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**SURVEY**  
**ON THE**  
**PERCEPTIONS & ATTITUDES**  
**TOWARDS GAMBLING ISSUES**  
**IN**  
**SINGAPORE**

**Report by the National Council on Problem Gambling**  
**September 2006**

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# EXECUTIVE SUMMARY

1. The National Council on Problem Gambling (NCPG) commissioned a survey in January 2006 on the Perceptions and Attitudes towards Gambling Issues in Singapore. The objective of the survey was threefold:
  - To provide a baseline for the purpose of assessing the NCPG's future public education efforts;
  - To assess and evaluate the perceptions and attitudes of Singapore residents towards gambling issues;
  - To assess the level of awareness of problem gambling, help services and the NCPG among Singapore residents.
2. A structured questionnaire was designed and administered through face-to-face interviews between March to May 2006 to a stratified random and representative sample of 2000 Singapore residents (citizens and Permanent Residents) aged 15 – 75 years at their homes. The minority ethnic groups were purposefully over-sampled to obtain sufficient sample sizes necessary for meaningful sub-group analysis. Annex A provides the breakdown of the sample based on age, ethnic group and gender. Prior to conducting any data analyses, all data were appropriately weighted using national demographic statistics to ensure that the findings are representative of the Singapore population.

## **Participation In Gambling Activities**

3. Overall, 59% of the respondents indicated that they have participated in at least one form of gambling activity in the past 12 months. For the purpose of interpreting some of the results of this survey, this group of respondents were classified as gamblers. Those who have not participated in any form of gambling activity in the past 12 months (41%) were classified as non-gamblers.
4. The large majority (76%) of gamblers indicated that they would set gambling limits/budget on gambling and only a minority (10%) indicated that they have ever experienced difficulties (e.g. health, finance, job/school, relationship, mental/emotions) arising from gambling habits. These findings suggest that gamblers are generally aware of the risks of problem gambling and the majority of them are not adversely affected by their gambling behaviour.

## **Perception Of Various Gambling Forms Among Singaporeans**

5. Respondents differed in the way they classified various games as 'leisure activities' or 'gambling activities'. Of the 12 games presented to respondents in the survey, the following 5 games were regarded by the large majority (75% or more) as 'gambling activities' rather than 'leisure activities':

- Table games by local private gambling operators (82%);
- Table games in casinos/cruises/other countries (81%);
- Horse racing (76%);
- Jackpot machines in casinos/cruises/other countries (76%);
- Online gambling (75%).

To a lesser extent, jackpot/fruit machines in clubs (67%) and sports betting (65%) were also regarded by the majority of respondents as 'gambling' rather than 'leisure activities'.

The following 5 games were regarded by more of the respondents to be 'leisure activities' rather than 'gambling activities'. The proportion indicating that these games were 'gambling activities' was as follows:

- Social gambling (e.g. mahjong, card games involving money and played among close friends and/or relatives) (47%);
- 4D (45%);
- Toto (45%);
- Singapore Sweep (43%);
- Scratchit! (39%).

## **General Perceptions Towards Gambling**

6. Overall, respondents were aware about the risks of gambling. The majority felt that gambling was potentially harmful and addictive, that gambling was very likely to lead to an unhappy family life, and that gambling should not be a means for financial betterment or for coping emotionally. They were also cautious about chasing wins and recovering losses and they saw gambling as a game of chance rather than skill. Respondents were split on whether gambling was an objectionable activity, and whether it was a fun and entertaining form of recreation.

7. Gamblers generally held more accepting views towards gambling activities and statements about gambling than non-gamblers. For example, gamblers were more likely to regard various gambling forms as 'leisure activities' than non-gamblers. Gamblers were also more likely to hold the

views that gambling occasionally but not in excess was acceptable and that gambling was a good way for social bonding among friends.

### **Awareness And Likelihood To Approach Help Services**

8. The majority of respondents indicated that they would approach either family members or friends for help if they had gambling related problems.
9. Overall, awareness of the help services available was very low (0-4%). However, about half of the respondents indicated that they would look for professionals (47%) if they have gambling-related problems. Moreover, when respondents were asked how likely they would approach the various community help centres if they discovered that they had a gambling problem and were aware of the services available, the majority of respondents indicated that they would likely approach these services (76%). Also, the majority of respondents (74%), when asked how likely they would approach social services agencies if their families or friends had a gambling problem, indicated that they were likely to do so. The pattern of findings suggests that more individuals with gambling problems would approach professionals for help if they are aware of the availability of the various community help services. This shows that more needs to be done to increase the awareness of availability of community help services.

### **Perception Towards Efforts And Awareness Of Problem Gambling**

10. A large majority of respondents felt that their knowledge that Singapore is putting in more resources to address problem gambling had increased (85%). In addition, 81% of respondents felt more confident that Singapore would be able to deal with problem gambling, and 80% felt more confident that gambling addiction can be effectively treated.
11. On addressing problem gambling, respondents felt that efforts to curb the potential social problems arising from gambling were important and that more could be done to help problem gamblers (97%) and to educate the public on problem gambling (97%).
12. The majority of respondents (80%) held the view that problem gamblers could be effectively treated and that people with gambling problems need the support from family members or close friends to overcome their addiction (84%).
13. There was high overall awareness of the harms and warning signs of problem gambling (81%).

### **Differences By Age, Gender, And Ethnic Group**

14. The proportion of gamblers was higher among older respondents (age 30 years and above, 64%) than younger respondents (age below 30 years, 48%).
15. The proportion of gamblers was slightly higher among males (63%) than females (57%).
16. With regard to ethnic group differences, Chinese and Indians were much more likely to consider various gambling forms (i.e. especially the 'softer' forms such as 4D, Toto, Singapore Sweep and social gambling) as 'leisure' rather than 'gambling' activities in comparison to Malays. Chinese and Indians were also more likely to agree, compared to Malays, that gambling occasionally and not in excess was acceptable, that gambling was a good way for social bonding, that there was nothing wrong with gambling and that gambling is a fun and entertaining form of recreation. This disparity in view could possibly be attributed to the greater proportion of gamblers among Chinese (69%) and Indians (51%) as compared to among Malays (9%).

## **SECTION I: PARTICIPATION IN GAMBLING ACTIVITIES**

- 1.1. Overall, 59% of the respondents indicated that they have participated in at least one form of gambling activity in the past 12 months. For the purpose of interpreting some of the results of this survey, this group of respondents were classified as gamblers. Those who have not participated in any form of gambling activity in the past 12 months (41%) were classified as non-gamblers.
- 1.2. The large majority (76%) of gamblers indicated that they would set gambling limits/budget on gambling and only a minority (10%) indicated that they had ever experienced difficulties (e.g. health, finance, job/school, relationship, mental/emotions) arising from gambling habits. These findings suggest that gamblers are generally aware of the risks of problem gambling and the majority of them are not adversely affected by their gambling behaviour.

### **Age Differences**

- 1.3. The proportion of gamblers was higher among the older respondents (age 30 years and above, 64%) than younger respondents (age below 30 years, 48%).

### **Gender Differences**

- 1.4. The proportion of gamblers was slightly higher among males (63%) than females (57%).

### **Ethnic Group Differences**

- 1.5. With regard to ethnic group differences, the proportion of gamblers was higher among the Chinese (69%) and Indians (51%), compared to Malays (9%).

## SECTION II: PERCEPTIONS TOWARDS GAMBLING ISSUES

### Perception Towards Various Gambling Forms

2.1. Respondents were given a list of 12 games and asked whether they view each game as 'leisure' or 'gambling' activities. For games that are 'softer' forms of gambling such as Scratchit!, Singapore Sweep, 4D and Toto, slightly over 50% viewed them as leisure activities than gambling activities. The same was observed for social gambling. The majority considered sports betting, jackpots, casino table games and online gambling as gambling activities rather than leisure activities. These findings indicate that there was significant variation in perception towards the various forms of gambling among the general public. While some would consider a particular game type as gambling, others might not. This was especially so with regard to the 'softer' forms of gambling.

Table 1: Respondents' Perception of Games as 'Leisure' or 'Gambling' Activities

<b>Game Type</b>	<b>Leisure (%)</b>	<b>Gambling (%)</b>
Scratchit!	55	39
Singapore Sweep	55	43
4D	54	45
Toto	53	45
Social gambling	52	47
Sports Betting	33	<b>65</b>
Jackpot, fruit machines in clubs	32	<b>67</b>
Horse Racing	23	<b>76</b>
Jackpot machines in casinos/ In cruises/other countries	22	<b>76</b>
Online gambling	21	<b>75</b>
Table games in casinos/in cruises/ other countries	17	<b>81</b>
Table games by local private gambling operators	15	<b>82</b>

2.2. Across all 12 games, gamblers were more likely to view the games as 'leisure' rather than 'gambling' activities in comparison to non-gamblers.

- 2.3. Chinese and Indians were much more likely to consider various games (especially the 'softer' forms such as 4D, Toto, Singapore Sweep and social gambling) as 'leisure' rather than 'gambling' activities in comparison to Malays.

Table 2: Perception of Gambling Forms by Ethnic Group

<b>Game Type</b>	<b>Chinese</b>	<b>Malay</b>	<b>Indian</b>
	Leisure/ Gambling (%)	Leisure/ Gambling (%)	Leisure/ Gambling (%)
Scratchit!	<b>60 / 35</b>	<b>28 / 63</b>	<b>53 / 41</b>
Singapore Sweep	<b>62 / 36</b>	<b>17 / 81</b>	<b>50 / 47</b>
4D	<b>60 / 38</b>	<b>16 / 82</b>	<b>49 / 49</b>
Toto	<b>60 / 39</b>	<b>15 / 83</b>	<b>49 / 49</b>
Social gambling	<b>58 / 40</b>	<b>16 / 82</b>	<b>47 / 51</b>
Sports Betting	36 / 62	11 / 87	33 / 65
Jackpot, fruit machines in clubs	36 / 63	7 / 90	29 / 69
Horse Racing	26 / 73	5 / 94	24 / 75
Jackpot machines in casinos/ in cruises/other countries	26 / 73	5 / 93	16 / 82
Online gambling	24 / 71	7 / 87	15 / 83
Table games in casinos/in cruises/ other countries	20 / 78	4 / 94	13 / 86
Table games by local private gambling operators	18 / 80	3 / 93	12 / 86

### **General Perceptions Towards Gambling**

- 2.4. Respondents were given a list of 8 statements on gambling to gauge their general perceptions towards various gambling issues.
- 2.5. On the whole, the majority of the respondents felt that gambling was potentially harmful. A large majority agreed that that gambling was very likely to lead to an unhappy family life (81%) and that frequent gambling would lead to one being poorer (76%).

- 2.6. Although respondents recognized the potential harm that gambling could bring about, the majority also felt that gambling once in a while and not excessively was acceptable (74%). This view was held more strongly by gamblers (89% agree) than non-gamblers (44% agree).

Table 3: % of Respondents who agree with General Statements on Gambling

<b>Statement</b>	<b>% Agree</b>
▪ I believe gambling is very likely to lead to an unhappy family life	81
▪ If you keep gambling frequently, you will be poorer in the end	76
▪ It is OK to gamble once in a while, as long as it is not done excessively	74

- 2.7. The majority of the respondents (78% to 90%) did not view gambling as an appropriate means of financial betterment or a way to take one's mind off problems.

Table 4: % of Respondents who agree with General Statements on Gambling

<b>Statement</b>	<b>% Agree</b>
▪ I think gambling is a good way to take your mind off other problems	22
▪ I think gambling is a good way to get rich	13
▪ If you keep gambling frequently, you will win lots of money one day	11
▪ I think gambling is a good way to get money to pay debts or solve financial difficulties	10

- 2.8. A significant minority (36%) were of the view that gambling was a good means of social bonding among friends. However, this view was held more strongly by gamblers (50% agree) compared to non-gamblers (12% agree).

Table 5: % of Respondents who agree with General Statements on Gambling

<b>Statement</b>	<b>% Agree</b>
▪ I think gambling is a good way for social bonding among friends	36

- 2.9. Respondents were split on whether or not they considered gambling to be 'a fun and entertaining form of recreation' (52% agree, 48% disagree). Respondents were also split on whether or not there was 'nothing wrong with gambling' (48% agree, 52% disagree), indicating that there was no clear consensus among the public whether or not gambling was an objectionable activity, or whether it was an acceptable form of recreation.
- 2.10. Among gamblers, 60% were of the view that there was nothing wrong with gambling, compared to only 25% among non-gamblers who held this view. Similarly, 65% gamblers were of the view that gambling was a fun and entertaining form of recreation, compared to only 28% among non-gamblers who held this view.

Table 6: % of Respondents who agree with General Statements on Gambling

Statement	% Agree
▪ To me, gambling is a fun and entertaining form of recreation	52
▪ There is nothing wrong with gambling	48

### **Specific Beliefs About Gambling**

- 2.11. Respondents were also given 10 statements to gauge their specific beliefs about gambling. Only a minority of respondents felt that it made sense to continue gambling to chase wins or recover losses. A larger proportion felt that it made sense to chase wins (20%) compared to recovering losses (11%). With regard to risk taking, a significant minority (32%) agreed that one 'must not be afraid to take risks' when gambling. While gamblers are more likely to agree more that it made sense to chase their wins (27%) and recover their losses (15%) as compared to non-gamblers (chasing wins: 10%, recovering losses: 6%), it was a minority of them who agreed that it made sense to do so. These findings suggest that respondents would generally take a cautious approach when gambling.

Table 7: % of Respondents who agree with Specific Statements on Gambling

Statement	% Agree
▪ After winning money in gambling, it makes sense to continue gambling to win more	20
▪ After losing money in gambling, it makes sense to continue gambling to win back the losses	11

▪ When gambling, we must not be afraid to take risks	32
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2.12. Only a small minority of respondents (14%) felt that it was possible to win lots of money by having the right gambling skills, indicating that the majority perceived gambling as essentially luck dependent. Gamblers (17%) were more likely to feel that having the right gambling skills could win lots of money, compared to non-gamblers (10%).

Table 8: % of Respondents who agree with Specific Statements on Gambling

Statement	% Agree
▪ It is possible to win lots of money if you have the right gambling skills	14

2.13. Only a minority of respondents (20%) indicated that they would participate in a particular gambling activity following a friend's windfall. This suggests that the majority of respondents were generally rational in their gambling behaviour and were able to recognize that gambling is essentially a game of chance. With regard to informing others about one's gambling activities, only about 20% of respondents felt that it was better not to tell family and friends of their gambling. This findings may reflect the perception among majority of respondents that gambling per se was not something that would lead to strong disapproval from family and friends.

Table 9: % of Respondents who agree with Specific Statements on Gambling

Statement	% Agree
▪ If my friend has just won lots of money from one type of gambling, I will be more likely to play in the same type of gambling	20
▪ It is better not to tell ones' family and friends that one gambles	21
▪ It is better for one to tell one's family and friends, BOTH if he won at gambling and if he lost	22
▪ It is better for one to tell one's family and friends ONLY if he won at gambling and NOT if he lost	17

## **Perceptions About Gambling Addiction, Gamblers And Problem Gambling**

2.14. With regard to gambling addiction and its treatment, a large majority of respondents felt that gambling could be very addictive (93%) but most also felt that gambling addiction could be effectively treated (80%) and that support from friends and family was important (84%). Only a small minority (19%) felt that persons with gambling problems should not tell others about it. These findings suggest that respondents felt that family and friends are important sources of care and support for those experiencing gambling problems and that they were optimistic that gambling addiction could be effectively treated.

Table 10: % of Respondents who agree with Specific Statements on Gambling

<b>Statement</b>	<b>% Agree</b>
▪ Gambling can be very addictive	93
▪ Gambling addiction can be effectively treated	80
▪ People with gambling problems need support from family members or close friends to overcome addiction	84
▪ If a person has a gambling problem, it is better not to tell others about it	19

2.15. A large majority felt that more should be done to address problem gambling in Singapore (97%), and that if nothing were done, social problems would increase (93%). These findings indicate general public acknowledgement that gambling could cause undesirable social impacts, and that therefore, there is a need for active efforts to address gambling related problems.

Table 11: % of Respondents who agree with Specific Statements on Gambling

<b>Statement</b>	<b>% Agree</b>
▪ If we do nothing now, gambling will increase the social problems in Singapore	93
▪ More should be done to help those with gambling problems	97
▪ More should be done to educate the public on problem gambling	97

## **Comparison Across Ethnic Groups**

- 2.16. Chinese and Indians were more likely than Malays to agree that gambling was a good means of social bonding among friends, that there was nothing wrong with gambling, that gambling was a fun and entertaining form of recreation and that it was OK to gamble once in a while as long as it is not done in an excessive manner.
- 2.17. This disparity could be attributed to the much larger proportion of gamblers among the Chinese (69%) and Indians (51%) as compared to the Malays (9%). As reported earlier, gamblers generally viewed gambling as an acceptable activity and hence agreed more with the various statements on gambling as a social or entertainment activity. These findings are consistent with the widespread notion that gambling is culturally acceptable among the Chinese but disapproved in the Malay community.

Table 12: Perceptions towards General Statements (by Ethnic Group)

<b>Statement</b>	<b>Chinese (% agree)</b>	<b>Malay (% agree)</b>	<b>Indian (% agree)</b>
To me, gambling is a fun and entertaining form of recreation	57	24	43
I think gambling is a good way for social bonding among friends	41	9	35
There is nothing wrong with gambling	52	20	48
It is OK to gamble once in a while, as long as it is not done excessively	81	34	65

## SECTION III: AWARENESS OF PROBLEM GAMBLING

- 3.1. One of the primary objectives of the survey was to gauge the current level of public awareness of problem gambling and identify the sources from which awareness was derived. In the survey, the majority of the respondents (81%) indicated that they were aware of the general term or concept of problem gambling and a significant minority (32%) was able to explain problem gambling by describing one or more of the signs of problem gambling (i.e., negative behaviours or consequences that might be associated with problem gambling).

Table 13: Awareness of Problem Gambling

<b>Awareness of Problem Gambling</b>	<b>Total (%)</b>
<b>Aware</b>	81
<b>Not Aware</b>	19

- 3.2. As noted earlier, when asked to explain the concept of problem gambling, a significant minority of respondents were able to describe symptoms of problem gambling (e.g., obtaining money from illegal means to finance gambling, having relationship problems as a result of gambling), without any aid from the interviewer. In the survey, after respondents had explained or failed to explain the concept of problem gambling, they were given a list of statements describing the signs of problem gambling and were asked if each statement applies to the concept of problem gambling. Results showed that the majority of respondents (83 – 93%) were able to accurately identify the signs of problem gambling.

Table 14: Awareness of the Signs of Problem Gambling

<b>Possible Signs of Problem Gambling</b>	<b>% of Respondents who agree</b>
Obtaining money from illegal means (e.g. loansharks) to gamble	93
Facing financial difficulty, or needing financial support due to gambling	92
Gambling until your last dollar is spent	92
Using income or savings to gamble instead of	92

paying bills	
Needing to gamble with more and more money	91
Borrowing money to finance gambling	91
Thinking about gambling activities all day long	90
Missing work or school or important career/job opportunity because of a person's gambling	89
Gambling more to win back losses after losing money	89
Wanting to stop gambling but not being able to do so	89
Having relationship problems (with family, friends) as a result of gambling	88
Feeling restless or irritated when one does not gamble	87
Gambling to escape from stress, depression or helplessness	83
Hiding one's gambling or how much one gambles from others	83

In the past one year (since the Council was formed), the Council had initiated several public education efforts through television and print media. In the survey, respondents were asked to indicate if these two media were sources from which they had heard about problem gambling. A majority of respondents indicated that they had heard about problem gambling from television (66%) and print media (63%).

Table 15: Source of Awareness of Problem Gambling

<b>Source of awareness</b>	<b>Total (%)</b>
<b>Television</b>	66
<b>Print media</b>	63

## SECTION IV: AWARENESS OF THE NCPG

- 4.1. The survey found that awareness of the National Council on Problem Gambling (NCPG) was generally low. Only a small minority of respondents (12%) indicated that they knew of an independent council responsible for tackling problem gambling in Singapore. Among this minority group of respondents who knew of the existence of an independent council, 44% were able to accurately report the exact name of the Council and 76% recognized the NCPG logo when it was shown to them,
- 4.2. Television was the main source from which respondents knew about the NCPG (84%) and the print media (e.g. newspapers, magazines) was a significantly less likely source (43%).

Table 16: Source of Awareness of NCPG

<b>Source of awareness</b>	<b>Total (%)</b>
<b>Television</b>	84
<b>Print media</b>	43

## SECTION V: CHANGE IN PUBLIC PERCEPTION AFTER ANNOUNCEMENT TO BUILD INTEGRATED RESORTS

- 5.1. Following the government’s announcement of the decision to proceed with having two integrated resorts (IRs) with casinos, information, messages, and stories related to gambling were presented by the media. Respondents were asked to indicate the extent to which their perceptions or feelings about gambling may have changed as a result of these communications from the media.
- 5.2. Results showed that a large majority of the respondents reported that they had a better understanding of problem gambling after the IR announcement and expressed confidence that problem gambling could be addressed. A large majority were also aware that more resources were being put in to address problem gambling.

Table 17: % Respondent’s Report of Changes in their Perceptions and Feelings about Issues Related to Gambling Problems from Communications from the Media after Announcement of the Decision to have IRs with Casinos

Perception/Feeling	Decreased (%)	No Change at all (%)	Increased (%)
Knowing more about the issues of problem gambling	3	17	80
Knowing which agencies in Singapore provide help for problem gamblers and/or their families	3	17	80
Confidence that gambling addiction can be effectively treated	3	17	80
Confidence that support from family and/or friends can help a person with gambling overcome addiction	3	15	82
Knowing that Singapore is putting more resources to help those with gambling problems	3	15	85
Confidence that Singapore will be able to deal with problem gambling in the next 10 years	3	16	81

## SECTION VI: HELP SEEKING BEHAVIOUR

- 6.1. Respondents were asked what they would do if they had gambling-related problems. The action most reported by respondents was approaching family for help (78%), followed by approaching friends (60%). About half of the respondents indicated that they would look for professionals (47%) and a significant minority indicated that they would look for religious leaders (30%). A small minority indicated that they would do nothing (18%).

Table 18: % Action by Respondents if they had Gambling-related Problems

Action	%
Approach my family for help	78
Approach friends for help	60
Look for professionals	47
Look for religious leaders	30
Nothing	18

- 6.2. Respondents were asked if they knew which agencies or services in Singapore provide help for problem gamblers and/or their families. Results showed that there was a very low awareness of the various community help services available (0 – 4%)

Table 19: Awareness of Help Services

Community Help Service	% Aware
Family Service Centres	4
Counselling Centres	4
Community Development Councils	2
SOS	2
Institute of Mental Health or CAMP	1
1800-X-Gamble Hotline run by Thye Hwa Kwan Moral Society	1
One Hope Centre	1
Credit Counselling Singapore	0

- 6.3. Respondents were again asked how likely they would approach the various community help service centres if they discovered that they have a gambling problem, and were now aware of the services available. The majority of respondents indicated that they would likely approach these services (76%). This finding, together with the earlier reported finding of 47% indicating that they would look for professionals, suggests that more individuals with gambling problems would approach professionals for help if they were aware of the availability of the various community help services.
- 6.4. Respondents were presented a list of various forms of help for gambling problems and asked how likely they would approach these help organizations/people if their families or friends had a gambling problem. Results showed that the majority of respondents would approach their family (74%), social service agencies (69%), telephone helpline (62%), and friends (57%). A significant minority indicated that they would approach religious leaders (38%) and Institute of Mental Health/CAMP (37%). A very small minority indicated that they would not approach any organization or people for help (5%).

Table 20: % Respondents who will Approach Organizations/People for Help if their Family/Friends have Gambling-related Problems

<b>Likely to approach the following for gambling related problems</b>	<b>% Likely</b>
Family	74
Social service agencies	69
Telephone helpline	62
Friends	57
Religious leaders	38
Institute of Mental Health or CAMP	37
No one	5

## SECTION VII: CONCLUSION

- 7.1. The survey findings on attitudes towards gambling and knowledge of warnings signs of problem gambling were on the whole positive. The large majority of respondents were aware of the harms of gambling, and agreed that it was not a means for financial betterment. In addition, they agreed that gambling was addictive and not a means to cope with problems. The large majority also agreed that problem gambling could be effectively treated, and were aware of the warning signs of problem gambling. These findings indicate a high level of convergence with the key messages of the Council.
- 7.2. The findings indicate that general awareness of help services in the community was extremely low. Therefore, the NCPG intends to step up its efforts to raise awareness, particularly with the commencement of the two pilot centres to be run by Care Corner Counselling Centre and Thye Hua Kwan Moral Society in end-September 2006. The Council will also continue to train social service professionals on identifying and referring problem gamblers to help services.
- 7.3. The survey also showed that the large majority of respondents were aware that Singapore is putting more resources into tackling problem gambling and they were confident that Singapore could effectively address problem gambling. In addition, a large majority felt that more should be done to educate the public on problem gambling and provide help services. These findings indicate a strong public support for the work of the Council and government to address problem gambling, and a strong confidence that it can be addressed.
- 7.4. As television and print media were found to have a wide outreach, these will remain the choice platforms for the Council's public education initiatives. In addition, other initiatives will be implemented through the internet and radio to supplement efforts through television and print media, to target specific demographic sub-groups.

**Profile of Respondents by  
Age, Ethnic Group and Gender**

<b>Age Group (years)</b>	<b>% of Respondents</b>	<b>No. of Respondents</b>
15-19	7	140
20-24	7	140
25-29	7	140
30-34	10	200
35-39	10	200
40-44	10	200
45-49	10	200
50-54	10	200
55-59	9	180
60-75	20	400
<b>Total</b>	<b>100</b>	<b>2000</b>

<b>Ethnic Group</b>	<b>% of Respondents</b>	<b>No. of Respondents</b>
Chinese	40	800
Malay	25	500
Indian	25	500
Others	10	200
<b>Total</b>	<b>100</b>	<b>2000</b>

<b>Gender</b>	<b>% of Respondents</b>	<b>No. of Respondents</b>
Male	50	1000
Female	50	1000
<b>Total</b>	<b>100</b>	<b>2000</b>