

GambleAware Data Reporting Framework

Data Specification 3.1.1

June 2024

Revision History

Version	Author	Purpose	Date
V4 draft	A. Jones	Change to DOB format. Introduction of P11 Local Authority field	04/02/2021
V5 draft	A. Jones	Change to DOB format. Introduction of R9 – Tier field.	16/02/2021
V6 draft	A. Jones	Correction of X0, X1 formats	24/02/2021
V7 draft	A. Jones	Correction of R8 format	24/03/2021
V2.7	A. Jones	New version control format to map to DRF versions 'DRAFT' watermark removed	26/03/2021
V2.8	A. Jones	Date column added to revision history	09/04/2021
V2.9	A. Jones	Correction to LA codes – missing Scotland areas added	26/04/2021
V2.9.1	A. Jones	Clarification added that postcode refers to postcode area	23/06/2021
V2.9.2	A. Jones	Instructions to rank gambling activities 1-10 included. Gambling activity fields changed from N1 to N2 to accommodate change	29/06/2021
V2.9.3	A. Jones	Tier 4 added to Tier field, Table R-G	02/08/2021
V2.9.4	A. Jones	Local authority codes updated to 2021 version	21/10/2021
V3.0	T. Morris, A. Jones, A. Dhanjal		
V3.1	A. Jones	Code 30 'Adferiad' added to referral source R1	08/02/2024
V3.1.1	A. Jones	Labelling of P11 and A13 corrected	12/06/2024

1 Introduction & background

This document outlines the data that are captured within GambleAware's *Data Reporting Framework*.

1.1 The National Gambling Treatment Service

The National Gambling Treatment Service (NGTS) is a network of organisations working together to provide confidential treatment and support for anyone experiencing gambling-related harms. The NGTS is free to access across England, Scotland, and Wales either as a gambler or someone who is impacted by someone else's gambling (an 'affected other').

The NGTS is commissioned by GambleAware, an independent grant-making charity that takes a public health approach to reducing gambling harms. When someone contacts the NGTS network, the treatment providers work alongside each other through referral pathways to deliver the most appropriate package of care.

To ensure that the most appropriate treatment is delivered and monitored, NGTS treatment providers collect a range of data from people who contact the service. This includes, but is not limited to, demographic information, contact details, gambling history and treatment outcomes. These data are collected and stored on bespoke case management systems that only the treatment providers have access to.

1.2 The Data Reporting Framework

The Data Reporting Framework (DRF) was initiated in 2015 to overcome the historical lack of nationally coordinated reporting on gambling behaviour, harms, and treatment in the UK. The DRF has two purposes: to harmonise the collection of data by gambling treatment providers to ensure data consistency; and to collate certain data items into a central reporting framework to allow consistent and comparable national reporting. The data items collated by the DRF are pseudonymised and uploaded to a centralised system for archiving.

The DRF is intended to support client care by providing sufficient data for secondary analysis and reporting for service quality development. The DRF does not act as a client care record, nor is it a complete reflection of treatment provider's local data collection systems; providers collect additional data alongside the DRF for internal clinical and performance management.

1.3 National Gambling Treatment Service Tiers

NGTS treatment is structured as a stepped care model whereby treatment pathways consist of multiple steps or *tiers*. Because detailed information is only collected from NGTS clients when they are referred for Tier 3 or 4 treatment, the DRF does not collect data from Tiers 1 and 2. The four tiers are briefly defined in 4.6.13.

1.4 Data subjects

The data subjects of the DRF are individuals living in Great Britain who have accessed treatment services for problem gambling and gambling-related harm through an NGTS provider. Children and adolescents can access the NGTS, but the DRF collates data only on adults (18+).

2 The DRF upload process

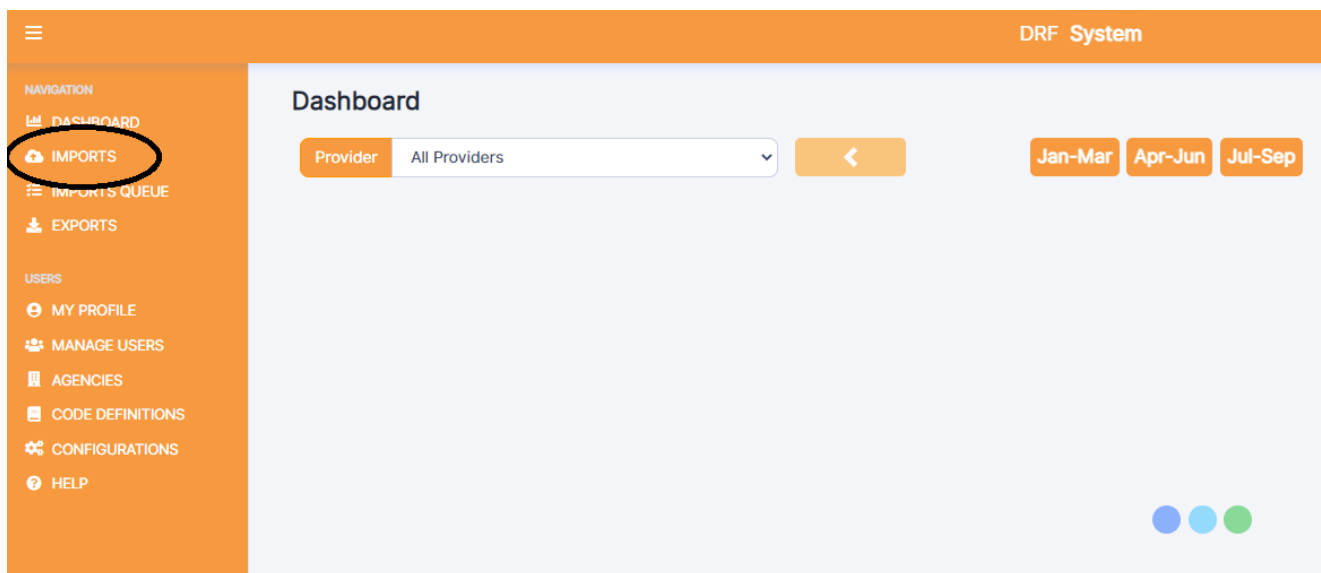
This section is intended to walk treatment providers through the DRF upload process, explaining the data that are required by the DRF and how they should be formatted prior to upload.

2.1 Uploading data to the DRF

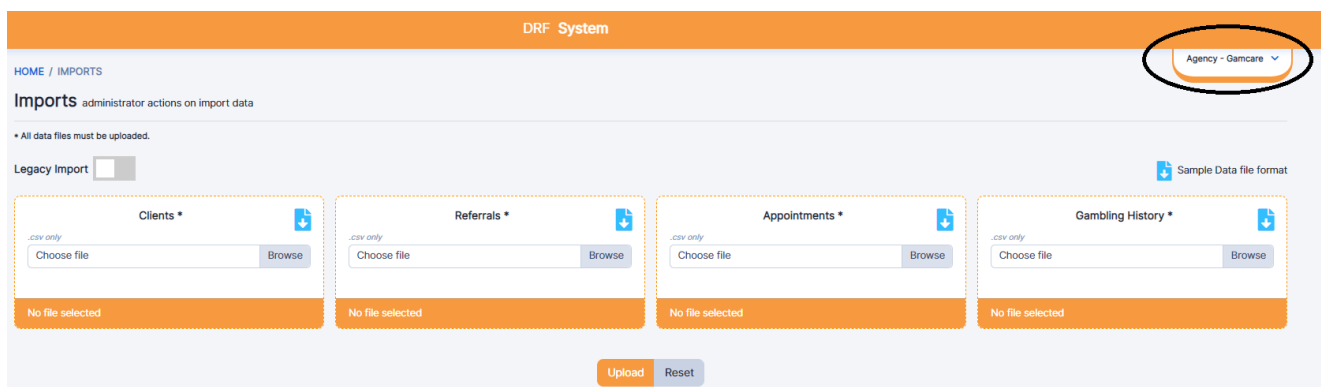
Data should be uploaded via the DRF online submission portal at <https://gambleawarev2.pharmix.co.uk>. To upload data, users will require logon credentials supplied by ViewIt. New users should contact data@gambleaware.org to obtain logon credentials.

2.2 Navigating to the DRF upload area

Once logged into the online submission portal, select the imports option from the left-hand panel of the DRF system (below).




Next select your agency from the drop-down list in top right corner (below).



2.3 Obtaining file templates

The DRF collects data across four tables: person; gambling history; referral; and appointment. The system requires you to upload data via four separate `.CSV` files that correspond to the four tables. For the import to be completed successfully, the files must be formatted with the correct structure and field names. Templates

for each of the four `.csv` files can be downloaded from the DRF upload area by selecting the  button.

2.4 Formatting the data correctly

When uploading to the DRF, data will only be accepted by the system if it is in the correct format. The tables in section 3 below define the required format for each data item, specifying both the format type and format maximum length of data.

In the tables in section 3, the format type is denoted by 'N' for numeric fields and 'A' for alphanumeric fields. The format maximum length is denoted by the numbers that follow the format type. For example, in the first row of Table 1 for the data item 'Episode of care number', the format 'N25' denotes that this must be entered a numeric field with a maximum of 25 characters length. If the data contains either non-numeric characters or more than 25 characters for this field, the DRF system will reject the upload.

2.4.1 Missing data

Missing data (blanks/system missing) will upload into the DRF import system but provide no information that can be reported on. Where response options such as 'not known' or 'not stated' exist, please enter these instead of missing values. Under no circumstances should values other than 'not stated' or missing values be entered where the client's did not respond.

2.5 Selecting files for upload

Files can be selected for upload by either clicking the 'browse' button and navigating to the file locations, or by using your computers "drag and drop" function.

2.6 Confirming upload

When all four `.CSV` files have been selected into the correct boxes, select 'upload' to enact the import.

2.7 Upload errors

Where an error has been detected with an attempted upload, the online submission system will display an error message that describes the nature of the error.

2.8 Schedule of uploads

Data should be uploaded to the DRF on a quarterly basis. GambleAware and ViewIt will inform providers of the quarterly deadlines at the start of each financial year.

2.9 Quality control of data

ViewIt will conduct quality control of the data after it has been submitted through the DRF upload system. Although imported data must comply with the prescribed formats to upload successfully, the data entered may require clarification with providers as part of the quality control process. Where this occurs, issues with data quality will be followed up with treatment providers directly by ViewIt.

3 DRF tables

3.1 Person table

The person table contains demographic and socioeconomic data that relates to clients, such as their age, gender, and employment.

Table 1: Person

Code	Data item	Format	Notes
X0	Episode of care number	N25	See 4.1.1
X1	Local client identifier	N25	See 4.1.2
X2	Care Coordinator Code	A10	See 4.1.3
X3	Year and month of birth	N6	See 4.1.4. Entered as YYYYMM e.g., '198901'
X4	System client identifier	A11	See 4.1.5. Entered as <i>first initial, last initial, DOB (DDMMYYYY), sex</i> . E.g., AB01011961M. If sex is unknown, use 'X' in place of 'F' or 'M'
P1	Gender identity	N2	See 4.2.1
P1_Other	Gender identity detail	A50	See 4.2.1
P2	Postcode area	A4	See 4.2.2. Entered as the first half of postcode e.g., 'WC2' or 'SK12'
P3	Employment	N2	See 4.2.3
P4	Relationship status	N2	See 4.2.4
P5	Ethnic background	N2	See 4.2.5
P6	Additional diagnoses	N2	See 4.2.6
P8	Sexual orientation	N2	See 4.2.7
P8_Other	Sexual orientation detail	A50	See 4.2.7
P9	Care responsibility for children	N2	See 4.2.8. Children defined as those aged less than 18 years
P10	Religious affiliation	N2	See 4.2.9
P11	Local authority	A9	See 4.2.10. Entered as LA codes, available from the ONS here .

3.2 Gambling history table

The gambling history table contains data on clients' gambling behaviour and history, such as where they have gambled and any impacts of problematic gambling behaviour. The gambling history table should only be completed for clients whose client type is either problem gambler or at risk of becoming a problem gambler.

Please indicate the ten main gambling products or activities that the client participates in. These activities should be listed in order of importance, with the first activity (activity 1) that considered to be the primary contributor to the client's difficulties. If the client participates in more than 10 activities, only those ranked 1 to 10 should be reported on.

Table 2: Gambling History

Code	Data Item	Format	Notes
X0	Episode of care number	N25	See 4.1.1
X1	Local client identifier	N25	See 4.1.2
X2	Care Coordinator Code	A10	See 4.1.3
G2	Length of time gambling (months)	N3	See 4.3.1. Entered in months
G3	Job loss due to gambling	N2	See 4.3.2
G4	Relationship loss due to gambling	N2	See 4.3.3
G5	Age of self-defined problem gambling onset	N2	See 4.3.4. Entered in years
G6	Early big win	N2	See 4.3.5
G7	Debt due to gambling	N2	See 4.3.6
G8	No. of gambling days (past 30 days)	N2	See 4.3.7. Entered in days
G9	Average daily hours gambling (past 30 days)	N2.1	See 4.3.8. Half hour increments (0.5) permitted
G10	Average daily spend on gambling (past 30 days)	N8	See 4.3.9. Entered in £ GBP. This should include all spending; do not include money won in calculation.
G11	Total monthly spend on gambling	N8	See 4.3.10. Entered in £ GBP. This should include all spending; do not include money won in calculation.
G12	Use of self-exclusion tools at first assessment	N2	See 4.3.11
G21	Gambling activity 1	A3	See 4.3.12
G22	Gambling activity 2	A3	See 4.3.12
G23	Gambling activity 3	A3	See 4.3.12
G24	Gambling activity 4	A3	See 4.3.12
G25	Gambling activity 5	A3	See 4.3.12
G26	Gambling activity 6	A3	See 4.3.12
G27	Gambling activity 7	A3	See 4.3.12
G28	Gambling activity 8	A3	See 4.3.12
G29	Gambling activity 9	A3	See 4.3.12
G30	Gambling activity 10	A3	See 4.3.12

3.3 Referral table

The referral table contains summary information about a client's referral, such as referral source and key dates.

Table 3: Referral

Code	Data Item	Format	Notes
X0	Episode of care number	N25	See 4.1.1
X1	Local client identifier	N25	See 4.1.2
X2	Care Coordinator code	A10	See 4.1.3
R1	Referral source	N2	See 4.4.1
R2	Date referral received	N8	See 4.4.2. Entered as <i>DDMMYYYY</i>
R4	Client Type	N2	See 4.4.3
R5	Previous treatment for gambling	N2	See 4.4.4
R6	Episode of care end reason	N3	See 4.4.5
R7	Treatment end date	N8	See 4.4.6. Entered as <i>DDMMYYYY</i>
R8	Where client heard about service	N2	See 4.4.7
R10	Assessment stage	N1	See 4.4.8

3.4 Modality table

The Modality table contains data relating to each modality within a treatment episode. A modality is defined as the programme of treatment provided to a service user within a given tier. The modality table therefore records how service users step up or down between treatment tiers (e.g., from Tier 2 to Tier 3). A service user may have multiple modalities throughout their treatment journey, sometimes with differing outcomes.

Table 4: Modality Table

Code	Data Item	Format	Notes
X0	Episode of care number	N25	See 4.1.1
X1	Local client identifier	N25	See 4.1.2
X2	Care Coordinator Code	A10	See 4.1.3
M1	Modality number	N25	See 4.5.1
M2	Modality type	A20	See 4.5.2
M3	Start date	N8	See 4.5.3. Entered as <i>DDMMYYYY</i>
M4	End date	N8	See 4.5.4. Entered as <i>DDMMYYYY</i>
M5	Outcome	A30	See 4.5.5

3.5 Appointment table

The appointment table contains data relating to each appointment, defined as a scheduled interaction between a client and a treatment provider. A client may have multiple appointments throughout their treatment journey.

Table 5: Appointment

Code	Data Item	Format	Notes
X0	Episode of care number	N25	See 4.1.1
X1	Local client identifier	N25	See 4.1.2
X2	Care Coordinator code	A10	See 4.1.3
M1	Modality number	N25	See 4.5.1
A1	Appointment date	N8	See 4.6.1. Entered as <i>DDMMYYYY</i>
A2	Unique caregiver code	A15	See 4.6.2
A3	Attendance	N2	See 4.6.3
A4	Contact duration	N3	See 4.6.4. Entered as number of minutes that the session took
A5	Appointment purpose	N2	See 4.6.5
A6	Appointment medium	N2	See 4.6.6
A7	Intervention given	N2	See 4.6.7
A8	PGSI score	N2	See 4.6.8. Only recorded for gamblers (where Referral table item R4=1). Should be recorded once every three sessions
A9	CORE-10 score	N2	See 4.6.9. Should be recorded once every three sessions
A10	Treatment setting	N2	See 4.6.10
A11	Treatment attendees	N2	See 4.6.11
A12	Use of self-exclusion tools since last appointment	N2	See 4.6.12. Only recorded for gamblers (where Referral table item R4=1)
A13	Treatment tier	N2	See 4.6.13

3.6 Careplan table

The careplan table contains data relating to each careplan appointment. A careplan appointment is defined as a specific appointment where an outcome star is completed and goals for the client's treatment journey are set. A client should have multiple careplan appointments throughout their treatment journey, an initial appointment and then reviews of these goals going forward.

Table 6: Careplan Table

Code	Data Item	Format	Notes
X0	Episode of care number	N25	See 4.1.1
X1	Local client identifier	N25	See 4.1.2
M1	Modality number	N25	See 4.5.1
C1	Event date	N8	See 4.7.1
C2	Careplan Type (initial/review)	N1	See 4.7.2
C3	Outcome Star Score	N3	See 4.7.3

4 DRF definitions and input codes

This section provides definitions for fields and the valid input codes for each field in section 3. It is essential that treatment providers ensure that their data correctly fits the format of these codes at the point of collection.

Please note that codes are only given for fields that require pre-specified responses. For other fields, the raw or actual responses can be given (e.g., for postcode the value should simply be entered such as “WC1H”).

Where multiple descriptors apply, the response which best describes the main item should be selected.

4.1 System codes

4.1.1 X0: Episode of care number

This defines a treatment episode for a given client. Each time a client returns for a separate episode of treatment (having been discharged from the previous episode), a new numerical episode of care number must be generated. There may therefore be multiple episode of care numbers for a local client identifier within the DRF.

4.1.2 X1: Local client identifier

Each client who attends a treatment service must have a numerical identifier assigned, which is unique to that client. This identifier should be used for the same client throughout multiple episodes of treatment.

4.1.3 X2: Care Coordinator code

Each treatment provider must have a unique code to distinguish themselves from other providers on the DRF system. Care Coordinator codes will be supplied by ViewIt when new providers join the DRF system. The Care Coordinator may differ from the Provider of a certain modality, as several providers may collaborate on one client for different interventions.

4.1.4 X3: Year and month of birth

This field provides the year and month of birth for NGTS clients. It allows the calculation of age but is not granular enough to identify individuals.

4.1.5 X4: System client identifier

This field is designed to provide a unique identifier to each individual who accesses the NGTS and therefore allow individuals who access the service to be tracked over episodes with different providers. While it is not guaranteed to be a unique identifier for all individuals, it is accurate in the context of the NGTS sample size (<10,000 individuals per year) and only requires pseudonymised information. Note that the data entered for the system client identifier from the provider side is pseudonymised at the point of import by a hashing algorithm and cannot be obtained in the DRF system.

4.2 Person table codes

4.2.1 P1: Gender identity

This defines the client's self-described gender identity.

Code	Response	Notes
1	Male	
2	Female	
4	Female-to male / Transgender male	
5	Male-to-female / Transgender female	
6	Genderqueer	
7	Non-listed category	Additional information should be provided in field 'P1_Other'
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.2 P2: Postcode

This defines the postcode of the client's main residence.

4.2.3 P3: Employment

This defines the client's self-described main employment activity.

Code	Response	Notes
1	Employed	
2	Unemployed and Seeking Work	
3	Students who are undertaking education or training and are not working or actively seeking work	
4	Long-term sick or disabled	
5	Looking after the family or home	
6	Unemployed and not seeking work	
8	Unpaid voluntary work	
9	Retired	
11	Seeking asylum	
12	In prison	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.4 P4: Relationship status

This defines the client's self-described relationship status.

Code	Response	Notes
1	Divorced or dissolved civil partnership	
2	Separated	
3	Single	
4	Widowed	
5	In a relationship	
6	Married or civil partnership	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.5 P5: Ethnic background

This defines the client's self-described ethnic background.

Code	Response	Notes
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	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.6 P6: Additional diagnoses

This defines any additional health diagnoses that the client has.

Code	Response	Notes
3	Physical	
4	Mental	
5	Both physical and mental	

6	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.7 P8: Sexual orientation

This defines the clients self-described sexual orientation.

Code	Response	Notes
1	Lesbian, gay or homosexual	
2	Heterosexual	
3	Bisexual	
4	Other	Additional information should be provided in field ' <i>P8_Other</i> '
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.8 P9: Care responsibility for children

This defines any caring responsibility that the client has for children (aged 18 or less) as the primary or secondary caregiver.

Code	Response	Notes
1	Yes	
2	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.9 P10: Religious affiliation

This defines the clients self-described religious affiliation.

Code	Response	Notes
1	No religion	
2	Christian	
3	Buddhist	
4	Hindu	
5	Jewish	
6	Muslim	
7	Sikh	
8	Any other religion	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.2.10 P11: Local authority

This defines the local authority in which the client's main residence is located.

4.3 Gambling history table codes

4.3.1 G2: Length of time gambling

This defines the length of time in months that a client has been gambling for.

4.3.2 G3: Job loss due to gambling

This defines whether the client has ever experienced a job loss because of their gambling behaviour.

Code	Response	Notes
1	Yes	
2	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.3.3 G4: Relationship loss due to gambling

This defines whether the client has ever experienced a relationship loss because of their gambling behaviour.

Code	Response	Notes
1	Yes	
2	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.3.4 G5: Age of problem gambling onset

This defines the age at which the client states their gambling first became problematic.

4.3.5 G6: Early big win

This defines whether the client experienced a big win early in their gambling. Given that the financial context of clients will differ, what constitutes a definition of a 'big win' is for the clients to decide.

Code	Response	Notes
1	Yes	
2	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.3.6 G7: Debt due to gambling

This defines a client's total current debt that is due to gambling. It is not a measure of total spend and should only include debts.

Code	Response	Notes
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1	None	
2	Under £5000	
3	£5000 - £9,999	
4	£10,000 - £14,999	
5	£15,000 - £19,999	
6	£20,000 – £29,999	
7	£30,000 - £49,999	
8	£50,000 - £99,999	
9	£100,000 or more	
10	Bankrupt	
11	In an Individual Voluntary Arrangement (IVA)	
12	Unsure of amount	
99	Declined response	Use where the client declined to respond

4.3.7 G8: No. of gambling days (past 30 days)

This defines the number of days that the client has gambled during the past 30 days. All gambling behaviour and activities should be included.

4.3.8 G9: Average daily hours gambling (past 30 days)

This defines the average number of hours that the client has gambled on each gambling day during the past 30 days. All gambling behaviour and activities should be included.

4.3.9 G10: Average daily spend on gambling (past 30 days)

This defines the average daily spend in £GBP that the client has gambled on each gambling day during the past 30 days. All gambling behaviour and activities should be included.

4.3.10 G11: Total monthly spend on gambling

This defines the total spend in £GBP that the client has gambled during the past 30 days. All gambling behaviour and activities should be included.

4.3.11 G12: Use of self-exclusion tools

This defines whether a client has ever used self-exclusion tools to help limit their gambling behaviour. Self-exclusion tools include schemes such as GamStop, blocking software, or bank transaction blocking.

Code	Response	Notes
1	Yes	
2	Yes, but have ability to circumvent	
3	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.3.12 G21 – G30: Gambling activities

These define the main gambling products or activities that the client participates in. These activities should be listed in order of importance, with the first activity (activity 1) that considered to be the primary contributor to the client's difficulties. If the client participates in more than 3 activities, only those ranked 1 to 3 should be reported on.

Code	Response	Notes
A1	Bookmakers: Horses	
A2	Bookmakers: Dogs	
A3	Bookmakers: Sports or other event	
A4	Bookmakers: Fixed odds betting machine	
A5	Bookmakers: Other betting machine	
A6	Bookmakers: Other	
B1	Bingo Premises: Live draw	
B2	Bingo Premises: Terminal	
B3	Bingo Premises: Skill Machine	
B4	Bingo Premises: Other betting machine	
B5	Bingo Premises: Other	
C1	Casino: Poker	
C2	Casino: Other card games	
C3	Casino: Roulette	
C4	Casino: Fixed odds betting machine	
C5	Casino: Other betting machine	
C6	Casino: Other	
D1	Live events: Horses	
D2	Live events: Dogs	
D3	Live events: Sports event	
D4	Live events: Other	
E1	18+ Arcade ¹ : Fixed odds betting machines	
E2	18+ Arcade: Other betting machine	
E3	18+ Arcade: Skill prize machines	
E4	18+ Arcade: Other	
F1	Family arcade ² : Fixed odds betting machines	
F2	Family arcade: Other betting machine	
F3	Family arcade: Skill prize machines	
F4	Family arcade: Other	
G1	Pub: Gaming Machines	
G2	Pub: Sports	
G3	Pub: Poker	
G4	Pub: Other	
H1	Online: Horses	
H2	Online: Dogs	
H3	Online: Spread betting	

¹ Also known as Adult Entertainment / Gaming Centre

² Also known as Family Entertainment Centre

H4	Online: Sports events	
H5	Online: Bingo	
H6	Online: Poker	
H7	Online: Casino (table games)	
H8	Online: Casino (slots)	
H9	Online: Scratchcards	
H10	Online: Betting exchange	
H11	Online: eSports betting	
H12	Online: Virtual sports betting	
H13	Online: Within video games	
H14	Online: Financial markets	
H15	Online: Other	
I1	Misc: Private/organised games	
I2	Misc: Lottery (National)	
I3	Misc: Lottery (Other)	
I4	Misc: Scratchcards	
I5	Misc: Football pools	
I6	Misc: Service station (gaming machine)	
J1	Private members club: Poker	
J2	Private members club: Other card games	
J3	Private members club: Gaming Machine	
J4	Private members club: Other	
K1	Other not categorised above (specify)	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.4 Referral table codes

4.4.1 R1: Referral source

This defines the source for a client's referral to the NGTS for their current treatment episode.

Code	Response	Notes
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	
22	National Gambling Helpline	
23	GamCare/partner network	
24	London Problem Gambling Clinic / CNWL	
25	Northern Gambling Service / LYPFT	
26	Gordon Moody Association (GMA)	
27	Citizen's Advice	
29	Primary Care Gambling Service (PCGS)	
30	Adferiad	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.4.2 R2: Date referral received

This defines the date that the client's referral was received, entered as DDMMYYYY e.g., 31102022.

4.4.3 R4: Client Type

This defines the reason for the client's referral to the NGTS for their current treatment episode.

Code	Response	Notes
1	Person who gambles	
3	At risk of developing gambling problem	As defined by the individual
4	Affected other: partner or ex-partner	
5	Affected other: child	
6	Affected other: parent	
7	Affected other: sibling	
8	Affected other: colleague or friend	
9	Affected other: other	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.4.4 R5: Previous treatment for gambling

This defines whether the client has ever previously had treatment for their gambling behaviour, either within or outside of the NGTS.

Code	Response	Notes
0	No	
1	Yes: not known where	
3	Yes: GambleAware commissioned provider	
4	Yes: London Problem Gambling Clinic	
5	Yes: Northern Gambling Service	
6	Yes: Gordon Moody Association	
7	Yes: other NHS service	
8	Yes: other healthcare service	
99	Declined response	Use where the client declined to respond

4.4.5 R6: Episode of care end reason

This defines the reason that the client's current episode of treatment ended.

Code	Response	Notes
1	Unable to contact/book client for assessment	
2	Client cancelled or did not attend assessment	
3	Client suitable for service but referred to another therapy service by mutual agreement	
4	Client declined offered treatment	
5	Discharged by mutual agreement	
6	Client unsuitable for service: no action taken or directed back to referrer	
7	Client unsuitable for service: signposted elsewhere with mutual agreement of patient	
8	Completed scheduled treatment	
9	Dropped out of treatment	
10	Referred to other service	

11	Deceased	
12	Not Known	

4.4.6 R7: Treatment end date

This defines the date that the client's referral ended, entered as DDMMYYYY e.g., 31102022.

4.4.7 R8: Where client heard about service

This defines where the client reported hearing about the NGTS service for their current episode of treatment.

Code	Response	Notes
1	Internet search	
2	BeGambleAware website	
3	GamCare website	
4	Other treatment provider website	
5	Other website	
6	Social Media	
7	TV, radio or newspaper	
8	Family or friend	
9	Other professional	
10	Other source	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.4.8 R10: Assessment stage

This defines the client's assessment stage when they were referred from the helpline.

Code	Response	Notes
1	Pre-assessment	
2	Assessed	
3	Assessed and treated	

4.5 Modality table codes

4.5.1 M1: Modality Number

Each treatment modality within an episode of care will have a unique modality number which allows us to define the different types of treatment for different events. There may be multiple modality numbers with the same episode of care number, and/or local client identifier.

4.5.2 M2: Modality Type

Currently available modality types:

Code	Response	Notes
1	Tier 2 extended brief intervention (EBI)	
2	Tier 3 structured	
3	Recovery support	

4.5.3 M3: Start Date

This defines the date the modality was started, entered as DDMMYYYY e.g., 31102022.

4.5.4 M4: End Date

This defines the date the modality was closed, entered as DDMMYYYY e.g., 31102022.

4.5.5 M5: Outcome

The outcome of this modality of treatment:

Code	Response	Notes
1	Planned: From Outset	
2	Planned: Agreed During Therapy	
3	Planned: Referred to External Service	
4	Unplanned: Due to loss of contact	
5	Unplanned: Client deceased	
6	Unplanned: Client did not wish to continue	
7	Unplanned: Discharged for non-attendance	

4.6 Appointment codes

4.6.1 A1: Appointment date

This defines the date of each unique appointment, entered as DDMMYYYY e.g., 31102022.

4.6.2 A2: Unique caregiver code

This defines the Unique caregiver code, which is used to identify duplicate cases in the DRF.

4.6.3 A3: Attendance

This defines the client's attendance at the appointment.

Code	Response	Notes
2	Appointment cancelled/postponed by patient	
3	Did not attend	
4	Appointment cancelled/postponed by provider	
5	Attended on time	
6	Attended late	
7	Client arrived late and could not be seen	
8	Technical Difficulties	
9	Client ended appointment early	

4.6.4 A4: Contact duration

This defines the duration of the client's appointment (in minutes).

4.6.5 A5: Appointment purpose

This defines the purpose of the client's appointment.

Code	Response	Notes
1	Assessment	
2	Treatment	
3	Assessment and treatment	
4	Review only	
5	Review and treatment	
6	Formal structured follow-up	
7	Aftercare	
8	Extended Brief Intervention (EBI)	
9	Structured Group	
10	Unstructured Group	
11	Other	

4.6.6 A6: Appointment medium

This defines the medium through which the appointment was conducted.

Code	Response	Notes
1	Face to face	
2	Telephone	
3	Web camera (e.g. skype)	
4	Online chat	
5	Email	
6	Text message/Messaging App	
7	Other	

4.6.7 A7: Intervention given

This defines the main intervention that was used in the appointment. Where multiple interventions were used, please specify the primary intervention. Note that some interventions are given at only one Tier of treatment (e.g., CBT is provided only at Tier 3) while some are given at multiple tiers (e.g., Motivational interviewing may be given at Tier 2 or Tier 3).

Code	Response	Notes
1	Cognitive behavioural therapy (CBT)	
2	Counselling	
3	Structured psycho-social	
4	5 step	
5	Brief advice	
6	Psychotherapy	
7	Psychodynamic therapy	
8	Pharmacological	
9	Motivational Interviewing	
10	Dialectical behaviour therapy (DBT)	
11	Acceptance and commitment therapy (ACT)	
12	Eye movement desensitisation and reprocessing (EMDR)	
13	Other	

4.6.8 A8: PGSI score

This defines the client's PGSI score as measured during the appointment. Please note that PGSI scores should only be recorded during the first and last sessions, and every 3 sessions between. For further information on the PGSI please see <https://www.gamblingcommission.gov.uk/statistics-and-research/publication/problem-gambling-screens>.

4.6.9 A9: Core-10 score

This defines the client's Core-10 score as measured during the appointment. Please note that Core-10 scores should only be recorded during the first and last sessions, and every 3 sessions between. For information on the CORE-10 please see <https://www.corc.uk.net/outcome-experience-measures/core-measurement-tools-core-10/>.

4.6.10 A10: Treatment setting

This defines the treatment setting of the appointment.

Code	Response	Notes
1	Community	
2	Residential	
3	Recovery house	
4	Retreat	
5	Prison	
6	Other	

4.6.11 A11: Treatment attendees

This defines the individuals other than the treatment provider who were present at the appointment. Please specify all attendees even if they were only present for part of the appointment.

Code	Response	Notes
1	Individual	
2	Group	
3	Couple	
4	Family	
5	Other	
99	Unknown	Use where the response is unknown or the client declined to respond

4.6.12 A12: Use of self-exclusion tools since last appointment

This defines the client's use of self-exclusion tools since the previous appointment. Note that this differs to field G21 and relates to a client's continued use of any self-exclusion tools.

Code	Response	Notes
1	Yes	
2	Yes, but have ability to circumvent	
3	No	
99	Not known or declined response	Use where the response is unknown or the client declined to respond

4.6.13 A13: Treatment tier

This defines the tier of the client's current treatment episode. Treatment tiers are defined as follows:

- Tier 1: provision of information and advice such as websites.
- Tier 2: early interventions. These may be brief interventions or extended brief interventions that use motivational interviewing, motivational enhancement therapy, helpline advice and support, workbooks, and self-help guides. Brief Interventions are targeted at individuals whose gambling can

be classified as hazardous or low-risk and is used as an opportunity to raise awareness of the potential risks associated with their gambling.

- Tier 3: structured treatment. This may include individual or group based cognitive behavioural therapy treatment (CBT), motivational Interviewing, counselling, psycho-educational groups, psychiatric or clinical psychology input, and psychodynamic work. Tier 3 treatment includes a comprehensive assessment and a goal-orientated mutually agreed care plan.
- Tier 4: residential rehabilitation treatment care. This offers a holistic, in-depth rehabilitation programme that provides emotional, practical and long-term support and includes facilitated therapeutic treatment.

Code	Response	Notes
1	Tier 1	
2	Tier 2	
3	Tier 3	
4	Tier 4	

4.7 Careplan table codes

4.7.1 C1: Event Date

This defines the date of each unique careplan appointment, entered as DDMMYYYY e.g., 31102022.

4.7.2 C2: Careplan Type

This defines the type of careplan appointment that took place:

Code	Response	Notes
1	Initial	
2	Review	
3	Discharge	

4.7.3 C3: Outcome Star Score

This defines the client's outcome star score as measured during the appointment. This will be recorded at intervals throughout Tier 3 treatment. The Star score is calculated using responses to 11 questions, with each response scored between one and ten. The overall Star score can therefore take the values of 10-110.

Produced by GambleAware and ViewItUK Ltd

About GambleAware:

GambleAware is an independent charity (Charity No. England & Wales 1093910, Scotland (SC049433) that champions a public health approach to preventing gambling harms. GambleAware is a commissioner of integrated prevention, education and treatment services on a national scale, with over £40 million of grant funding under active management.

For further information about the content of this document please contact info@gambleaware.org