 times per month
    - ○ About once per month
    - ○ Less than once per month
    - ○ Never in the past 12 months ➡ **GO TO Q22**

21. In the past 12 months, how much money do you estimate you spent betting on card games, dice games, board games, video games, or other types of games with friends, family, or others (**not** at a casino) **in a typical month**?

    — $

22. In the past 12 months, how often have you bet or made wagers on sporting events including live sporting events, fantasy sports, and sporting events you participate in yourself?
    - ○ Daily
    - ○ 2-6 times per week
    - ○ About once per week
    - ○ 2-3 times per month
    - ○ About once per month
    - ○ Less than once per month
    - ○ Never in the past 12 months ➡ **GO TO Q24**

23. In the past 12 months, how much money do you estimate you spent betting on sporting events **in a typical month**?

    — $

24. In the past 12 months how often have you purchased pull tabs (paper or electronic)?
    - ○ Daily
    - ○ 2-6 times per week
    - ○ About once per week
    - ○ 2-3 times per month
    - ○ About once per month
    - ○ Less than once per month
    - ○ Never in the past 12 months ➡ **GO TO Q26**

25. In the past 12 months, how much money do you estimate you spent on pull tabs **in a typical month**?

    — $

26. In the past 12 months, how often have you purchased **scratch** lottery tickets?

- ○ Daily
- ○ 2-6 times per week
- ○ About once per week
- ○ 2-3 times per month
- ○ About once per month
- ○ Less than once per month
- ○ Never in the past 12 months ➡ **GO TO Q28**

27. In the past 12 months, how much money do you estimate you spent on **scratch** lottery tickets **in a typical month**?

— $

28. In the past 12 months, how often have you purchased lottery tickets such as Powerball, Hot Lotto, Mega Millions, and daily numbers?

- ○ Daily
- ○ 2-6 times per week
- ○ About once per week
- ○ 2-3 times per month
- ○ About once per month
- ○ Less than once per month
- ○ Never in the past 12 months ➡ **GO TO Q30**

29. In the past 12 months, how much money do you estimate you spent on lottery tickets **in a typical month**?

— $

30. In the past 12 months, how often have you gambled at **Canterbury Park or Running Aces** including playing table games (such as poker, roulette, craps, and blackjack), playing electronic gambling machines (such as video poker, video blackjack), or betting on horse races?

- ○ Daily
- ○ 2-6 times per week
- ○ About once per week
- ○ 2-3 times per month
- ○ About once per month
- ○ Less than once per month
- ○ Never in the past 12 months ➡ **GO TO Q32**

31. In the past 12 months, how much money do you estimate you spent at Running Aces or Canterbury Park on table games, electronic gambling machines, or betting on horse races **in a typical month**?

— $

32. In the past 12 months, how often have you played table games (such as poker, roulette, craps, live keno, and blackjack) or electronic gambling machines (such as video poker, video keno, video blackjack, or slot machines) at a **Minnesota casino (not** including Running Aces or Canterbury Park)?

- ○ Daily
- ○ 2-6 times per week
- ○ About once per week
- ○ 2-3 times per month
- ○ About once per month
- ○ Less than once per month
- ○ Never in the past 12 months ➡ **GO TO Q34**

33. In the past 12 months, how much money do you estimate you spent on table games or electronic gambling machines at Minnesota casinos **(not** including Running Aces or Canterbury Park) **in a typical month**?

— $

34. In the past 12 months, how many times have you gambled at a **casino or other gambling venue outside of Minnesota**?

____ # of times ➡ IF ZERO, GO TO Q36

35. In the past 12 months, how much money do you estimate you spent gambling **per visit** at casinos outside of Minnesota? This does not include travel or accommodation costs.

— $

36. In the past 12 months, how often have you participated in other types of gambling not yet mentioned, such as dog racing, betting on television or political events, or anything else?

- ○ Daily
- ○ 2-6 times per week
- ○ About once per week
- ○ 2-3 times per month
- ○ About once per month
- ○ Less than once per month
- ○ Never in the past 12 months ➡ **GO TO BOX A BELOW**

37. In the past 12 months, how much money do you estimate you spent on other types of gambling **in a typical month**?

— $

BOX A

If you marked 'Never' for EVERY type of gambling in questions 18 – 36 ➡ GO TO Q64 ON PAGE 9.
If you participated in any of the above types of gambling in questions 18 – 36 in the past 12 months ➡ CONTINUE TO Q38.

38. In the past 12 months, how often have you participated in any type of gambling online?

- ○ Daily
- ○ 2-6 times per week
- ○ About once per week
- ○ 2-3 times per month
- ○ About once per month
- ○ Less than once per month
- ○ Never in the past 12 months ➡ **GO TO Q40**

39. If you have gambled online in the past 12 months, what is the main type of online gambling you engaged in? **(SELECT ONE)**

- ○ Online poker or other casino table games (e.g., blackjack, roulette, craps)
- ○ Online fantasy sports games
- ○ Online sports betting (not fantasy sports)
- ○ Online pull tabs or scratch tickets
- ○ Online lottery tickets
- ○ Online horse or dog race betting
- ○ Online slot machine games
- ○ Other, please specify:

Some people may find these questions to be sensitive or personal. We want to remind you that the information you share will be kept confidential.

40. How old were you when you first participated in any type of gambling activity?

41. What would you say is the main reason that you gamble? **(SELECT ONE)**

- ○ For excitement/entertainment
- ○ To win money
- ○ To escape from your problems or distract yourself
- ○ To socialize with family or friends
- ○ To support worthy causes
- ○ Because it makes you feel good about yourself
- ○ Other, please specify:

42. Has your involvement in gambling caused you either to borrow a significant amount of money or sell some of your possessions in the past 12 months? *(Significant means something that either you or someone else would say is considerable, important, or major, either because of its frequency or seriousness.)*

- ○ Yes
- ○ No

43. Has your involvement in gambling caused significant financial concerns for you or someone close to you in the past 12 months?

- ○ Yes
- ○ No

44. Has your involvement in gambling caused significant mental stress in the form of guilt, anxiety, or depression for you or someone close to you in the past 12 months?

- ○ Yes
- ○ No

45. Has your involvement in gambling caused serious problems in your relationship with your spouse/partner, or important friends or family in the past 12 months? *(Note: Family is whomever you define as "family")*

- ○ Yes
- ○ No ➡ **GO TO Q47**

46. In the past 12 months, has your involvement in gambling resulted in separation or divorce?
    - ○ Yes
    - ○ No
    - ○ Not applicable

47. Has your involvement in gambling caused you to repeatedly neglect your children or family in the past 12 months?
    - ○ Yes
    - ○ No

48. Has your involvement in gambling resulted in significant health problems or injury for you or someone close to you in the past 12 months?
    - ○ Yes
    - ○ No

49. Has your involvement in gambling caused significant work or school problems for you or someone close to you in the past 12 months or caused you to miss a significant amount of time off work or school?
    - ○ Yes
    - ○ No

50. In the past 12 months, have you lost your job or had to quit school due to gambling?
    - ○ Yes
    - ○ No

51. Has your involvement in gambling caused you or someone close to you to write bad checks, take money that didn't belong to you, or commit other illegal acts to support your gambling in the past 12 months?
    - ○ Yes
    - ○ No

52. Is there anyone else who would say that your involvement in gambling in the past 12 months has caused any significant problems regardless of whether you agree with them or not?
    - ○ Yes
    - ○ No

53. In the past 12 months, have you often gambled longer, with more money, or more frequently than you intended to?
    - ○ Yes
    - ○ No

54. In the past 12 months, have you often gone back to try and win back the money you lost?
    - ○ Yes
    - ○ No

55. In the past 12 months, have you made any attempts to either cut down, control, or stop gambling?
    - ○ Yes
    - ○ No ➡ **GO TO Q58**

56. In the past 12 months, have you made multiple unsuccessful attempts to cut down, control, or stop gambling?
    - ○ Yes
    - ○ No

57. In the past 12 months, have you become restless or irritable when trying to cut down or stop gambling?
    - ○ Yes
    - ○ No

58. In the past 12 months, is there anyone else who would say that you have had difficulty controlling your gambling, regardless of whether you agreed with them or not?
    - ○ Yes
    - ○ No

59. In the past 12 months, would you say you have been preoccupied with gambling?
    - ○ Yes
    - ○ No

60. In the past 12 months, when you were not gambling, did you often experience irritability, restlessness, or strong cravings for it?
    - ○ Yes
    - ○ No

61. In the past 12 months, did you find you needed to gamble with larger and larger amounts of money to achieve the same level of excitement?
    - ○ Yes
    - ○ No

62. In the past 12 months, have you lied to your family or others to hide the extent of your gambling?
    - ○ Yes
    - ○ No

63. In the past 12 months, have you gambled to escape from problems or when you are feeling depressed, anxious, or bad about yourself?
    - ○ Yes
    - ○ No

There are resources available to support people who are experiencing problems with gambling. Some of these resources are listed at the end of the survey.

Prevention and Resource Awareness

We would now like you to think about what you may have heard about problem gambling prevention as well as resources or help for problem gambling either from the media or elsewhere.

64. In the past 12 months, have you seen or heard any media campaigns to prevent problem gambling in Minnesota (e.g., GetGamblingHelp.com or JustAskMN.org; online advertising; social media; restaurant, bar or gas station posters; Pandora; at a casino; at a sports venue; billboards)?
    - ○ Yes
    - ○ No ➡ **GO TO Q66**

65. Did any of these media campaigns or programs increase your awareness of problem gambling?
    - ○ Yes
    - ○ No

66. Are you aware of any programs to prevent problem gambling (other than media campaigns) offered at your school, your place of work, in your community, or elsewhere?
    - ○ Yes
    - ○ No ➡ **GO TO Q68**

67. Did you participate in any of these problem gambling prevention programs in the past 12 months?
    - ○ Yes
    - ○ No

68. Have you ever thought you might have a gambling problem? **(MARK ALL THAT APPLY)**
    - ○ Yes, in the past 12 months
    - ○ Yes, more than 12 months ago
    - ○ No ➡ **GO TO Q74**

69. Have you *wanted help or thought about* getting help for gambling problems in the past 12 months?
    - ○ Yes
    - ○ No ➡ **GO TO Q74**

70. Did you *get* help for gambling problems in the past 12 months?
    - ○ Yes ➡ GO TO q72
    - ○ No

71. Why didn't you get help? **(MARK ALL THAT APPLY)**
    - ○ Didn't know where to find help
    - ○ There was nothing available in my area
    - ○ Too embarrassed to ask for help
    - ○ Worried about negative impact on my job or family
    - ○ Thought I could fix the problem on my own
    - ○ Didn't think counseling would work for me
    - ○ Couldn't afford to get help
    - ○ No time/too busy
    - ○ Other reasons, please specify:

➡ **GO TO Q74 NEXT PAGE**

72. Where did you get help from?			73. If you got help from this source, how helpful was it?			
	No	Yes	Very helpful	Somewhat helpful	Not very helpful	Not at all helpful
a. Friends/family/clan	○	○ ➡	○	○	○	○
b. Pastor, clergy, or other religious leaders	○	○ ➡	○	○	○	○
c. Cultural healer	○	○ ➡	○	○	○	○
d. Professional counselor	○	○ ➡	○	○	○	○
e. Helpline/text line	○	○ ➡	○	○	○	○
f. Gamblers Anonymous, Debtors Anonymous, or other peer support group	○	○ ➡	○	○	○	○
g. County/Tribal services	○	○ ➡	○	○	○	○
h. Counseling program (e.g., Vanguard Center for Gambling Recovery in Granite Falls, Fairview Riverside Compulsive Gambling Program in Minneapolis, CADT Gambling Services in Duluth)	○	○ ➡	○	○	○	○
i. Other, please specify: ☐	○	○ ➡	○	○	○	○

Household Demographics

Lastly, we have some questions about you and your household. We want to be sure that we include all kinds of people and households in this study. This information will be used to ensure that the survey data represent the state of Minnesota. Remember, your responses are confidential.

74. Are you…?
- ○ Male
- ○ Female
- ○ Another identity

75. In what year were you born?

☐ Year

76. Are you currently...? **(SELECT ONE)**
- ○ Married
- ○ Living with your partner
- ○ Separated, but still legally married
- ○ Divorced
- ○ Widowed
- ○ Never been married

77. How many children under age 18 live in your household?

☐ Number of children

78. How many adults age 18 or older live in your household including yourself?

Number of adults

79. Which of the following best describes your current work situation? **(SELECT ONE)**

- ○ Working full-time
- ○ Working part-time
- ○ Stay at home caregiver
- ○ Currently unemployed, but actively seeking work
- ○ Not working for pay (unable to work, retired, student)

80. What is the highest degree or level of school you have completed? **(SELECT ONE)**

- ○ 8th grade or less
- ○ Some high school
- ○ High school graduate or GED
- ○ Trade school (Vocational, Technical, or Business School)
- ○ Some college or Associate's degree (including Community College)
- ○ Bachelor's degree
- ○ Graduate or professional degree

81. Have you ever served in the U.S. Armed Forces, Military Reserves, or National Guard?

- ○ Yes
- ○ No

82. Are you Hispanic or Latino?

- ○ Yes
- ○ No

83. Which one or more of the following would you say is your race? **(MARK ALL THAT APPLY)**

- ○ Asian or Asian American
- ○ Black or African American
- ○ Native American or Alaskan Native ⬇

Please specify your tribal affiliation: (MARK ALL THAT APPLY)

- ○ Bois Forte Band of Chippewa
- ○ Fond du Lac Band of Lake Superior Chippewa
- ○ Grand Portage Band of Lake Superior Chippewa
- ○ Leech Lake Band of Ojibwe
- ○ Mille Lacs Band of Ojibwe
- ○ Prairie Island Indian Community
- ○ Red Lake Band Of Chippewa Indians
- ○ Shakopee Mdewakanton Sioux Community
- ○ Lower Sioux Indian Community
- ○ Upper Sioux Indian Community
- ○ White Earth Nation
- ○ Other Tribal Nation or band
- ○ None

- ○ Native Hawaiian or Other Pacific Islander
- ○ White or Caucasian
- ○ Some other race, please specify:

84. What language do you speak **most** at home?

- ○ English
- ○ Spanish
- ○ Hmong
- ○ Somali
- ○ Other language, please specify: _____

85. What was your 2018 annual household income from all members of your household and from all sources?

- ○ Less than $15,000
- ○ $15,000 - $29,999
- ○ $30,000 - $49,999
- ○ $50,000 - $69,999
- ○ $70,000 - $99,999
- ○ $100,000 - $124,999
- ○ $125,000 - $149,999
- ○ $150,000 or more

Thank you for taking the time to complete our survey. As a thank you, we would like to send you a $10 electronic gift card of your choice. The gift card will be delivered via email within the next few weeks. Please write your email address below and indicate the type of gift card you prefer. Your email address will only be used for sending the electronic gift card and will not be connected to your survey data in any way. If you prefer not to or are unable to use an e-card, please call 651-280-2732 to request to be mailed a hard card.

Email: _____

(SELECT ONE)

- ○ Amazon
- ○ Target
- ○ Walmart
- ○ Prefer not to receive a gift card
- ○ I will call in to the number listed above about receiving a hard card in the mail.

If you would like information regarding crisis supports and counseling resources, please contact:

- **MINNESOTA PROBLEM GAMBLING HELPLINE:** call 1-800-333-HOPE OR text HOPE to 61222 OR visit http://getgamblinghelp.com/
- **MINNESOTA SUICIDE PREVENTION:** Text MN to 741741 / To find local crisis numbers by county visit www.mn.gov/dhs/crisis/
- **THE NATIONAL SUICIDE PREVENTION LIFELINE:** call 1-888-273-TALK(8255) OR visit https://suicidepreventionlifeline.org/
- **SUBSTANCE ABUSE AND MENTAL HEALTH SERVICES ADMINISTRATION NATIONAL HELPLINE:** call 1-800-662-HELP or visit www.samhsa.gov/find-help

Appendix 2.
Data tables

This appendix contains tables with the findings presented in the report, including the unweighted and weighted Ns associated with each point estimate. Some additional notes that apply to all of these tables include:

- Groups labeled "problem" are inclusive of individuals categorized as problem or pathological gamblers based on the PPGM.
- The time frame reflected in the respondents' answers is the past 12 months, unless otherwise specified.
- Non-gamblers are those who did not report any gambling within the past 12 months. Yearly gamblers participated in one or more types of gambling in the past year but not monthly or weekly. Monthly gamblers participated in one or more types of gambling on a monthly basis, but not weekly. Weekly gamblers participated in one or more types of gambling on a weekly basis or more often.
- The "missing" category includes respondents who did not answer a question either because they were guided to skip it based on responses to previous questions or because they chose not to answer it.

A1. Frequency of gambling

		Weighted		
Frequency of gambling in past 12 months	**Unweighted N**	**N**	**Percent**	**Valid percent**
Did not participate	3,147	1,392,801	32.3	**33.0**
Yearly	3,242	1,680,320	38.9	**39.8**
Monthly	1,233	761,787	17.6	**18.1**
Weekly	680	384,902	8.9	**9.1**
Total valid	8,302	4,219,809	97.8	**100.0**
Missing	210	97,007	2.2	
Total	8,512	4,316,816	100.0	

Note. This figure excludes a small percentage of people (<1%) who only gambled at out-of-state venues and whose frequency of gambling cannot be grouped in this way.

A2. Age when started gambling among those who participated in some form of gambling

	Weighted				
Unweighted N	**N**	**Mean**	**Median**	**Minimum**	**Maximum**
4,594	2,583,383	21.53	18.00	5	77

Note. This question was only asked of respondents who had participated in some form of gambling within the past year. This excludes cases where the respondent reported an age less than five years old.

A3. Participation in lottery tickets, such as Powerball, Hot Lotto, Mega Millions, and daily numbers, and scratch lottery tickets

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	4,367	2,030,322	47.0	**47.5**
Yearly	2,798	1,503,589	34.8	**35.2**
Monthly	844	509,116	11.8	**11.9**
Weekly	420	234,266	5.4	**5.5**
Total valid	8,429	4,277,291	99.1	**100.0**
Missing	83	39,525	0.9	
Total	8,512	4,316,816	100.0	

A4. Participation in bingo, paddlewheel, pull tabs, raffles, or tipboards

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	5,393	2,557,436	59.2	**59.8**
Yearly	2,269	1,282,156	29.7	**30.0**
Monthly	529	300,088	7.0	**7.0**
Weekly	227	136,628	3.2	**3.2**
Total valid	8,418	4,276,308	99.1	**100.0**
Missing	94	40,508	0.9	
Total	8,512	4,316,816	100.0	

A5. Participation in card games, dice games, board games, video games, or other types of games with friends, family, or others (not at a casino)

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	7,179	3,485,834	80.8	**81.4**
Yearly	930	589,052	13.6	**13.8**
Monthly	237	158,871	3.7	**3.7**
Weekly	90	47,221	1.1	**1.1**
Total valid	8,436	4,280,978	99.2	**100.0**
Missing	76	35,838	0.8	
Total	8,512	4,316,816	100.0	

A6. Participation in table games, electronic gambling machines, or horse racing at a Minnesota casino

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	7,044	3,454,668	80.0	**80.7**
Yearly	1,085	651,653	15.1	**15.2**
Monthly	245	139,011	3.2	**3.2**
Weekly	60	35,195	0.8	**0.8**
Total valid	8,434	4,280,527	99.2	**100.0**
Missing	78	36,289	0.8	
Total	8,512	4,316,816	100.0	

A7. Participation in sporting events including live sporting events, fantasy sports, and sporting events you participate in yourself

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	7,479	3,651,896	84.6	**85.4**
Yearly	738	445,181	10.3	**10.4**
Monthly	134	121,193	2.8	**2.8**
Weekly	70	59,570	1.4	**1.4**
Total valid	8,421	4,277,839	99.1	**100.0**
Missing	91	38,977	0.9	
Total	8,512	4,316,816	100.0	

A8. Participation in other types of gambling not yet mentioned, such as dog racing, betting on television or political events, or anything else

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	8,303	4,193,986	97.2	**98.1**
Yearly	102	63,022	1.5	**1.5**
Monthly	21	14,565	0.3	**0.3**
Weekly	11	3,541	0.1	**0.1**
Total valid	8,437	4,275,113	99.0	**100.0**
Missing	75	41,703	1.0	
Total	8,512	4,316,816	100.0	

A9. Participation in gambling at casinos or other gambling venues outside of Minnesota

Number of times	Unweighted N	Weighted N	Weighted Percent	Valid percent
0	7,152	3,521,540	81.6	**84.9**
1	472	276,660	6.4	**6.7**
2	215	164,009	3.8	**4.0**
3	98	59,723	1.4	**1.4**
4-5	97	58,752	1.4	**1.4**
6-11	78	41,704	1.0	**1.0**
12+	42	25,267	0.6	**0.6**
Total valid	8,154	4,147,654	96.1	**100.0**
Missing	358	169,162	3.9	
Total	8,512	4,316,816	100.0	

A10. Participation in gambling online among those who participated in some form of gambling

Frequency of participation in past 12 months	Unweighted N	Weighted N	Weighted Percent	Valid percent
Did not participate	4,597	2,513,923	58.2	**93.5**
Yearly	135	82,823	1.9	**3.1**
Monthly	52	42,527	1.0	**1.6**
Weekly	67	48,608	1.1	**1.8**
Total valid	4,851	2,687,881	62.3	**100.0**
Missing	3,661	1,628,935	37.7	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of respondents who had participated in some form of gambling within the past year.

A11. Main type of online gambling engaged in among those who participated in online gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Online poker or other casino table games	26	15,448	0.4	**10.5**
Online fantasy sports games	61	58,462	1.4	**39.6**
Online sports betting (not fantasy sports)	34	21,820	0.5	**14.8**
Online pull tabs or scratch tickets	7	3,068	0.1	**2.1**
Online lottery tickets	14	8,000	0.2	**5.4**
Online horse or dog race betting	8	5,065	0.1	**3.4**
Online slot machine games	36	19,106	0.4	**12.9**
Other	17	16,671	0.4	**11.3**
Total valid	203	147,639	3.4	**100.0**
Missing	8,309	4,169,177	96.6	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of respondents who had participated in some form of gambling online within the past year. Participants were asked to select the main type of online gambling they participated in from a list of eight including an "other specify" option.

A12. Gambling participation by region

		7-county Twin Cities metro area Region	Greater Minnesota Region	Total
Non-gamblers	**Unweighted N**	1,910	1,237	3,147
	Weighted N	851,027	541,773	1,392,801
	Weighted %	**33.8%**	**31.1%**	**32.7%**
Gamblers	**Unweighted N**	3,010	2,209	5,219
	Weighted N	1,665,451	1,198,105	2,863,556
	Weighted %	**66.2%**	**68.9%**	**67.3%**
Total	**Unweighted N**	4,920	3,446	8,366
	Weighted N	2,516,478	1,739,878	4,256,356
	Weighted %	100.0%	100.0%	100.0%

Note. The 7-County Metro region includes the following seven counties: Anoka, Carver, Dakota, Hennepin, Ramsey, Scott, and Washington.

A13. Gambling participation by gender

		Gender male	Gender female	Total
Non-gamblers	**Unweighted N**	969	2,155	3,124
	Weighted N	584,987	788,343	1,373,330
	Weighted %	**27.7%**	**37.6%**	**32.6%**
Gamblers	**Unweighted N**	2,004	3,185	5,189
	Weighted N	1,529,936	1,310,936	2,840,872
	Weighted %	**72.3%**	**62.4%**	**67.4%**
Total	**Unweighted N**	2,973	5,340	8,313
	Weighted N	2,114,923	2,099,279	4,214,201
	Weighted %	100.0%	100.0%	100.0%

Note. Gambling participation for individuals who identify as another gender identity is not included due to a small n.

A14. Gambling participation by age

		Age: 18-34	Age: 35-64	Age: 65+	Total
Non-gamblers	**Unweighted N**	412	1,347	1,329	3,088
	Weighted N	422,339	564,439	374,569	1,361,348
	Weighted %	**34.8%**	**26.6%**	**43.9%**	**32.5%**
Gamblers	**Unweighted N**	738	2,950	1,468	5,156
	Weighted N	792,597	1,560,234	478,508	2,831,339
	Weighted %	**65.2%**	**73.4%**	**56.1%**	**67.5%**
Total	**Unweighted N**	1,150	4,297	2,797	8,244
	Weighted N	1,214,937	2,124,673	853,078	4,192,688
	Weighted %	100.0%	100.0%	100.0%	100.0%

A15. Gambling participation by race/ethnicity

		Race/ethnicity						Total
		Asian, Asian American, Native Hawaiian, or other Pacific Islander	Black or African American	Hispanic	Native American or Alaskan Native	White or Caucasian	Other race or multiple races	
Non-gamblers	**Unweighted N**	86	78	49	70	2,796	29	3,108
	Weighted N	71,607	76,869	68,159	15,287	1,108,455	18,057	1,358,435
	Weighted %	**41.2%**	**47.7%**	**40.3%**	**46.2%**	**31.0%**	**34.2%**	**32.6%**
Gamblers	**Unweighted N**	86	104	67	105	4,736	43	5,141
	Weighted N	102,051	84,418	101,150	17,800	2,472,749	34,815	2,812,983
	Weighted %	**58.8%**	**52.3%**	**59.7%**	**53.8%**	**69.0%**	**65.8%**	**67.4%**
Total	**Unweighted N**	172	182	116	175	7,532	72	8,249
	Weighted N	173,658	161,287	169,308	33,088	3,581,204	52,872	4,171,417
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Note. Survey respondents were allowed to select more than one race; their responses were recoded such that the totals for race/ethnicity groups reported here include individuals who selected that group as their only response. Respondents who selected multiple races are included in the "other race or multiple races" category with two exceptions: 1) individuals who selected Hispanic and one or more race categories are included in the Hispanic category and 2) individuals who selected Native American and one or more other race categories are included in the Native American category.

A16. Gambling participation by education

		Education				Total
		High school graduate, GED, or less	Some college, trade school, or associate degree	Bachelor's degree	Graduate or professional degree	
Non-gamblers	**Unweighted N**	586	869	899	779	3,133
	Weighted N	341,265	587,257	280,098	174,967	1,383,588
	Weighted %	**38.1%**	**29.6%**	**30.9%**	**39.2%**	**32.7%**
Gamblers	**Unweighted N**	880	1,817	1,553	946	5,196
	Weighted N	555,457	1,397,337	627,219	271,195	2,851,208
	Weighted %	**61.9%**	**70.4%**	**69.1%**	**60.8%**	**67.3%**
Total	**Unweighted N**	1,466	2,686	2,452	1,725	8,329
	Weighted N	896,722	1,984,594	907,317	446,163	4,234,796
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A17. Gambling participation by employment status

		Employment status: Part-time or full-time employed	Employment status: Not working for pay	Total
Non-gamblers	**Unweighted N**	1,559	1,552	3,111
	Weighted N	811,061	560,604	1,371,665
	Weighted %	**27.9%**	**42.9%**	**32.6%**
Gamblers	**Unweighted N**	3,311	1,853	5,164
	Weighted N	2,092,398	747,502	2,839,900
	Weighted %	**72.1%**	**57.1%**	**67.4%**
Total	**Unweighted N**	4,870	3,405	8,275
	Weighted N	2,903,459	1,308,106	4,211,564
	Weighted %	100.0%	100.0%	100.0%

Note. The "not working for pay" group includes respondents who indicated they were: a stay at home caregiver; currently unemployed, but actively seeking work; or not working for pay (unable to work, retired, student).

A18. Gambling participation by income

		Income: Less than $30,000	Income: $30,000 - $49,999	Income: $50,000 - $69,999	Income: $70,000 - $99,999	Income: $100,000 - $149,999	Income: $150,000 or more	Total
Non-gamblers	**Unweighted N**	646	513	450	539	483	380	3,011
	Weighted N	297,336	194,492	155,755	259,423	200,049	227,379	1,334,433
	Weighted %	**48.7%**	**40.0%**	**31.5%**	**30.1%**	**25.3%**	**25.9%**	**32.4%**
Gamblers	**Unweighted N**	678	777	791	997	1,066	740	5,049
	Weighted N	313,483	291,789	339,203	601,123	590,232	649,489	2,785,319
	Weighted %	**51.3%**	**60.0%**	**68.5%**	**69.9%**	**74.7%**	**74.1%**	**67.6%**
Total	**Unweighted N**	1,324	1,290	1,241	1,536	1,549	1,120	8,060
	Weighted N	610,819	486,280	494,958	860,546	790,281	876,868	4,119,752
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

A19. Confidence intervals for gambling participation by socio-demographic characteristics

Gambling participation	Proportion	95% CI, lower	95% CI, upper
Male	0.723	0.698	0.748
Female	0.624	0.606	0.643
18-34	0.652	0.611	0.692
35-64	0.734	0.716	0.752
65+	0.561	0.536	0.585
Asian, Asian American, Native Hawaiian, or other Pacific Islander	0.588	0.480	0.688
Black or African American	0.523	0.419	0.626
Hispanic	0.597	0.457	0.724
Native American or Alaskan Native	0.538	0.421	0.651
White or Caucasian	0.690	0.675	0.705
Other race or multiple races	0.658	0.486	0.797
High school graduate, GED, or less	0.619	0.580	0.658
Some college, trade school, or associate degree	0.704	0.678	0.728
Bachelor's degree	0.691	0.666	0.715
Graduate or professional degree	0.608	0.577	0.638
Part-time or Full-time	0.721	0.701	0.739
Not working for pay	0.571	0.545	0.598
Less than $30,000	0.513	0.464	0.562
$30,000-$49,999	0.600	0.554	0.644
$50,000-$69,999	0.685	0.644	0.724
$70,000-$99,999	0.699	0.664	0.731
$100,000-$149,999	0.747	0.715	0.776
$150,000 or more[a]	0.741	0.707	0.772
Metro	0.662	0.640	0.683
Non-Metro	0.689	0.666	0.711

[a] A linear-by-linear test for association was significant, indicating that gambling participation tends to rise as income levels increase.

A20. Reasons for gambling among those who participated in some form of gambling

Reason	Unweighted N	Weighted N	Weighted Percent	Valid percent
For excitement/entertainment	1,822	1,079,843	25.0	**40.8**
To win money	1,076	608,386	14.1	**23.0**
To escape from your problems or distract yourself	39	18,993	0.4	**0.7**
To socialize with family or friends	1,244	650,497	15.1	**24.6**
To support worthy causes	427	191,979	4.4	**7.3**
Because it makes you feel good about yourself	5	3,661	0.1	**0.1**
Other	134	91,312	2.1	**3.5**
Total valid	4,747	2,644,670	61.3	**100.0**
Missing	3,765	1,672,146	38.7	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of respondents who indicated some participation in gambling in the past year. Respondents were asked to select one reason from a list of seven, including an "other specify" option.

A21. Typical monthly spending by type of gambling among those who participated in each specific type of gambling

Type of gambling	Unweighted N	Weighted N	Mean	Median	Minimum	Maximum	Sum
Table games, electronic gambling machines, or horse racing at Minnesota casinos	1,390	825,859	-$156	-$30	-$6,555	$5,900	-$128,871,020
Bingo, paddlewheel, pull tabs, raffles, or tipboards	3,025	1,718,872	-$62	-$20	-$4,295	$3,433	-$106,815,981
Lottery tickets (including scratch lottery tickets)	4,062	2,246,970	-$23	-$10	-$789	$289	-$52,578,269
Gambling at casinos or venues outside of Minnesota	1,002	626,115	-$36	-$7	-$2,180	$2,087	-$22,804,002
Card games, dice games, board games, video games, or other types of games with friends, family, or others (not at a casino)	1,257	795,144	-$16	-$5	-$724	$684	-$12,915,599
Sporting events	942	625,944	$1	-$10	-$2,252	$2,275	$658,306
Other types of gambling	134	81,127	-$21	-$2	-$5,011	$300	-$1,736,531
Total	5,219	2,863,556	-$114	-$20	-$11,899	$5,335	-$325,063,096

Note. The question about spending on a particular type of gambling was only asked of respondents who indicated some participation in that form of gambling in the past year. To account for extreme outliers in reported spending, these data were winsorized by four standard deviations from the mean (i.e., outliers were transformed to have a value equal to that at four standard deviations from the mean).

A22. Three recreation activities participated in most often

Recreation activity	Unweighted N	Weighted N	Weighted Percent	Valid percent
Attending concerts or sporting events	1,226	655,730	15.2	**15.2**
Recreational gambling such as bingo, poker, or charitable raffles	410	208,265	4.8	**4.8**
Board games or card games	1,192	594,160	13.8	**13.8**
Crafts, sewing, or art	1,327	516,663	12.0	**12.0**
Cooking, baking, or dining out at restaurants	3,219	1,583,567	36.7	**36.7**
Exercise, working out, or playing sports	3,273	1,679,589	38.9	**39.0**
Gardening or yardwork	2,243	1,043,552	24.2	**24.2**
Hiking, camping, fishing, or hunting	1,553	963,434	22.3	**22.4**
Reading or listening to music	3,243	1,407,287	32.6	**32.6**
Resting or napping	919	469,258	10.9	**10.9**
Spending time with family and friends	3,538	1,781,544	41.3	**41.3**
Watching TV or movies, surfing the internet, or using a computer or mobile device	4,156	2,164,321	50.1	**50.2**
Video games or online gaming without simulated funds	280	250,542	5.8	**5.8**
Video games or online gaming with simulated funds	74	46,801	1.1	**1.1**
Other	276	126,588	2.9	**2.9**
Total valid	8,496	4,310,297		
Missing	16	6,519		
Total	8,512	4,316,816		

Note. Participants were asked to select the three recreation activities they participated in most often from a list of 15, including an "other specify" option.

A23. Agreement with: Gambling is an important recreational activity

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Strongly agree	116	87,536	2.0	**2.1**
Agree	678	383,894	8.9	**9.0**
Neither agree or disagree	3,002	1,599,302	37.0	**37.5**
Disagree	2,811	1,315,717	30.5	**30.8**
Strongly disagree	1,770	881,790	20.4	**20.7**
Total valid	8,377	4,268,240	98.9	**100.0**
Missing	135	48,576	1.1	
Total	8,512	4,316,816	100.0	

A24. Opinion about availability of gambling opportunities

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Gambling is too widely available	1,820	814,948	18.9	**19.0**
Gambling is not available enough	280	233,481	5.4	**5.4**
The current availability of gambling is OK	3,962	2,088,017	48.4	**48.7**
Don’t know/Not sure	2,389	1,148,324	26.6	**26.8**
Total valid	8,451	4,284,770	99.3	**100.0**
Missing	61	32,046	0.7	
Total	8,512	4,316,816	100.0	

A25. Belief about the benefit or harm of gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
The harm outweighs the benefits	2,940	1,430,568	33.1	**33.4**
The benefits are about equal to the harm	1,736	990,843	23.0	**23.1**
The benefits outweigh the harm	524	339,108	7.9	**7.9**
Don’t know/Not sure	3,234	1,523,715	35.3	**35.6**
Total valid	8,434	4,284,234	99.2	**100.0**
Missing	78	32,582	0.8	
Total	8,512	4,316,816	100.0	

A26. Agreement with: Gambling is morally wrong

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Strongly agree	465	244,965	5.7	**5.7**
Agree	671	316,407	7.3	**7.4**
Neither agree or disagree	3,376	1,636,503	37.9	**38.3**
Disagree	2,747	1,384,268	32.1	**32.4**
Strongly disagree	1,142	693,854	16.1	**16.2**
Total valid	8,401	4,275,996	99.1	**100.0**
Missing	111	40,820	0.9	
Total	8,512	4,316,816	100.0	

A27. Importance of government spending to provide problem gambling counseling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Not at all important	1,384	850,335	19.7	**20.1**
Somewhat important	2,840	1,468,383	34.0	**34.8**
Important	2,735	1,242,834	28.8	**29.4**
Very important	1,330	662,771	15.4	**15.7**
Total valid	8,289	4,224,324	97.9	**100.0**
Missing	223	92,492	2.1	
Total	8,512	4,316,816	100.0	

A28. Importance of government spending to educate youth about the risks of gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Not at all important	697	411,750	9.5	**9.7**
Somewhat important	1,836	986,117	22.8	**23.3**
Important	3,078	1,504,045	34.8	**35.5**
Very important	2,714	1,333,770	30.9	**31.5**
Total valid	8,325	4,235,682	98.1	**100.0**
Missing	187	81,134	1.9	
Total	8,512	4,316,816	100.0	

A29. Importance of government spending to educate adults about the risks of gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Not at all important	1,080	680,004	15.8	**16.1**
Somewhat important	2,427	1,257,032	29.1	**29.7**
Important	2,981	1,399,543	32.4	**33.1**
Very important	1,809	889,550	20.6	**21.0**
Total valid	8,297	4,226,129	97.9	**100.0**
Missing	215	90,687	2.1	
Total	8,512	4,316,816	100.0	

A30. Importance of government spending to educate adults on gambling responsibly

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Not at all important	1,173	716,017	16.6	**16.9**
Somewhat important	2,370	1,247,238	28.9	**29.5**
Important	2,906	1,360,159	31.5	**32.2**
Very important	1,841	902,669	20.9	**21.4**
Total valid	8,290	4,226,083	97.9	**100.0**
Missing	222	90,733	2.1	
Total	8,512	4,316,816	100.0	

A31. Agreement with: If someone has a problem with gambling (gambling too much, can't stop when they want to, spending too much money), they need professional counseling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Strongly agree	3,158	1,539,140	35.7	**36.1**
Agree	4,141	2,101,944	48.7	**49.3**
Neither agree or disagree	724	448,800	10.4	**10.5**
Disagree	99	54,977	1.3	**1.3**
Strongly disagree	281	121,021	2.8	**2.8**
Total valid	8,403	4,265,882	98.8	**100.0**
Missing	109	50,934	1.2	
Total	8,512	4,316,816	100.0	

A32. Agreement with: Professional counseling for a gambling problem does not work

	Unweighted N	Weighted N	Weighted Percent	Weighted Valid percent
Strongly agree	103	59,095	1.4	**1.4**
Agree	279	155,076	3.6	**3.6**
Neither agree or disagree	4,549	2,271,205	52.6	**53.3**
Disagree	2,686	1,339,320	31.0	**31.4**
Strongly disagree	771	439,072	10.2	**10.3**
Total valid	8,388	4,263,769	98.8	**100.0**
Missing	124	53,047	1.2	
Total	8,512	4,316,816	100.0	

A33. Agreement with: I would be embarrassed if a family member needed help with a gambling problem

	Unweighted N	Weighted N	Weighted Percent	Weighted Valid percent
Strongly agree	233	128,672	3.0	**3.0**
Agree	893	436,191	10.1	**10.2**
Neither agree or disagree	1,755	887,534	20.6	**20.8**
Disagree	3,518	1,721,168	39.9	**40.3**
Strongly disagree	2,017	1,102,267	25.5	**25.8**
Total valid	8,416	4,275,832	99.1	**100.0**
Missing	96	40,984	0.9	
Total	8,512	4,316,816	100.0	

A34. Problem and Pathological Gambling Measure (PPGM) classification

PPGM Classification	Unweighted N	Weighted N	Weighted Percent	Weighted Valid percent	95% confidence interval Lower	95% confidence interval Upper
Non-gambler	3,147	1,392,801	32.3	**34.8**	33.13	36.41
Recreational	4,390	2,412,206	55.9	**60.2**	58.48	61.89
At-risk	231	150,340	3.5	**3.8**	3.10	4.53
Problem	77	52,010	1.2	**1.3**	0.94	1.79
Total valid	7,845	4,007,357	92.8	**100.0**		
Missing	667	309,459	7.2			
Total	8,512	4,316,816	100.0			

Note. The PPGM also categorizes individuals as “pathological gamblers.” For this report, these individuals are included in the “problem” group.

A35. Someone else would say respondent's involvement in gambling in the past year has caused significant problems

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	48	33,261	0.8	**1.2**
No	4,775	2,646,625	61.3	**98.8**
Total valid	4,823	2,679,886	62.1	**100.0**
Missing	3,689	1,636,930	37.9	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A36. Respondent thought they might have a gambling problem (past 12 months)

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	49	30,305	0.7	**0.7**
No	8,371	4,236,655	98.1	**99.3**
Total valid	8,420	4,266,960	98.8	**100.0**
Missing	92	49,856	1.2	
Total	8,512	4,316,816	100.0	

A37. Respondent thought they might have a gambling problem (ever)

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	157	89,108	2.1	**2.1**
No	8,263	4,177,852	96.8	**97.9**
Total valid	8,420	4,266,960	98.8	**100.0**
Missing	92	49,856	1.2	
Total	8,512	4,316,816	100.0	

A38. Respondent knows someone whose gambling may be causing financial difficulties, physical or emotional health problems, or damaging their personal, family, or work relationships

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	2,126	1,174,863	27.2	**27.3**
No	6,350	3,127,120	72.4	**72.7**
Total valid	8,476	4,301,983	99.7	**100.0**
Missing	36	14,833	0.3	
Total	8,512	4,316,816	100.0	

A39. Respondent has been negatively affected by the gambling behavior of others they know personally

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	1,610	935,239	21.7	**21.7**
No	6,863	3,370,667	78.1	**78.3**
Total valid	8,473	4,305,905	99.7	**100.0**
Missing	39	10,911	0.3	
Total	8,512	4,316,816	100.0	

Note. Respondent was asked whether they had been personally negatively affected by the gambling behavior of a friend or coworker, a family member, or someone else they know personally in a mark-all-that-apply question. This analysis shows whether they indicated they had been negatively affected by any of these types of individuals.

A40. PPGM classification by gender

		Gender male	Gender female	Total
Non-gamblers	**Unweighted N**	969	2,155	3,124
	Weighted N	584,987	788,343	1,373,330
	Weighted %	**29.4%**	**39.9%**	**34.6%**
Recreational	**Unweighted N**	1,672	2,699	4,371
	Weighted N	1,279,058	1,116,269	2,395,328
	Weighted %	**64.2%**	**56.4%**	**60.4%**
At-risk	**Unweighted N**	110	120	230
	Weighted N	97,429	52,601	150,030
	Weighted %	**4.9%**	**2.7%**	**3.8%**
Problem	**Unweighted N**	35	39	74
	Weighted N	29,323	20,682	50,005
	Weighted %	**1.5%**	**1.0%**	**1.3%**
Total	**Unweighted N**	2,786	5,013	7,799
	Weighted N	1,990,797	1,977,895	3,968,693
	Weighted %	100.0%	100.0%	100.0%

Note. PPGM classifications for individuals who identify as another gender identity are not included due to a small n.

A41. Confidence intervals for PPGM classification by gender

	Gender	Proportion	95% CI, lower	95% CI, upper
Non-gambler	Male	0.294	0.268	0.321
	Female	0.399	0.380	0.418
Recreational	Male	0.642	0.614	0.670
	Female	0.564	0.545	0.584
At-risk	Male	0.049	0.038	0.063
	Female	0.027	0.021	0.034
Problem	Male	0.015	0.009	0.023
	Female	0.010	0.006	0.017

A42. PPGM classification by age

		Age: 18-34	Age: 35-64	Age: 65+	Total
Non-gamblers	**Unweighted N**	412	1,347	1,329	3,088
	Weighted N	422,339	564,439	374,569	1,361,348
	Weighted %	**36.0%**	**28.1%**	**48.4%**	**34.4%**
Recreational	**Unweighted N**	667	2,549	1,127	4,343
	Weighted N	691,710	1,325,037	372,466	2,389,213
	Weighted %	**59.0%**	**66.1%**	**48.1%**	**60.5%**
At-risk	**Unweighted N**	31	126	73	230
	Weighted N	40,853	84,917	24,260	150,030
	Weighted %	**3.5%**	**4.2%**	**3.1%**	**3.8%**
Problem	**Unweighted N**	10	56	10	76
	Weighted N	17,320	31,384	2,608	51,312
	Weighted %	**1.5%**	**1.6%**	**0.3%**	**1.3%**
Total	**Unweighted N**	1,120	4,078	2,539	7,737
	Weighted N	1,172,222	2,005,778	773,903	3,951,903
	Weighted %	100.0%	100.0%	100.0%	100.0%

A43. Confidence intervals for PPGM classification by age

	Age	Proportion	95% CI, lower	95% CI, upper
Non-gambler	18-34	0.360	0.320	0.403
	35-64	0.281	0.263	0.300
	65+	0.484	0.458	0.510
Recreational	18-34	0.590	0.547	0.632
	35-64	0.661	0.640	0.680
	65+	0.481	0.455	0.508
At-risk	18-34	0.035	0.022	0.055
	35-64	0.042	0.033	0.054
	65+	0.031	0.024	0.041
Problem	18-34	0.015	0.007	0.030
	35-64	0.016	0.011	0.022
	65+	0.003	0.001	0.008

A44. PPGM classification by education

		Education				Total
		High school graduate, GED, or less	Some college, trade school, or associate degree	Bachelor's degree	Graduate or professional degree	
Non-gamblers	**Unweighted N**	586	869	899	779	3,133
	Weighted N	341,265	587,257	280,098	174,967	1,383,588
	Weighted %	**41.6%**	**31.8%**	**31.6%**	**40.4%**	**34.7%**
Recreational	**Unweighted N**	643	1,490	1,409	834	4,376
	Weighted N	408,176	1,172,368	575,249	248,847	2,404,641
	Weighted %	**49.8%**	**63.4%**	**64.8%**	**57.5%**	**60.3%**
At-risk	**Unweighted N**	60	98	46	24	228
	Weighted N	42,579	73,819	26,029	7,152	149,580
	Weighted %	**5.2%**	**4.0%**	**2.9%**	**1.7%**	**3.7%**
Problem	**Unweighted N**	29	21	16	11	77
	Weighted N	27,986	16,016	5,942	2,066	52,010
	Weighted %	**3.4%**	**0.9%**	**0.7%**	**0.5%**	**1.3%**
Total	**Unweighted N**	1,318	2,478	2,370	1,648	7,814
	Weighted N	820,007	1,849,461	887,318	433,032	3,989,818
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A45. Confidence intervals for PPGM classification by education

	Education	Proportion	95% CI, lower	95% CI, upper
Non-gambler	**High school graduate, GED, or less**	0.4162	0.3752	0.4584
	Some college, trade school, or associate degree	0.3175	0.2916	0.3447
	Bachelor's degree	0.3157	0.2914	0.3410
	Graduate or professional degree	0.4041	0.3732	0.4357
Recreational	**High school graduate, GED, or less**	0.4978	0.4553	0.5402
	Some college, trade school, or associate degree	0.6339	0.6058	0.6611
	Bachelor's degree	0.6483	0.6217	0.6740
	Graduate or professional degree	0.5747	0.5427	0.6060
At-risk	**High school graduate, GED, or less**	0.0519	0.0366	0.0732
	Some college, trade school, or associate degree	0.0399	0.0299	0.0531
	Bachelor's degree	0.0293	0.0189	0.0452
	Graduate or professional degree	0.0165	0.0102	0.0265
Problem	**High school graduate, GED, or less**	0.0341	0.0212	0.0545
	Some college, trade school, or associate degree	0.0087	0.0049	0.0154
	Bachelor's degree	0.0067	0.0035	0.0127
	Graduate or professional degree	0.0048	0.0024	0.0095

A46. PPGM classification by income

		Income: Less than $30,000	Income: $30,000 - $49,999	Income: $50,000 - $69,999	Income: $70,000 - $99,999	Income: $100,000 - $149,999	Income: $150,000 or more	Total
Non-gamblers	**Unweighted N**	646	513	450	539	483	380	3,011
	Weighted N	297,336	194,492	155,755	259,423	200,049	227,379	1,334,433
	Weighted %	**53.4%**	**42.7%**	**33.7%**	**31.9%**	**26.4%**	**27.0%**	**34.3%**
Recreational	**Unweighted N**	473	628	674	859	957	670	4,261
	Weighted N	218,811	235,096	278,974	514,808	524,745	580,426	2,352,860
	Weighted %	**39.3%**	**51.6%**	**60.4%**	**63.3%**	**69.2%**	**69.0%**	**60.5%**
At-risk	**Unweighted N**	56	38	30	45	27	28	224
	Weighted N	25,308	15,484	17,046	33,563	25,367	31,215	147,983
	Weighted %	**4.5%**	**3.4%**	**3.7%**	**4.1%**	**3.3%**	**3.7%**	**3.8%**
Problem	**Unweighted N**	19	16	10	11	16	5	77
	Weighted N	15,015	10,924	9,945	5,371	8,153	2,601	52,010
	Weighted %	**2.7%**	**2.4%**	**2.2%**	**0.7%**	**1.1%**	**0.3%**	**1.3%**
Total	**Unweighted N**	1,194	1,195	1,164	1,454	1,483	1,083	7,573
	Weighted N	556,471	455,995	461,720	813,165	758,315	841,621	3,887,286
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

A47. Confidence intervals for PPGM classification by income

	Income	Proportion	95% CI, lower	95% CI, upper
Non-gambler	**Less than $30,000**	0.534	0.482	0.586
	$30,000 - $49,999	0.427	0.380	0.474
	$50,000 - $69,999	0.337	0.297	0.380
	$70,000 - $99,999	0.319	0.285	0.355
	$100,000 - $149,999	0.264	0.233	0.297
	$150,000 or more	0.270	0.238	0.305
Recreational	**Less than $30,000**	0.393	0.344	0.445
	$30,000 - $49,999	0.516	0.469	0.562
	$50,000 - $69,999	0.604	0.559	0.648
	$70,000 - $99,999	0.633	0.595	0.669
	$100,000 - $149,999	0.692	0.657	0.725
	$150,000 or more	0.690	0.652	0.725
At-risk	**Less than $30,000**	0.045	0.030	0.069
	$30,000 - $49,999	0.034	0.022	0.051
	$50,000 - $69,999	0.037	0.024	0.057
	$70,000 - $99,999	0.041	0.028	0.061
	$100,000 - $149,999	0.033	0.020	0.056
	$150,000 or more	0.037	0.023	0.060
Problem[a]	**Less than $30,000**	0.027	0.015	0.048
	$30,000 - $49,999	0.024	0.012	0.046
	$50,000 - $69,999	0.022	0.008	0.057
	$70,000 - $99,999	0.007	0.003	0.015
	$100,000 - $149,999	0.011	0.006	0.020
	$150,000 or more	0.003	0.001	0.009

[a] A linear-by-linear test for association was significant, indicating that the prevalence of problem gambling tends to decrease as income levels increase.

A48. PPGM classification by employment status

		Employment status: Part-time or full-time employed	Employment status: Not working for pay	Total
Non-gamblers	**Unweighted N**	1,559	1,552	3,111
	Weighted N	811,061	560,604	1,371,665
	Weighted %	**29.3%**	**46.6%**	**34.5%**
Recreational	**Unweighted N**	2,909	1,447	4,356
	Weighted N	1,813,836	583,148	2,396,983
	Weighted %	**65.5%**	**48.5%**	**60.4%**
At-risk	**Unweighted N**	136	92	228
	Weighted N	106,837	42,724	149,561
	Weighted %	**3.9%**	**3.6%**	**3.8%**
Problem	**Unweighted N**	49	28	77
	Weighted N	36,158	15,852	52,010
	Weighted %	**1.3%**	**1.3%**	**1.3%**
Total	**Unweighted N**	4,653	3,119	7,772
	Weighted N	2,767,891	1,202,328	3,970,219
	Weighted %	100.0%	100.0%	100.0%

Note. The "not working for pay" group includes respondents who indicated they were: a stay at home caregiver; currently unemployed, but actively seeking work; or not working for pay (unable to work, retired, student).

A49. Confidence intervals for PPGM classification by employment status

	Employment status	Proportion	95% CI, lower	95% CI, upper
Non-gambler	**Part-time or full-time**	0.293	0.274	0.313
	Not working for pay	0.466	0.438	0.495
Recreational	**Part-time or full-time**	0.655	0.634	0.676
	Not working for pay	0.485	0.457	0.513
At-risk	**Part-time or full-time**	0.039	0.030	0.049
	Not working for pay	0.036	0.026	0.048
Problem	**Part-time or full-time**	0.013	0.009	0.019
	Not working for pay	0.013	0.007	0.024

A50. PPGM classification by region

		7-county Twin Cities metro area region	Greater Minnesota region	Total
Non-gamblers	**Unweighted N**	1,910	1,237	3,147
	Weighted N	851,027	541,773	1,392,801
	Weighted %	**35.9%**	**33.1%**	**34.8%**
Recreational	**Unweighted N**	2,560	1,830	4,390
	Weighted N	1,395,437	1,016,769	2,412,206
	Weighted %	**58.9%**	**62.1%**	**60.2%**
At-risk	**Unweighted N**	122	109	231
	Weighted N	89,269	61,071	150,340
	Weighted %	**3.8%**	**3.7%**	**3.8%**
Problem	**Unweighted N**	50	27	77
	Weighted N	33,143	18,867	52,010
	Weighted %	**1.4%**	**1.2%**	**1.3%**
Total	**Unweighted N**	4,642	3,203	7,845
	Weighted N	2,368,876	1,638,481	4,007,357
	Weighted %	100.0%	100.0%	100.0%

Note. The 7-county Twin Cities metro area includes the following seven counties: Anoka, Carver, Dakota, Hennepin, Ramsey, Scott, and Washington.

A51. Confidence intervals for PPGM classification by region

	Region	Proportion	95% CI, lower	95% CI, upper
Non-gambler	**7-county Twin Cities metro area region**	0.359	0.337	0.382
	Greater Minnesota region	0.331	0.307	0.355
Recreational	**7-county Twin Cities metro area region**	0.589	0.566	0.612
	Greater Minnesota region	0.621	0.595	0.645
At-risk	**7-county Twin Cities metro area region**	0.038	0.029	0.049
	Greater Minnesota region	0.037	0.029	0.048
Problem	**7-county Twin Cities metro area**	0.014	0.009	0.021
	Greater Minnesota region	0.012	0.007	0.019

A52. PPGM classification by race/ethnicity

		Race/ethnicity: White	Race/ethnicity: People of color	Total
Non-gamblers	**Unweighted N**	2,796	312	3,108
	Weighted N	1,108,455	249,979	1,358,435
	Weighted %	**32.7%**	**46.3%**	**34.5%**
Recreational	**Unweighted N**	4,032	300	4,332
	Weighted N	2,115,869	258,655	2,374,523
	Weighted %	**62.4%**	**47.9%**	**60.4%**
At-risk	**Unweighted N**	202	24	226
	Weighted N	129,952	18,078	148,030
	Weighted %	**3.8%**	**3.3%**	**3.8%**
Problem	**Unweighted N**	59	18	77
	Weighted N	38,793	13,217	52,010
	Weighted %	**1.1%**	**2.4%**	**1.3%**
Total	**Unweighted N**	7,089	654	7,743
	Weighted N	3,393,069	539,929	3,932,998
	Weighted %	100.0%	100.0%	100.0%

Note. Survey respondents were allowed to select more than one race; their responses were recoded such that the totals for race/ethnicity groups reported here include individuals who indicated they were white only and non-Hispanic in the "White" category and individuals who selected one or more of the other race groups or indicated they were Hispanic in the "People of color" category.

A53. Confidence intervals for PPGM classification by race/ethnicity

	Race/ethnicity	Proportion	95% CI, lower	95% CI, upper
Non-gambler	**White**	0.327	0.311	0.343
	People of color	0.463	0.400	0.527
Recreational	**White**	0.624	0.607	0.640
	People of color	0.479	0.416	0.543
At-risk	**White**	0.038	0.031	0.047
	People of color	0.033	0.018	0.060
Problem	**White**	0.011	0.008	0.016
	People of color	0.024	0.012	0.048

A54. Respondent had often gone back to try and win back the money they lost by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	31	84	56	171
	Weighted N	23,585	62,106	41,272	126,962
	Weighted %	**1.0%**	**41.3%**	**79.4%**	**4.9%**
No	**Unweighted N**	4,359	147	21	4,527
	Weighted N	2,388,622	88,234	10,738	2,487,594
	Weighted %	**99.0%**	**58.7%**	**20.6%**	**95.1%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A55. Respondent made any attempts to either cut down, control, or stop gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	66	64	54	184
	Weighted N	60,979	35,618	36,391	132,988
	Weighted %	**2.5%**	**23.7%**	**70.0%**	**5.1%**
No	**Unweighted N**	4,324	167	23	4,514
	Weighted N	2,351,227	114,722	15,619	2,481,568
	Weighted %	**97.5%**	**76.3%**	**30.0%**	**94.9%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A56. Respondent had often gambled longer, with more money, or more frequently than they intended to by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	40	122	62	224
	Weighted N	22,695	66,227	35,068	123,989
	Weighted %	**0.9%**	**44.1%**	**67.4%**	**4.7%**
No	**Unweighted N**	4,350	109	15	4,474
	Weighted N	2,389,512	84,113	16,942	2,490,567
	Weighted %	**99.1%**	**55.9%**	**32.6%**	**95.3%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A57. Respondent was preoccupied with gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	1	19	29	49
	Weighted N	438	16,640	19,245	36,323
	Weighted %	**0.0%**	**11.1%**	**37.0%**	**1.4%**
No	**Unweighted N**	4,389	212	48	4,649
	Weighted N	2,411,769	133,700	32,765	2,578,234
	Weighted %	**100.0%**	**88.9%**	**63.0%**	**98.6%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A58. Respondent often experienced irritability, restlessness, or strong cravings for gambling when not gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	5	11	28	44
	Weighted N	6,118	5,241	18,923	30,282
	Weighted %	**0.3%**	**3.5%**	**36.4%**	**1.2%**
No	**Unweighted N**	4,385	220	49	4,654
	Weighted N	2,406,089	145,099	33,087	2,584,274
	Weighted %	**99.7%**	**96.5%**	**63.6%**	**98.8%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A59. Respondent needed to gamble with larger and larger amounts of money to achieve the same level of excitement by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	6	15	24	45
	Weighted N	3,485	10,846	14,393	28,724
	Weighted %	**0.1%**	**7.2%**	**27.7%**	**1.1%**
No	**Unweighted N**	4,384	216	53	4,653
	Weighted N	2,408,722	139,494	37,617	2,585,832
	Weighted %	**99.9%**	**92.8%**	**72.3%**	**98.9%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A60. Respondent made multiple unsuccessful attempts to cut down, control, or stop gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	4	12	29	45
	Weighted N	2,076	5,926	18,551	26,553
	Weighted %	**3.4%**	**16.6%**	**51.0%**	**20.0%**
No	**Unweighted N**	62	52	25	139
	Weighted N	58,904	29,692	17,839	106,435
	Weighted %	**96.6%**	**83.4%**	**49.0%**	**80.0%**
Total	**Unweighted N**	66	64	54	184
	Weighted N	60,979	35,618	36,391	132,988
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year and indicated that they had made *any* attempts to cut down, control, or stop gambling in the past year.

A61. Respondent became restless or irritable when trying to cut down or stop gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	3	2	23	28
	Weighted N	4,155	150	11,484	15,790
	Weighted %	**6.8%**	**0.4%**	**31.6%**	**11.9%**
No	**Unweighted N**	63	62	31	156
	Weighted N	56,824	35,467	24,906	117,198
	Weighted %	**93.2%**	**99.6%**	**68.4%**	**88.1%**
Total	**Unweighted N**	66	64	54	184
	Weighted N	60,979	35,618	36,391	132,988
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year and indicated that they had made *any* attempts to cut down, control, or stop gambling in the past year.

A62. Someone else would say respondent had difficulty controlling gambling regardless of whether they would agree by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	8	18	40	66
	Weighted N	2,334	10,700	27,019	40,053
	Weighted %	**0.1%**	**7.1%**	**51.9%**	**1.5%**
No	**Unweighted N**	4,382	213	37	4,632
	Weighted N	2,409,872	139,640	24,991	2,574,503
	Weighted %	**99.9%**	**92.9%**	**48.1%**	**98.5%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A63. Gambling caused significant mental stress in the form of guilt, anxiety, or depression for respondent or someone close to them by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	20	11	56	87
	Weighted N	16,370	9,325	30,775	56,471
	Weighted %	**0.7%**	**6.2%**	**59.2%**	**2.2%**
No	**Unweighted N**	4,370	220	21	4,611
	Weighted N	2,395,836	141,014	21,235	2,558,085
	Weighted %	**99.3%**	**93.8%**	**40.8%**	**97.8%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A64. Gambling caused significant financial concerns for respondent or someone close to them by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	21	10	37	68
	Weighted N	16,235	6,455	28,628	51,318
	Weighted %	**0.7%**	**4.3%**	**55.0%**	**2.0%**
No	**Unweighted N**	4,369	221	40	4,630
	Weighted N	2,395,971	143,885	23,382	2,563,238
	Weighted %	**99.3%**	**95.7%**	**45.0%**	**98.0%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A65. Lied to family or others to hide extent of gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	9	11	35	55
	Weighted N	5,253	11,606	26,224	43,083
	Weighted %	**0.2%**	**7.8%**	**50.4%**	**1.7%**
No	**Unweighted N**	4,375	219	42	4,636
	Weighted N	2,402,921	138,065	25,786	2,566,771
	Weighted %	**99.8%**	**92.2%**	**49.6%**	**98.3%**
Total	**Unweighted N**	4,384	230	77	4,691
	Weighted N	2,408,173	149,671	52,010	2,609,855
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A66. Gambled to escape from problems or when feeling depressed, anxious, or bad about themselves by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	20	23	37	80
	Weighted N	13,220	13,819	21,634	48,673
	Weighted %	**0.5%**	**9.2%**	**41.6%**	**1.9%**
No	**Unweighted N**	4,366	208	40	4,614
	Weighted N	2,396,805	136,521	30,376	2,563,702
	Weighted %	**99.5%**	**90.8%**	**58.4%**	**98.1%**
Total	**Unweighted N**	4,386	231	77	4,694
	Weighted N	2,410,024	150,340	52,010	2,612,374
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A67. Gambling caused respondent to either borrow a significant amount of money or sell some of their possessions by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	3	4	22	29
	Weighted N	2,201	1,074	18,067	21,342
	Weighted %	**0.1%**	**0.7%**	**34.7%**	**0.8%**
No	**Unweighted N**	4,387	227	55	4,669
	Weighted N	2,410,005	149,266	33,943	2,593,214
	Weighted %	**99.9%**	**99.3%**	**65.3%**	**99.2%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A68. Gambling caused serious problems in relationships with respondent's spouse/partner, or important friends or family by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	9	2	25	36
	Weighted N	8,930	246	14,003	23,179
	Weighted %	**0.4%**	**0.2%**	**26.9%**	**0.9%**
No	**Unweighted N**	4,381	229	52	4,662
	Weighted N	2,403,276	150,093	38,007	2,591,377
	Weighted %	**99.6%**	**99.8%**	**73.1%**	**99.1%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A69. Gambling caused respondent or someone close to them to write bad checks, take money that didn't belong to them, or commit other illegal acts to support their gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	3	3	14	20
	Weighted N	1,864	1,384	9,499	12,747
	Weighted %	**0.1%**	**0.9%**	**18.3%**	**0.5%**
No	**Unweighted N**	4,387	228	63	4,678
	Weighted N	2,410,343	148,956	42,511	2,601,810
	Weighted %	**99.9%**	**99.1%**	**81.7%**	**99.5%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A70. Gambling caused significant work or school problems for respondent or someone close to them or caused them to miss a significant amount of time off work or school by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	2	1	10	13
	Weighted N	1,645	105	6,598	8,348
	Weighted %	**0.1%**	**0.1%**	**12.7%**	**0.3%**
No	**Unweighted N**	4,388	230	67	4,685
	Weighted N	2,410,561	150,235	45,412	2,606,209
	Weighted %	**99.9%**	**99.9%**	**87.3%**	**99.7%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A71. Gambling caused repeated neglect of children or family by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	0	0	9	9
	Weighted N	0	0	5,328	5,328
	Weighted %	**0.0%**	**0.0%**	**10.2%**	**0.2%**
No	**Unweighted N**	4,390	231	68	4,689
	Weighted N	2,412,206	150,340	46,682	2,609,228
	Weighted %	**100.0%**	**100.0%**	**89.8%**	**99.8%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A72. Lost job or quit school because of gambling by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	0	0	4	4
	Weighted N	0	0	2,927	2,927
	Weighted %	**0.0%**	**0.0%**	**5.6%**	**0.1%**
No	**Unweighted N**	4,382	230	73	4,685
	Weighted N	2,407,629	149,614	49,083	2,606,327
	Weighted %	**100.0%**	**100.0%**	**94.4%**	**99.9%**
Total	**Unweighted N**	4,382	230	77	4,689
	Weighted N	2,407,629	149,614	52,010	2,609,253
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A73. Gambling caused significant health problems or injury for respondent or someone close to them by PPGM classification

		PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	1	1	6	8
	Weighted N	989	445	2,735	4,169
	Weighted %	**0.0%**	**0.3%**	**5.3%**	**0.2%**
No	**Unweighted N**	4,389	230	71	4,690
	Weighted N	2,411,218	149,894	49,275	2,610,387
	Weighted %	**100.0%**	**99.7%**	**94.7%**	**99.8%**
Total	**Unweighted N**	4,390	231	77	4,698
	Weighted N	2,412,206	150,340	52,010	2,614,556
	Weighted %	100.0%	100.0%	100.0%	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A74. Gambling caused serious problems in respondent's relationship with their spouse/partner, or important friends or family

		Total
Yes	**Unweighted N**	3
	Weighted N	2,800
	Weighted %	**16.8%**
No	**Unweighted N**	28
	Weighted N	13,849
	Weighted %	**83.2%**
Total	**Unweighted N**	31
	Weighted N	16,648
	Weighted %	100.0%

Note. This question was only asked of respondents who indicated some participation in gambling in the past year.

A75. General physical health by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Excellent, very good, or good	**Unweighted N**	2,798	4,023	194	62	7,077
	Weighted N	1,228,660	2,205,147	127,796	44,441	3,606,044
	Weighted %	**88.5%**	**91.5%**	**85.0%**	**85.4%**	**90.2%**
Fair or poor	**Unweighted N**	343	360	37	15	755
	Weighted N	159,448	204,365	22,544	7,569	393,926
	Weighted %	**11.5%**	**8.5%**	**15.0%**	**14.6%**	**9.8%**
Total	**Unweighted N**	3,141	4,383	231	77	7,832
	Weighted N	1,388,108	2,409,512	150,340	52,010	3,999,970
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A76. Confidence intervals for general health status by PPGM classification

General health	Gambler type	Proportion	95% CI, lower	95% CI, upper
Excellent, very good, or good	**Non-Gambler**	0.885	0.861	0.906
	Recreational	0.915	0.899	0.929
	At-Risk	0.850	0.771	0.905
	Problem	0.854	0.714	0.933
Fair or poor	**Non-Gambler**	0.115	0.094	0.139
	Recreational	0.085	0.071	0.101
	At-Risk	0.150	0.095	0.229
	Problem	0.146	0.067	0.286

A77. High blood pressure by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	1,087	1,425	92	28	2,632
	Weighted N	397,771	658,417	41,084	18,340	1,115,612
	Weighted %	**29.0%**	**27.6%**	**28.4%**	**35.7%**	**28.2%**
No	**Unweighted N**	2,019	2,920	132	48	5,119
	Weighted N	971,763	1,725,869	103,702	32,972	2,834,306
	Weighted %	**71.0%**	**72.4%**	**71.6%**	**64.3%**	**71.8%**
Total	**Unweighted N**	3,106	4,345	224	76	7,751
	Weighted N	1,369,533	2,384,286	144,787	51,312	3,949,918
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

Note. Question asked whether respondent had ever been told by a doctor, nurse, or other health professional that they had high blood pressure (also called hypertension).

A78. Confidence intervals for high blood pressure by PPGM classification

Has high blood pressure	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	**Non-Gambler**	0.290	0.266	0.316
	Recreational	0.276	0.257	0.296
	At-Risk	0.284	0.214	0.365
	Problem	0.357	0.215	0.531
No	**Non-Gambler**	0.710	0.684	0.734
	Recreational	0.724	0.704	0.743
	At-Risk	0.716	0.635	0.786
	Problem	0.643	0.469	0.785

A79. Overweight or obese by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	877	1,599	107	40	2,623
	Weighted N	377,393	824,670	58,106	24,243	1,284,412
	Weighted %	**28.1%**	**34.7%**	**39.2%**	**46.6%**	**32.8%**
No	**Unweighted N**	2,187	2,719	121	37	5,064
	Weighted N	964,506	1,551,998	90,071	27,767	2,634,342
	Weighted %	**71.9%**	**65.3%**	**60.8%**	**53.4%**	**67.2%**
Total	**Unweighted N**	3,064	4,318	228	77	7,687
	Weighted N	1,341,899	2,376,668	148,177	52,010	3,918,754
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

Note. Question asked whether respondent had ever been told by a doctor, nurse, or other health professional that they were obese or overweight.

A80. Confidence intervals for obese or overweight by PPGM classification

Obese or overweight	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	Non-Gambler	0.281	0.256	0.308
	Recreational	0.347	0.325	0.369
	At-Risk	0.392	0.306	0.485
	Problem	0.466	0.313	0.626
No	Non-Gambler	0.719	0.692	0.744
	Recreational	0.653	0.631	0.675
	At-Risk	0.608	0.515	0.694
	Problem	0.534	0.374	0.687

A81. Diabetes by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	255	377	35	8	675
	Weighted N	94,104	168,005	16,975	6,244	285,328
	Weighted %	**6.8%**	**7.0%**	**11.4%**	**12.1%**	**7.2%**
Yes, but only during pregnancy	**Unweighted N**	37	62	2	2	103
	Weighted N	17,006	26,157	442	984	44,589
	Weighted %	**1.2%**	**1.1%**	**0.3%**	**1.9%**	**1.1%**
No	**Unweighted N**	2,645	3,634	173	59	6,511
	Weighted N	1,195,669	2,084,132	121,597	41,067	3,442,464
	Weighted %	**86.8%**	**86.8%**	**81.4%**	**79.3%**	**86.5%**
No, only prediabetes or borderline diabetes	**Unweighted N**	193	300	18	7	518
	Weighted N	70,580	122,959	10,370	3,512	207,422
	Weighted %	**5.1%**	**5.1%**	**6.9%**	**6.8%**	**5.2%**
Total	**Unweighted N**	3,130	4,373	228	76	7,807
	Weighted N	1,377,359	2,401,253	149,383	51,808	3,979,803
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

Note. Question asked whether respondent had ever been told by a doctor, nurse, or other health professional that they had diabetes.

A82. Confidence intervals for diabetes by PPGM classification

Diabetes	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	**Non-Gambler**	0.068	0.057	0.082
	Recreational	0.070	0.061	0.081
	At-Risk	0.114	0.069	0.181
	Problem	0.121	0.055	0.246
Yes, but only during pregnancy	**Non-Gambler**	0.012	0.008	0.018
	Recreational	0.011	0.008	0.015
	At-Risk	0.003	0.001	0.012
	Problem	0.019	0.004	0.083
No	**Non-Gambler**	0.868	0.851	0.884
	Recreational	0.868	0.854	0.880
	At-Risk	0.814	0.737	0.872
	Problem	0.793	0.661	0.882
No, only pre-diabetes or borderline diabetes	**Non-Gambler**	0.051	0.042	0.062
	Recreational	0.051	0.044	0.060
	At-Risk	0.069	0.037	0.127
	Problem	0.068	0.028	0.154

A83. General mental health by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Excellent, very good, or good	**Unweighted N**	2,775	3,844	186	52	6,857
	Weighted N	1,165,363	2,104,380	119,363	37,136	3,426,243
	Weighted %	**84.4%**	**87.3%**	**80.2%**	**71.4%**	**85.8%**
Fair or poor	**Unweighted N**	356	538	42	25	961
	Weighted N	216,125	304,967	29,498	14,874	565,464
	Weighted %	**15.6%**	**12.7%**	**19.8%**	**28.6%**	**14.2%**
Total	**Unweighted N**	3131	4382	228	77	7818
	Weighted N	1,381,488	2,409,347	148,862	52,010	3,991,707
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A84. Confidence intervals for general mental health status by PPGM classification

General mental health status	Gambler type	Proportion	95% CI, lower	95% CI, upper
Excellent, very good, or good	**Non-Gambler**	0.844	0.818	0.866
	Recreational	0.873	0.857	0.888
	At-Risk	0.802	0.719	0.865
	Problem	0.714	0.562	0.829
Fair or poor	**Non-Gambler**	0.156	0.134	0.182
	Recreational	0.127	0.112	0.143
	At-Risk	0.198	0.135	0.281
	Problem	0.286	0.171	0.438

A85. Depressive disorder by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	685	1,000	62	31	1,778
	Weighted N	289,994	477,969	33,857	16,390	818,210
	Weighted %	**21.4%**	**20.1%**	**23.4%**	**32.2%**	**20.9%**
No	**Unweighted N**	2,386	3,317	162	44	5,909
	Weighted N	1,064,345	1,895,276	110,595	34,576	3,104,792
	Weighted %	**78.6%**	**79.9%**	**76.6%**	**67.8%**	**79.1%**
Total	**Unweighted N**	3,071	4,317	224	75	7,687
	Weighted N	1,354,339	2,373,245	144,452	50,966	3,923,002
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

Note. Question asked whether respondent had ever been told by a doctor, nurse, or other health professional that they had a depressive disorder, including depression, major depression, dysthymia, or minor depression.

A86. Confidence intervals for depressive disorder by PPGM classification

Depressive disorder	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	**Non-Gambler**	0.214	0.192	0.238
	Recreational	0.201	0.185	0.219
	At-Risk	0.234	0.168	0.318
	Problem	0.322	0.196	0.480
No	**Non-Gambler**	0.786	0.762	0.808
	Recreational	0.799	0.781	0.815
	At-Risk	0.766	0.682	0.832
	Problem	0.678	0.520	0.804

A87. Tobacco use in past 30 days by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	195	525	76	31	827
	Weighted N	102,071	330,506	56,100	30,485	519,162
	Weighted %	**7.5%**	**13.8%**	**37.7%**	**59.7%**	**13.1%**
No	**Unweighted N**	2,891	3,836	152	45	6,924
	Weighted N	1,266,661	2,070,313	92,581	20,620	3,450,176
	Weighted %	**92.5%**	**86.2%**	**62.3%**	**40.3%**	**86.9%**
Total	**Unweighted N**	3,086	4,361	228	76	7,751
	Weighted N	1,368,733	2,400,820	148,681	51,105	3,969,338
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A88. Confidence intervals for tobacco use by PPGM classification

Used tobacco in last 30 days	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	**Non-Gambler**	0.075	0.061	0.092
	Recreational	0.138	0.122	0.154
	At-Risk	0.377	0.288	0.476
	Problem	0.597	0.442	0.734
No	**Non-Gambler**	0.925	0.908	0.939
	Recreational	0.862	0.846	0.878
	At-Risk	0.623	0.524	0.712
	Problem	0.403	0.266	0.558

A89. E-cigarette use in past 30 days by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	32	95	13	8	148
	Weighted N	40,149	81,182	11,051	8,294	140,676
	Weighted %	**2.9%**	**3.4%**	**7.4%**	**15.9%**	**3.6%**
No	**Unweighted N**	3,047	4,252	215	69	7,583
	Weighted N	1,327,475	2,312,229	138,393	43,716	3,821,813
	Weighted %	**97.1%**	**96.6%**	**92.6%**	**84.1%**	**96.4%**
Total	**Unweighted N**	3,079	4,347	228	77	7,731
	Weighted N	1,367,624	2,393,411	149,444	52,010	3,962,489
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A90. Confidence intervals for e-cigarette use by PPGM classification

Used e-cigarettes in last 30 days	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	**Non-Gambler**	0.029	0.017	0.050
	Recreational	0.034	0.024	0.048
	At-Risk	0.074	0.031	0.165
	Problem	0.159	0.069	0.327
No	**Non-Gambler**	0.971	0.950	0.983
	Recreational	0.966	0.952	0.976
	At-Risk	0.926	0.835	0.969
	Problem	0.841	0.673	0.931

A91. Any alcoholic drinks in past 30 days by PPGM classification

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Yes	**Unweighted N**	1,717	3,351	167	58	5,293
	Weighted N	722,373	1,896,928	115,919	32,969	2,768,189
	Weighted %	**52.7%**	**79.0%**	**77.4%**	**63.4%**	**69.6%**
No	**Unweighted N**	1,380	1,013	62	19	2,474
	Weighted N	648,333	505,232	33,762	19,041	1,206,368
	Weighted %	**47.3%**	**21.0%**	**22.6%**	**36.6%**	**30.4%**
Total	**Unweighted N**	3,097	4,364	229	77	7,767
	Weighted N	1,370,706	2,402,160	149,681	52,010	3,974,556
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

A92. Confidence intervals for any alcoholic drinks in past 30 days by PPGM classification

Any alcoholic drinks in last 30 days	Gambler type	Proportion	95% CI, lower	95% CI, upper
Yes	**Non-Gambler**	0.527	0.498	0.556
	Recreational	0.790	0.771	0.807
	At-Risk	0.774	0.690	0.841
	Problem	0.634	0.457	0.781
No	**Non-Gambler**	0.473	0.444	0.502
	Recreational	0.210	0.193	0.229
	At-Risk	0.226	0.159	0.310
	Problem	0.366	0.219	0.543

A93. Probability of diagnosis of substance use disorder

		PPGM Classification: Non-gambler	PPGM Classification: Recreational	PPGM Classification: At-risk	PPGM Classification: Problem	Total
Low	**Unweighted N**	1,948	2,014	95	23	4,080
	Weighted N	896,688	1,047,221	52,578	21,131	2,017,618
	Weighted %	**65.4%**	**43.9%**	**35.9%**	**43.1%**	**51.0%**
Moderate	**Unweighted N**	1,096	2,206	108	36	3,446
	Weighted N	436,689	1,252,534	82,217	18,842	1,790,282
	Weighted %	**31.8%**	**52.5%**	**56.2%**	**38.4%**	**45.3%**
High	**Unweighted N**	49	121	20	16	206
	Weighted N	38,301	86,559	11,577	9,085	145,522
	Weighted %	**2.8%**	**3.6%**	**7.9%**	**18.5%**	**3.7%**
Total	**Unweighted N**	3,093	4,341	223	75	7,732
	Weighted N	1,371,678	2,386,314	146,372	49,058	3,953,423
	Weighted %	100.0%	100.0%	100.0%	100.0%	100.0%

Note. Probability of diagnosis of substance use disorder was determined by respondent's answers to a series of five questions that are part of the GAIN-SS screener tool for substance use disorder.

A94. Confidence intervals for probability of substance use disorder diagnosis in past 30 days by PPGM classification

Probability of substance use disorder diagnosis	Gambler type	Proportion	95% CI, lower	95% CI, upper
Low	**Non-Gambler**	0.654	0.627	0.680
	Recreational	0.439	0.416	0.462
	At-Risk	0.359	0.275	0.453
	Problem	0.431	0.274	0.602
Moderate	**Non-Gambler**	0.318	0.294	0.344
	Recreational	0.525	0.502	0.548
	At-Risk	0.562	0.465	0.654
	Problem	0.384	0.249	0.540
High	**Non-Gambler**	0.028	0.017	0.045
	Recreational	0.036	0.027	0.048
	At-Risk	0.079	0.046	0.134
	Problem	0.185	0.096	0.327

A95. Seen or heard media campaign to prevent problem gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	1,922	1,069,460	24.8	**25.0**
No	6,501	3,208,289	74.3	**75.0**
Total valid	8,423	4,277,750	99.1	**100.0**
Missing	89	39,066	0.9	
Total	8,512	4,316,816	100.0	

Note. Question asked whether respondent had seen or heard a media campaign to prevent problem gambling in Minnesota (e.g., GetGamblingHelp.com or JustAskMN.org; online advertising; social media; restaurant, bar, or gas station posters; Pandora; at a casino; at a sports venue; billboards).

A96. Media campaign or program increased awareness of problem gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	840	471,080	10.9	**44.5**
No	1,045	587,867	13.6	**55.5**
Total valid	1,885	1,058,947	24.5	**100.0**
Missing	6,627	3,257,869	75.5	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of respondents who indicated that they had seen or heard a media campaign to prevent problem gambling.

A97. Aware of any programs to prevent problem gambling offered at school, place of work, in community, or elsewhere

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	1,058	590,888	13.7	**13.9**
No	7,311	3,660,079	84.8	**86.1**
Total valid	8,369	4,250,967	98.5	**100.0**
Missing	143	65,849	1.5	
Total	8,512	4,316,816	100.0	

Note. Question asked whether respondent was aware of any programs to prevent problem gambling (other than media campaigns) offered at their school, their place of work, in their community, or elsewhere.

A98. Participated in program to prevent problem gambling

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	12	9,939	0.2	**1.7**
No	1,026	572,199	13.3	**98.3**
Total valid	1,038	582,138	13.5	**100.0**
Missing	7,474	3,734,678	86.5	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of respondents who indicated that they were aware of programs to prevent problem gambling.

A99. Wanted help or thought about getting help for gambling problem

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	21	11,952	0.3	**13.6**
No	133	75,694	1.8	**86.4**
Total valid	154	87,646	2.0	**100.0**
Missing	8,358	4,229,170	98.0	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of people who ever thought they might have ever had a gambling problem.

A100. Got help for gambling problem

	Unweighted N	Weighted N	Weighted Percent	Valid percent
Yes	5	4,438	0.1	**37.1**
No	16	7,514	0.2	**62.9**
Total valid	21	11,952	0.3	**100.0**
Missing	8,491	4,304,864	99.7	
Total	8,512	4,316,816	100.0	

Note. This question was only asked of people who wanted or thought about getting help for a gambling problem.

A101. Reasons for not getting help

Reason	Unweighted N	Weighted N	Weighted Percent	Valid percent
Didn't know where to find help	3	1,528	0.0%	**20.3%**
Nothing available in my area	0	0	0.0%	**0.0%**
Too embarrassed to ask for help	6	4,253	0.1%	**56.6%**
Worried about negative impact on my job or family	3	1,951	0.0%	**26.0%**
Thought I could fix the problem on my own	12	6,584	0.2%	**87.6%**
Didn't think counseling would work for me	4	792	0.0%	**10.5%**
Couldn't afford to get help	3	1,632	0.0%	**21.7%**
No time/too busy	5	1,798	0.0%	**23.9%**
Other reasons	1	207	0.0%	**2.8%**
Total valid	16	7,514		
Missing	8496	4,309,302		
Total	8512	4,316,816		

Note. This question was only asked of respondents who wanted or thought about but did not get help for gambling problems in the past 12 months. Participants were asked to select all the reasons they did not get help from a list of nine including an "other specify" option.

Appendix 3.
Comparison of Pathological and Problem Gambling Measure (PPGM) and Diagnostic Screening Manual-V (DMS-V) screening results

This study uses the PPGM as the primary screening tool for identifying individuals who are at-risk and problem gamblers. However, the survey was designed to also include questions that align with the nine criteria used for clinically diagnosing gambling disorder as listed in the DSM-V. The DSM-V questions were included to assess the similarity in problem gambling classification across the two screening approaches.

There are a few important things to note about the DSM-V:

1. There is not currently a widely accepted self-administered tool for assessing the DSM-V criteria. The National Opinion Research Center's DSM Screen for Gambling Problems (NODS) was a widely accepted and used tool based on the DSM-IV.
2. The terminology evolved between the DSM-IV and V. The DSM-IV defined and provided criteria for "pathological gambling" (Riley & Smith, 2013). An individual was required to meet at least five of the 10 diagnostic criteria to be diagnosed as such. The DSM-V renamed the diagnosis as "gambling disorder," removed the criterion related to committing illegal acts, and lowered the threshold for gambling disorder to four criteria.

To ensure coverage of the DSM-V criteria, we identified questions from the PPGM that, based on wording and content, aligned with the concepts measured by the DSM-V criteria. When none of the PPGM questions aligned with a specific DSM-V criterion, we identified and included an appropriate question from another existing screening tool (such as the NODS, based on the DSM-IV criteria for pathological gambling) to measure that criterion. The DSM-V was scored in the following way:

- Mild gambling disorder: 4-5 criteria met
- Moderate gambling disorder: 6-7 criteria met
- Severe gambling disorder: 8-9 criteria met

Individuals who meet 1-3 criteria can be considered problem gamblers, at-risk for gambling disorder, or subclinical (Riley & Smith, 2013).

If the PPGM and the DSM-V operated identically in practice, we would expect the following:

- All PPGM-categorized pathological gamblers would meet 4 or more of the DSM-V criteria
- All PPGM-categorized at-risk or problem gamblers would meet 1-3 of the DSM-V criteria
- All PPGM-categorized non-gamblers and recreational gamblers would meet none of the DSM-V criteria

Figure A102 shows the cross-tabulation of the collapsed PPGM and DSM-V categories that we would expect to align. Overall, the two screening approaches align reasonably well.

- 74% of PPGM-categorized pathological gamblers were also classified by the DSM-V as having gambling disorder (mild, moderate, or severe). The remaining were classified by the DSM-V as problem/at-risk/subclinical.
- 63% of the PPGM-categorized at-risk or problem gamblers were also classified by the DSM-V as problem/at-risk/subclinical. 34% of the PPGM-categorized at-risk or problem gamblers were classified lower by the DSM-V (i.e., DSM-V score = 0), and only 2% were classified higher (i.e., as having diagnosable gambling disorder).

Additional investigation is recommended to get a more nuanced understanding of the instances when these two tools do not align. For example, additional analysis could show if there are specific question items that tend to push individuals into higher levels of severity based on the PPGM (i.e., pathological) while the DSM only categorizes them as problem/at-risk/subclinical.

Figure A102. Cross-tabulation of PPGM and DSM-V screening categories

PPGM		DSM –V: 0	DSM –V: 1-3 (problem/at-risk/subclinical)	DSM –V: 4+ (gambling disorder)	Total
Recreational	**Unweighted N**	4,305	66	2	4,373
	Weighted N	2,354,916	46,016	1,427	2,402,359
	Weighted row %	98%	2%	0%	100%
At-risk/problem	**Unweighted N**	105	151	6	262
	Weighted N	58,707	109,132	4,057	171,896
	Weighted row %	34%	63%	2%	100%
Pathological	**Unweighted N**	0	11	33	44
	Weighted N	0	7,570	21,490	29,060
	Weighted row %	0%	26%	74%	100%

Acknowledgements

The authors would like to thank Minnesota Department of Human Services staff, in particular Helen Ghebre, Shawnee Hunt, Eunkyung Park, Nick Puente, and Trevor Urman, for their many contributions to this study. We would also like to thank the many Minnesotans who completed the survey and contributed information that made this study possible.

Wilder Research staff who contributed to this report include:
Sheila Bell
Jenny Bohlke
Leanna Browne
Jackie Campeau
Marilyn Conrad
Phil Cooper
Allie Devney
Anna Granias
Katherine Harter
Matt Kinney
Bryan Lloyd
Heather Loch
Bunchung Ly
Nicole MartinRogers
Margie Peterson
Maria Robinson
Miguel Salazar
Melissa Serafin
Dan Swanson
Beaty Thao
Karen Ulstad

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