

GambleAware Data Reporting Framework

Specification

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[GambleAware is the leading charity in the UK committed to minimising gambling-related harm. As an independent national charity funded by donations from the gambling industry, GambleAware funds education, prevention and treatment services and commissions research to broaden public understanding of gambling-related harm. The aim is to stop people getting into problems with their gambling, and ensure that those that do develop problems receive fast and effective treatment and support.]

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PLEASE NOTE: The GambleAware will be working closely with provider organisations to monitor the capture and delivery of the Data Reporting Framework. This may necessitate further changes to this document. This document should be read in conjunction with the GambleAware Data Reporting Framework: User Guidance.

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GambleAware Data Reporting Framework: Specification

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Table of Contents

Table of Contents.....	5
1. About this document	6
1.1 Purpose of this document.....	6
1.2 Scope of this document	6
2. DRF Data Items.....	6
2.1 Person	6
2.2 Gambling History Table.....	7
2.3 Referral Table.....	7
2.4 Appointment Table	8
3. DRF Input Codes.....	9
3.1 Person Table Codes.....	9
3.2 Gambling History Codes.....	11
3.3 Referral Codes.....	13
3.4 Appointment Codes	14

1. About this document

1.1 Purpose of this document

The purpose of this document is to supplement the ‘*GambleAware Data Reporting Framework: User Guidance*’. The Data Reporting Framework (DRF) is intended to be used for secondary reporting on the problem gambling treatment and gambling related harm services funded by the Responsible Gambling Trust.

1.2 Scope of this document

This document is aimed at:

- Managers and clinical leads in GambleAware funded service provider organisations
- Information managers in GambleAware funded service provider organisations
- Other stakeholders in the submission and analysis of GambleAware data.

2. DRF Data Items

This section provides further detail regarding the data items included within the DRF. Data items are detailed in Tables 1 to 4. Reference is made to Input Code Tables which can be found in section 3.

2.1 Person

This table will contain personal demographic data that relates to client differences such as age, gender, sexuality, socio-economic status and ethnicity.

Table1: Person

Data Item Code	Data Item	Mandatory (M)/Required (R)	Input Code Table
X1	Local Patient Identifier	M	-
X2	Provider code	M	-
X3	Date of Birth (MMYY)	M	-
P1	Gender	M	P-A
P2	Postcode	R	-
P3	Socio-economic indicator	R	P-B
P4	Relationship status	R	P-C
P5	Ethnic background	R	P-D
P6	Additional Client Diagnosis	R	P-E

2.2 Gambling History Table

This table will contain details of client gambling behaviour and related history, including impacts of problem gambling behaviour.

Table 2: Gambling History

Data Item Code	Data Item	Mandatory (M)/Required (R)	Input Code Table
X1	Local Patient Identifier	M	-
X2	Provider code	M	-
X3	Date of Birth (MMYY)	M	-
G1	Gambling activity/ies	M	G-A
G2	Gambling location(s)	M	G-A
G3	Length of time gambling	M	-
G4	Job loss through gambling	R	G-B
G5	Relationship loss through gambling	R	G-C
G6	Age of problem gambling onset	M	-
G7	Early big win	R	G-D
G8	Debt due to gambling	R	G-E
G9	Time spent gambling – last 30 days	R	G-F
G10	Time spent gambling – daily average	R	G-G
G11	Money spent gambling – daily average	R	G-H
G12	Money spent per month	R	G-I

2.3 Referral Table

This table will contain summary information about a client's referral, such as referral source and key dates.

Table 3: Referral

Data Item Code	Data Item	Mandatory (M)/Required (R)	Input Code Table
X1	Local Patient Identifier	M	-
X2	Provider code	M	-
X3	Date of Birth (MMYY)	M	-
R1	Referral Source	M	R-A
R2	Date referral received	M	-
R3	Referral acceptance indicator	M	R-B
R4	Referral reason	M	R-C
R5	Recurrence indicator	R	R-D
R6	End reason	R	R-E

R7	End date	R	-
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2.4 Appointment Table

This table holds details of each appointment, which is defined as a scheduled interaction with a client with the objective of making a contribution to the overall health of the client. A patient may have multiple appointments which require a record.

Table 4: Appointment

Data Item Code	Data Item	Mandatory (M)/Required (R)	Input Code Table
X1	Local Patient Identifier	M	-
X2	Provider code	M	-
X3	Date of Birth (MMYY)	M	-
A1	Appointment date	M	-
A2	Unique caregiver code	R	-
A3	Attendance	M	A-A
A4	Contact duration	R	-
A5	Appointment purpose	R	A-B
A6	Appointment medium	R	A-C
A7	Intervention given	M	A-D
A8	PGSI score	R	-
A9	CORE-10 score	M	-

3. DRF Input Codes

3.1 Person Table Codes

3.1.1 P-A Gender: This item relates to patient stated gender. Code 9 should only be used where a patient does not classify themselves as either male, female or transgender.

P-A Gender	
0	Not known
1	Male
2	Female
3	Transgender
9	Not stated (person asked but declined to provide a response)

3.1.2 P-B Socio-economic Indicator: This item relates to the socio-economic status of the household reference person (i.e. the person whose salary is the highest within the client's household).

P-B Socio-economic indicator	
1	Employed
2	Unemployed and Seeking Work
3	Students who are undertaking full (at least 16 hours per week) or part-time (less than 16 hours per week) education or training and who are not working or actively seeking work
4	Long-term sick or disabled, those who are receiving Incapacity Benefit, Income Support or both; or Employment and Support Allowance
5	Homemaker looking after the family or home and who are not working or actively seeking work
6	Not receiving benefits and who are not working or actively seeking work
7	In prison, in care, or seeking asylum
8	Unpaid voluntary work who are not working or actively seeking work
9	Retired
10	Not Stated (Person asked but declined to provide a response)

3.1.3 P-C Relationship Status: This item relates to the clients relationship status as an indicator of social support.

P-C Relationship Status	
0	Not known
1	Divorced/Dissolved Civil Partnership
2	Separated
3	Single
4	Widowed
5	In a relationship
6	Married/Civil partnership
9	Not Stated (Person asked but declined to provide a response)

3.1.4 P-D Ethnic background: This item relates to the ethnicity of the client, and is a mandatory field.

P-D Ethnic background	
1	White British
2	White Irish
3	White European
4	White Other
5	Black, Black British: African
6	Black, Black British: Caribbean
7	Black, Black British: Other
8	Asian, Asian British: Bangladeshi
9	Asian, Asian British: Indian
10	Asian, Asian British: Pakistani
11	Asian, Asian British: Chinese
12	Asian, Asian British: Other
13	Mixed: White and Asian
14	Mixed, White and Black African
15	Mixed: White and Black Caribbean
16	Mixed: Other
17	Any other ethnic group

3.1.6 P-E Additional client diagnosis

P-E Additional client diagnosis	
0	Not stated (Person asked but declined to provide a response)
1	Yes - Pharmacological
2	Yes - Psychological
3	Yes – Both pharmacological and psychological
4	No

3.2 Gambling History Codes

3.2.1 G-A Gambling Activities and Locations

Question wording: What are you gambling on? Do not complete if an 'affected other'.

G-A Gambling Activities		
A - Bookmakers	1 Horses	Insert client rating
	2 Dogs	Insert client rating
	3 Sports or other event	Insert client rating
	4 Gaming Machines	Insert client rating
	5 Other	Insert client rating
B - Bingo Hall	1 Live draw	Insert client rating
	2 Terminal	Insert client rating
	3 Skill Machine	Insert client rating
	4 Gaming Machines (other)	Insert client rating
	5 Other	Insert client rating
C - Casino	1 Poker	Insert client rating
	2 Other card games	Insert client rating
	3 Roulette	Insert client rating
	4 Gaming Machine	Insert client rating
	5 Other	Insert client rating
D - Live events	1 Horses	Insert client rating
	2 Dogs	Insert client rating
	3 Sports or other event	Insert client rating
	4 Other	Insert client rating
E - Adult Entertainment Centre (18+ Arcade)	1 Gaming Machines	Insert client rating
	2 Skill prize machines	Insert client rating
	3 Other	Insert client rating
F - Family Entertainment Centre (Arcade)	1 Gaming Machines	Insert client rating
	2 Skill prize machines	Insert client rating
	3 Other	Insert client rating
G - Pub	1 Gaming Machines	Insert client rating
	2 Sports	Insert client rating
	3 Poker	Insert client rating
	4 Other	Insert client rating
H - Online	1 Horses	Insert client rating
	2 Dogs	Insert client rating
	3 Spread betting	Insert client rating
	4 Sports events	Insert client rating
	5 Bingo	Insert client rating
	6 Poker	Insert client rating
	7 Casino (table games)	Insert client rating
	8 Casino (slots)	Insert client rating
	9 Scratchcards	Insert client rating
	10 Betting exchange	Insert client rating
	11 Other	Insert client rating
I - Misc	1 Private/organised games	Insert client rating
	2 Lottery (National/other)	Insert client rating
	3 Scratchcards	Insert client rating
	4 Football pools	Insert client rating
	5 Service station (gaming machine)	Insert client rating
J - Private members club	1 Poker	Insert client rating
	2 Other card games	Insert client rating
	3 Gaming Machine	Insert client rating
	4 Other	Insert client rating
K - Other	1 Other not categorised above	Insert client rating

3.2.5 G-B Job loss through gambling

G-B Job loss through gambling	
0	Not stated (Person asked but declined to provide a response)
1	Yes
2	No
9	Unknown

3.2.6 G-C Relationship loss through gambling

G-C Relationship loss through gambling	
0	Not stated (Person asked but declined to provide a response)
1	Yes
2	No
9	Unknown

3.2.7 G-D Early big win

G-D Early big win	
0	Not stated (Person asked but declined to provide a response)
1	Yes
2	No
9	Unknown

3.2.8 G-E Debt due to gambling

G-E Debt due to gambling	
0	Not stated (Person asked but declined to provide a response)
1	No
2	Under £5000
3	£5000 - £9,999
4	£10,000 - £14,999
5	£15,000 - £19,999
6	£20,000 - £99,999
7	£100,000 or more
8	Bankruptcy
9	In an IVA
10	Don't know (some)

3.2.9 G-F Time spent gambling – last 30 days

How many days in the last 30 would you say you have gambled?

3.2.10 G-G Time spent gambling – daily average

How long do you spend on average gambling on a gambling day?

3.2.11 G-H Money spent gambling – daily average

How much money do you spend on average on a typical gambling day?

3.2.12 G-I Money spent per month

How much do you spend in a month on gambling (total gambling expenditure minus total gambling wins)?

3.3 Referral Codes

3.3.1 R-A Referral source

R-A Referral source	
1	GP
2	Health Visitor
3	Other Primary Health Care
4	Self-Referral
5	Carer
6	Social Services
7	Education Service
8	Employer
9	Police
10	Courts
11	Probation Service
12	Prison
13	Court Liaison and Diversion Service
14	Independent Sector Mental Health Services
15	Voluntary Sector
16	Accident And Emergency Department
17	Mental Health NHS Trust
18	Asylum Services
19	Drug Action Team / Drug Misuse Agency
20	Jobcentre plus
21	Other service or agency

3.3.2 R-B Referral acceptance indicator

R-B Referral acceptance indicator	
1	Yes
2	No

3.3.3 R-C Referral reason

R-C Referral reason	
1	Problem gambler
2	Affected other
3	Person at risk of developing gambling problem

3.3.4 R-D Recurrence indicator

R-D Recurrence indicator	
0	Not stated (Person asked but declined to provide a response)
1	Yes
2	No
9	Unknown

3.3.5 R-E End reason

R-E End Reason	
9	Offered Assessment but DNA
ASSESSED ONLY	
10	Not suitable for service - no action taken or directed back to referrer
11	Not suitable for service - signposted elsewhere with mutual agreement of patient
12	Discharged by mutual agreement following advice and support
13	Referred to another therapy service by mutual agreement
14	Suitable for service, but patient declined treatment that was offered
15	Deceased (assessed only)
97	Not Known (assessed only)
ASSESSED AND TREATED	
42	Completed scheduled treatment
43	Dropped out of treatment (unscheduled discontinuation)
44	Referred to other service
45	Deceased (assessed and treated)
98	Not Known (assessed and treated)

3.4 Appointment Codes

3.4.1 A-A Attendance

5	Attended on time or, if late, before the relevant care professional was ready to see the patient
6	Arrived late, after the care professional was ready to see the patient, but was seen
7	Patient arrived late and could not be seen
2	Appointment cancelled by, or on behalf of, the patient
3	Did not attend - no advance warning given
4	Appointment cancelled or postponed by the health care provider

3.4.3 A-B Appointment purpose

1	Assessment
2	Treatment
3	Assessment and treatment
4	Review only
5	Review and treatment
6	Follow-up appointment after treatment end
7	Other
8	Not Recorded

3.4.4 A-C Appointment medium

1	Face to face communication
2	Telephone
3	Web camera (e.g. skype)
4	Online chat
5	Email
6	Short Message Service (SMS)

3.4.5 A-D Intervention given*

1	CBT
2	Counselling
3	Residential programme
4	Brief advice
5	Psychotherapy
6	Other (please specify)

*This item will need service input during review after Q2 2015 to ensure the breadth of interventions available are covered.