

The following table provides a breakdown of the items that correspond with the given process of change. These are further categorized based on the cluster to which the processes of change belong.

Cognitive-Experiential Cluster		Behavioural Processes Cluster	
<i>Processes of Change</i>	<i>Corresponding Item Numbers</i>	<i>Processes of Change</i>	<i>Corresponding Item Numbers</i>
Consciousness raising	1, 2, 3	Helping relationships	16, 17, 18
Dramatic relief	7, 8, 9	Stimulus control	19, 20, 21
Self-reevaluation	4, 5, 6	Counter conditioning	22, 23, 24
Social liberation	10, 11, 12	Reinforcement management	25, 26, 27
Environmental reevaluation	13, 14, 15	Self liberation	28, 29, 30

For an investigation of the Item-total correlations, internal consistency, estimates, means and standard deviations please refer to:

Hodgins, D.C. (2001) Processes of changing gambling behavior. *Addictive Behaviors*, 26, pp. 121-128.