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Money and mental wellbeing: A longitudinal study of medium-sized lottery wins

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Abstract

One of the famous questions in social science is whether money makes people happy. We offer new evidence by using longitudinal data on a random sample of Britons who receive medium-sized lottery wins of between £1000 and £120,000 (that is, up to approximately US\$ 200,000). When compared to two control groups – one with no wins and the other with small wins – these individuals go on eventually to exhibit significantly better psychological health. Two years after a lottery win, the average measured improvement in mental wellbeing is 1.4 GHQ points.

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1. Introduction

A large social science literature now exists on the determinants of happiness and mental health. As might be expected, this topic has attracted the attention of medical statisticians, psychologists, economists, and other investigators. However, one of the most fundamental research questions remains imperfectly understood. For the average person, do greater material riches bring about significantly greater mental wellbeing?

For discussions of this question, see, for example, Easterlin (1974), Martin (1995), and Diener and Biswas-Diener (2002). Many surveys of the field such as Myers (1992), Diener et al. (1999),

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27 Argyle (2001), Nettle (2005a), and Layard (2005) conclude that the connection between money
28 and happiness is slight or non-existent. A variant on this view is the interesting proposition, put
29 forward by Marmot (2004) and others, that people's status and autonomy are what matter, and
30 it is these, rather than wealth or income per se, that truly affect human beings. New work by
31 Kahneman et al. (2006) raises further question-marks over the influence of income.

32 In cross-sections, we now know that, even after correcting for many potentially confounding
33 influences, there is a statistically well-determined link between income and reported wellbeing.
34 There is also some evidence from panels. A large modern literature across many nations includes
35 Blanchflower and Oswald (2004), Di Tella et al. (2001, 2003), Easterlin (2003), Frey and Stutzer
36 (2002), Graham (2005), Luttmer (2005), Winkelmann and Winkelmann (1996), Oswald (1997,
37 2005), Shields and Wheatley Price (2005), and Van Praag and Ferrer-I-Carbonell (2004). More
38 recently, attention has been paid to the idea that happiness may habituate to influences like greater
39 income. Hedonic adaptation is discussed in modern research by, for example, Rayo and Becker
40 (2004), Clark (1999), Clark et al. (2004), Lucas et al. (2003, 2004), Di Tella et al. (2005), Gilbert
41 et al. (1998), Riis et al. (2005), Frederick and Loewenstein (1999), Kahneman and Sugden (2005),
42 Oswald and Powdthavee (2005), Smith et al. (2005), Stutzer (2004), Ubel et al. (2005), Wilson
43 and Gilbert (2005), and Wu (2001).

44 The existing evidence on the link between income and mental wellbeing remains open to
45 criticism. Perhaps the most effective way to object to the income–wellbeing correlation found in
46 recent econometric work is to argue that it is not causal. This is the idea – see for example the cogent
47 arguments in Nettle (2005b) – that income movements and wellbeing movements may merely
48 be linked because of omitted variables (such as seniority in the workplace). Such an objection
49 is important. It is also difficult to deal with decisively, because it is not possible to run giant
50 experiments where, in the name of science, different amounts of government-funded research cash
51 are randomly allocated to treatment and control groups. Somehow, naturally occurring equivalent
52 conditions must be studied.

53 This paper attempts to do so. It uses data on lottery winners to create a setting as close as
54 possible to the idealized laboratory experiment. In a sense, we follow in a different way the
55 same interests and testing strategy as Sacerdote (1997), Imbens et al. (2001), Holtz-Eakin et
56 al. (1993), Lindahl (2005), and Walker (1998). The paper can be thought of as a longitudinal
57 equivalent to the oft-quoted cross-sectional work of Brickman et al. (1978) on a small sample of
58 lottery winners. It differs from Ettner (1996), for instance, by not using instrumental variables for
59 income. Conceptually, our analysis has elements in common with the work of Meer et al. (2003)
60 who use inheritances to try to measure the effect of money on physical health and Frijters et al.
61 (2004, 2005) who draw upon the natural experiment of German reunification to assess the effects
62 of income upon life-satisfaction and satisfaction with health.

63 We assume a reported wellbeing function:

$$64 \quad r = h(u(y, z, m, t)) + e \quad (1)$$

65 where r is a measure of psychological health or self-reported wellbeing; $u(\dots)$ is to be thought
66 of as the person's true wellbeing or utility; $h(\cdot)$ the non-differentiable function relating actual to
67 reported wellbeing; y the income or wealth, to include lottery winnings; z the set of demographic
68 characteristics; m the set of personal characteristics such as marital status; t the time period; e an
69 error term. It is assumed that $u(\dots)$ is a function that is observable only to the individual. This
70 general approach has links to the experienced-utility idea discussed in, for instance, Kahneman
71 et al. (1997).

72 2. Data

73 The data used in this study come from consecutive waves of the British Household Panel Sur-
74 vey (BHPS). BHPS is a nationally representative sample of more than 5000 British households,
75 containing over 10,000 adult individuals, conducted between September and Christmas of each
76 year from 1991 (see Taylor et al., 2002). Respondents are interviewed in successive waves; house-
77 holds who move to a new residence are interviewed at their new location; if an individual splits
78 off from the original household, all adult members of their new household are also interviewed.
79 Children are interviewed once aged 16 years. The sample has remained broadly representative of
80 the British population since its inception.

81 The BHPS contains a standard mental wellbeing measure, a General Health Questionnaire
82 (GHQ) score. This is used internationally by medical researchers and others as an indicator
83 of psychological strain or stress. Recent applications of GHQ include Cardozo et al. (2000),
84 Bøheim and Ermisch (2001), Propper et al. (2005), Clark and Oswald (1994, 2002), Ermisch and
85 Francesconi (2000), Gardner and Oswald (2004, 2006), Martikainen et al. (2003), McKenzie et
86 al. (2004), O'Reilly and Stevenson (2003), Pevalin and Ermisch (2004), Robinson et al. (2004),
87 Shields and Wheatley Price (2005), and Weinberg and Creed (2000). A GHQ score is one of
88 the most commonly adopted questionnaire-based methods of measuring psychological health. It
89 amalgamates answers to the following list of 12 questions:

90 Have you recently:

- 91 1. *Been able to concentrate on whatever you are doing?*
- 92 2. *Lost much sleep over worry?*
- 93 3. *Felt that you are playing a useful part in things?*
- 94 4. *Felt capable of making decisions about things?*
- 95 5. *Felt constantly under strain?*
- 96 6. *Felt you could not overcome your difficulties?*
- 97 7. *Been able to enjoy your normal day-to-day activities?*
- 98 8. *Been able to face up to your problems?*
- 99 9. *Been feeling unhappy and depressed?*
- 100 10. *Been losing confidence in yourself?*
- 101 11. *Been thinking of yourself as a worthless person?*
- 102 12. *Been feeling reasonably happy all things considered?*

103 Here we use the sum of the responses to these so-called GHQ-12 questions. As a measure of
104 mental strain, the paper takes the simple summation, coded so that people answer with respect to
105 usual and the response with the lowest wellbeing value scores 3 and that with the highest wellbeing
106 value scores 0. This approach has been used many times before and is sometimes called a 36-point
107 Likert scale. In general, medical opinion is that healthy individuals will score typically around
108 10–13 on the test. Numbers near 36 are rare and indicate depression in a clinical sense.

109 Although most windfalls are small, many people in the BHPS data have a financial windfall
110 of some kind. The data set records either a win on a lottery or a win on the soccer pools. As half
111 the British population play the national lottery, this form of winning windfalls swamps all other
112 forms, and for simplicity we refer later merely to 'lottery winners'.

113 We measure people's GHQ score and their lottery winnings in each year between 1996 and
114 2003. To adjust for inflation, all financial amounts are deflated by the consumer price index and

Table 1
Sample characteristics—lottery wins and GHQ mental strain 1998–2001

Lottery win (£)	Observations	Individuals	Mean win	Median win	Mean GHQ Score
No win	26,646	9677			11.23 (5.46)
1–999	4822	2943	70.5 (120.6)	30.0	10.94 (5.16)
1000 or more	137	116	4,303.1 (11,944.4)	1,987.8	10.73 (5.50)
Total	33,605	10,365	27.7 (809.3)	0.0	11.19 (5.42)

Notes: Standard deviations are in parentheses. The maximum win in the sample is £117,000. All wins are deflated to real values (1998 deflator).

converted into 1998 pounds. At the time of writing, one pound sterling £1 is approximately US\$ 1.75 United States dollars.

To allow for lags, the wellbeing data are taken from 1998 to 2001. Hence, we observe whether an individual has won on the lottery within this 3-year period, but use the longer time frame of mental stress scores (from 1996 to 2001) to capture changes in well-being from 2-years before the win to 2-years after. Table 1 reports means and standard deviations. Of the 33,605 person-years in the data, there are more than 26,000 observations with no observed win. Small prizes of between one pound and 999 pounds are common: there are 4822 observations. Bigger wins, of over £1000, are uncommon. There are 137. It is these on which the paper particularly focuses. The other categories within Table 1 make a natural comparison: they provide control groups of individuals who get no win and only small wins. The latter category is particularly important, because, as in Imbens et al. (2001), it is not possible within our data set to know the number of times each person plays the lottery. Hence we need to find a way to allow for a different psychological makeup between people who never gamble and those who do. Like Imbens et al., therefore, we assume the most persuasive control group is the set of people in the data who report small wins.

Table 1 reveals that the mean win among those getting more than zero but less than £999 is £70.5. The median is just £30. Among the group receiving a windfall in excess of £1000, the mean win is approximately £4300, and the median is just below £2000.

The mean value of GHQ mental stress, on its 0–36 scale, is 11.19 in the entire data set. It is lower, at 10.73, among the medium-size winners.

This levels comparison, however, is perhaps not a natural one to emphasise. To allow person fixed-effects to be differenced out, it is more compelling to look at the changes – the so-called deltas – in individuals' GHQ scores. In this way, the issue becomes: does the GHQ mental strain score of a particular person tend to fall after winning a prize in the lottery? It is the deltas that contain the main information and on which we focus.

3. Results

The empirical approach begins by looking at movements in GHQ scores before and after a lottery win. Later, regression equations are estimated. Pragmatically, with 137 observations on what we describe as medium-sized lottery wins, it is probably not sensible to put a large amount of structure on the statistical testing. It is known, moreover, that there is some natural fluctuation in GHQ scores (Hauck and Rice, 2004). While it would be desirable to have more than 137 significant lottery wins, that is intrinsically difficult in longitudinal random samples of a population.

148 What we attempt to look for, therefore, are persuasive simple patterns in the data. Fig. 1 is
149 divided into three sections. In Fig. 1a, the changes in GHQ are plotted for the year before, and
150 of, the lottery win. It can be seen that, on an average, mental stress actually increases in the year
151 of winning (the data are collected after a reported win, and most people saying they have won
152 will have done so very recently). The rise in strain is about 0.5 GHQ points more than for the two
153 control groups, who, as can be seen in the first two bars of Fig. 1a, are similar to one another. This
154 implies that, in these data, there is no immediate burst of psychological wellbeing from a lottery
155 win. If anything, the reverse is true, although the standard errors on the >£1000 column in Fig. 1a
156 are large. As far as we know, this finding is a new one.

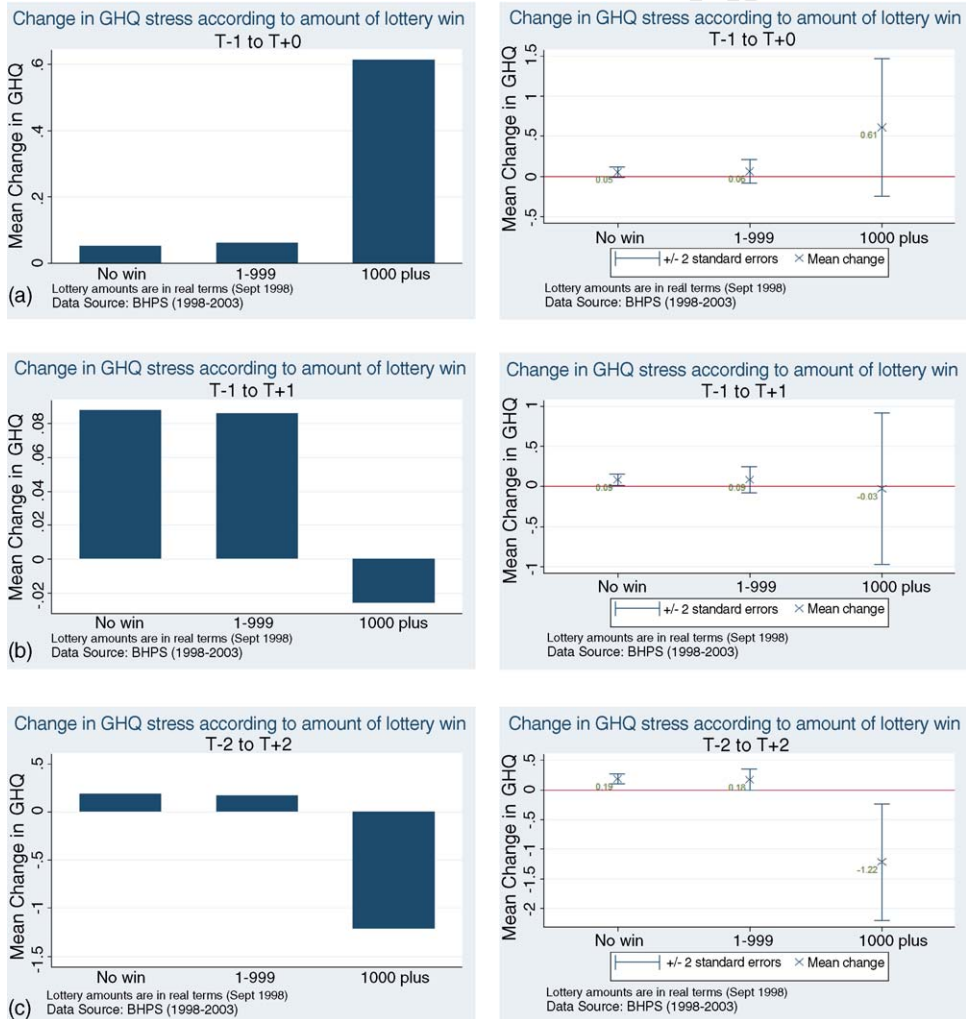


Fig. 1. The change in GHQ mental strain in the years surrounding a lottery win; (a) the change in GHQ mental strain (from $T - 1$ to T) associated with a lottery win at time T ; (b) the change in GHQ mental strain (from $T - 1$ to $T + 1$) associated with a lottery win at time T ; (c) the change in GHQ mental strain (from $T - 2$ to $T + 2$) associated with a lottery win at time T . Notes: Graphs in the left-hand panel display the mean change in GHQ mental strain scores. Graphs in the right-hand panel additionally display confidence intervals. The scales differ across figures.

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The second section, Fig. 1b, charts the change in mental stress between $T - 1$ and $T + 1$. These are the years immediately before and immediately after the one in which the lottery prize is won. Again, encouragingly for the statistical investigator, the columns make clear that individuals who get no win are almost indistinguishable in their responses from those with a small win, which is consistent with common sense. Interestingly, people in the $>£1000$ category do appear, in Fig. 1b, to exhibit a rise in psychological wellbeing (that is, a fall in their GHQ mental stress score). However, the size of this decline is tiny, and, as illustrated, the standard-error bars are wide.

Fig. 1c depicts the key finding of the paper. It compares wellbeing 2 years before the lottery win to 2 years afterwards. For those with no win, mental strain rises slightly, by 0.19 GHQ points. This increase – it might be viewed as the background rise in stress in Great Britain – is statistically significantly greater than zero. For those with a small win, GHQ goes up almost an identical amount, namely, by 0.18 points. Such a finding seems to make sense: winning a tiny amount does not alter a person’s life.

However, the average change in mental stress is different among those in Fig. 1c who, at time $T = 0$, get a windfall of £1000 or more. For them, GHQ drops fairly markedly between $T - 2$ and $T + 2$. It does so by -1.22 points. As shown, the standard errors allow the null of zero to be rejected at the 5% level, so the change is statistically significantly different from that for the two comparison groups of individuals. To this 1.22, the figure of 0.18 or 0.19 should be added. People who get a medium-sized win therefore eventually enjoy an improvement in mental health, relative to others, of approximately 1.4 GHQ points. If we separate the sample into men and women, a similar result is found for each of the sexes (not reported), although men show a larger improvement.

A further way to depict the main finding is illustrated in Fig. 2. The figure presents the average levels (as opposed to changes) of GHQ stress scores in the years surrounding a lottery win. Here the GHQ levels of the three groups of individuals diverge, by the time that period $T + 2$ is reached, very noticeably. (These results in Fig. 2 are for the unbalanced panel, where an individual may be present in one period but not the next. When we instead restrict attention to the balanced sample – where each period we observe the same set of individuals – results are substantially the same.) Again this appears consistent with a causal link between windfalls and wellbeing. Although it might be expected that the size of the medium-size win would be correlated with the size of

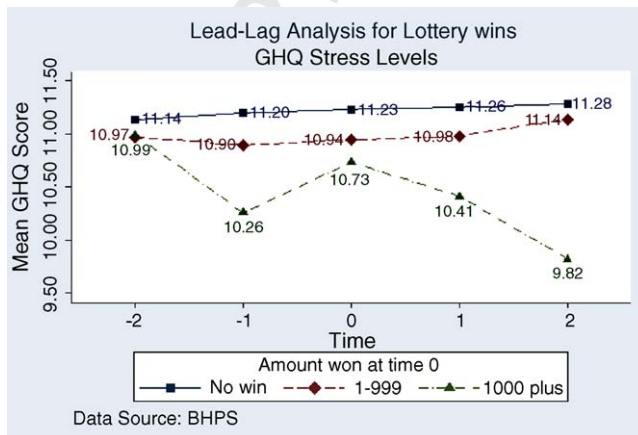


Fig. 2. GHQ mental strain levels before and after a win. Notes: The graph displays the mean GHQ scores for the years surrounding a lottery win.

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187 the alteration in wellbeing within the sub-sample of 137 people themselves, it proved impossible,
188 probably because of the small sample size relative to the noise in GHQ scores, to find a statistically
189 significant relationship.

190 In sum, these data suggest that winning the lottery is associated with improved mental well-
191 being. Intriguingly, the effect apparently takes some time to show through. The observed delay
192 is surprising. One feasible interpretation of the phenomenon is that winning (even medium-sized
193 prizes like these) can have a disruptive effect in time T . A second possibility, and a less attractive
194 one for the ideas in the paper, is that the phenomenon of winning itself eventually makes people
195 cheerier, by increasing their sense of optimism. Nevertheless, a potentially more plausible expla-
196 nation is that spending the money is what matters and initially a windfall is saved. Clearly much
197 remains to be understood.

198 4. Robustness checks

199 Is it possible that this pattern is an artefact or fluke of the data set and therefore not one of
200 cause-and-effect? In principle, it is. Fig. 2, for instance, reveals some inherent volatility, and the
201 drop in GHQ in $T - 1$ among the winners is a potential concern.

202 As a check, various inquiries were done.

203 First, an examination of Fig. 2 shows that the GHQ levels of all three groups are similar in
204 the initial year, $T - 2$. This fact seems reassuring. It suggests that the nature of the people under
205 study – non-winners, small winners, large winners – is not profoundly different.

206 Second, some regression-equation checks are given. Table 2 lays out a number of Delta GHQ
207 equations. These equations take as the dependent variable the measured change in the GHQ stress

Table 2
The change in GHQ mental strain surrounding a lottery win ($T - 2$ to $T + 2$)

Regressors	(1)	(2)	(3)	(4)
Win 1–999	–0.014 (0.101)	–0.025 (0.101)	–0.018 (0.102)	0.024 (0.125)
Win 1000 or more	–1.406 (0.500)	–1.435 (0.501)	–1.449 (0.498)	–1.779 (0.571)
Age		0.001 (0.002)	–0.006 (0.004)	–0.005 (0.004)
Female		–0.152 (0.073)	–0.044 (0.076)	0.143 (0.091)
Non-white		0.177 (0.263)	0.211 (0.270)	0.191 (0.319)
Log family income			0.038 (0.064)	–0.009 (0.077)
Any health problems			–0.064 (0.080)	0.137 (0.095)
Married			0.365 (0.084)	0.254 (0.099)
Unemployed			–0.199 (0.312)	–0.202 (0.397)
Retired			0.337 (0.133)	0.139 (0.157)
Out of labour force			–0.439 (0.131)	–0.350 (0.159)
O-levels			–0.069 (0.103)	–0.100 (0.123)
A-levels			0.034 (0.126)	0.055 (0.149)
Degree			–0.066 (0.142)	–0.100 (0.168)
GHQ ($t-3$)				–0.125 (0.011)
Region dummies	No	No	Yes	Yes
R -squared	0.000	0.000	0.003	0.015
Observations	26,181	26,181	25,902	18,104

Notes: Standard errors are in parentheses. The omitted variables are: no lottery win, male, white, no health problems, unmarried, in employment, with a lower educational qualification. The variables in the table are people's characteristics measured at time T . The sample period for wins is 1998–2001. GHQ is measured between 1996 and 2003 to allow for the 2-year lags.

208 level over the period $T - 2$ to $T + 2$. Column 1 of the table thus re-does the previous chart in a
209 more formal way. Column 2 of Table 2 includes controls for age, gender, and race. The female
210 dummy is negative and statistically significantly different from zero. The others, however, are not.
211 Importantly, the coefficient on the Win $>£1000$ dummy variable is left unchanged by the addition
212 of these demographic controls, which suggests that the pattern in the paper is not simply because
213 of elementary omitted characteristics. The low R -squared values are a noticeable reminder of the
214 noise in GHQ values.

215 Column 3 extends the list of independent variables: it incorporates income, health, marital
216 status, job status, education level, and region dummies. Once again, the effect of winning the
217 lottery is unaltered. The coefficient is now -1.449 with a well-determined t -statistic.

218 Finally, column 4 of Table 2 includes an extra variable for the person's mental stress score
219 in $T - 3$. This controls for potential habituation or mean-reversion in wellbeing levels; when
220 individuals initially have high wellbeing (low GHQ stress scores) we might expect them, either
221 substantively or for reasons of measurement error, to report a decline in wellbeing (increase in
222 strain) towards some baseline, and vice versa. In column 4 of Table 2, the estimated improvement
223 in mental wellbeing after a medium-size lottery win is slightly larger at approximately 1.8 GHQ
224 points. If people who initially show greater mental strain are more likely to gamble on the lottery,
225 then mean-reversion could conceivably account for the increase in wellbeing that we observe for
226 lottery winners. However, while we do see some evidence of mean-reversion in GHQ mental strain
227 scores, it apparently contributes little to an explanation of the estimated windfall effect. Here in
228 column 4 of Table 2 there is a slight alteration in the size of the coefficient on Win $>£1000$, but the
229 standard error remains around one third of the coefficient estimate. These explorations suggest
230 that the correlation between winning and change-in-GHQ is robust.

231 Third, are low-income individuals perhaps more affected by a lottery prize, and are there any
232 important gender differences in response to a win? Table 3 takes up these issues. It estimates four
233 delta-GHQ equations. The first split of the sample is into two income categories. Interestingly,
234 and perhaps surprisingly, the drop in GHQ is more marked, and statistically better determined,
235 in the high-income households. In Table 3 the coefficients on Win $>£1000$ are at first, in columns 1
236 and 2, respectively -0.991 and -1.855 . However, it not possible to reject the null of equality of
237 these two numbers. Columns 3 and 4 divide individuals into men and women. In this case, the key
238 coefficients are -1.674 and -1.140 . Only the first of these, for the male sub-sample, is significantly
239 different from zero. Nevertheless, the finding seems of value. If the paper's observation of a fall
240 in GHQ after a win were the chance result of a small data set, we would not expect to see it in
241 separate sub-samples for males and females. Perhaps the appropriate message from Table 3 –
242 when it is borne in mind that the numbers of medium-size lottery winners do not allow detailed
243 disaggregation – is that the size of the win $>£1000$ effect appears to be reasonably robust across
244 sub-samples.

245 Fourth, data on the life satisfaction levels of individuals were examined, and the above calcu-
246 lations were re-done. The life-satisfaction question was not asked in the survey in the 2001, so
247 as a result we were missing around a quarter of our sample of lottery wins. Most of the paper's
248 patterns, however, carried through (for instance, those winning $>£1000$ had the largest rise in
249 life satisfaction), although the satisfaction data were too noisy, given the effective sample size, to
250 permit particularly well-defined results.

251 Lastly, because the data set does not provide a measure of how often people play the lottery,
252 there remains one possibility that should be considered. It is that, for some unobservable reason,
253 individuals who gain psychologically after we observe them winning a medium-sized lottery prize
254 both play the lottery far more than those who gain only small wins (and thus win more money)

Table 3

The change in GHQ mental strain surrounding a lottery win—sub-samples ($T - 2$ to $T + 2$)

Regressors	Low income (1)	High income (2)	Male (3)	Female (4)
Win 1–999	–0.021 (0.156)	–0.029 (0.135)	–0.105 (0.134)	0.068 (0.156)
Win 1000 or more	–0.991 (0.680)	–1.855 (0.715)	–1.674 (0.627)	–1.140 (0.811)
Age	0.004 (0.005)	–0.019 (0.005)	–0.011 (0.005)	–0.002 (0.005)
Female	–0.106 (0.109)	0.010 (0.108)		
Non-white	–0.072 (0.403)	0.420 (0.362)	0.158 (0.362)	0.273 (0.393)
Log family income	–0.199 (0.103)	–0.051 (0.156)	0.080 (0.091)	0.004 (0.090)
Any health problems	0.031 (0.122)	–0.120 (0.107)	–0.097 (0.109)	–0.038 (0.116)
Married	0.451 (0.115)	0.345 (0.127)	0.221 (0.117)	0.521 (0.120)
Unemployed	0.061 (0.386)	–0.562 (0.539)	–0.156 (0.352)	–0.282 (0.568)
Retired	0.133 (0.177)	0.465 (0.229)	0.413 (0.185)	0.294 (0.190)
Out of labour force	–0.347 (0.179)	–0.508 (0.195)	–0.098 (0.276)	–0.527 (0.153)
O-levels	–0.176 (0.139)	0.143 (0.158)	–0.051 (0.140)	–0.045 (0.148)
A-levels	0.020 (0.188)	0.111 (0.177)	–0.078 (0.161)	0.175 (0.194)
HND, HNC	–0.283 (0.249)	0.266 (0.219)	–0.059 (0.205)	0.117 (0.247)
Degree	–0.107 (0.251)	–0.011 (0.190)	–0.321 (0.186)	0.221 (0.215)
Region dummies	Yes	Yes	Yes	Yes
R-squared	0.006	0.004	0.003	0.004
Observations	12,867	13,035	11,657	14,245

Notes: Standard errors are in parentheses. The omitted variables are: no lottery win, male (where applicable), white, no health problems, unmarried, in employment, with a lower educational qualification. The variables in the table are people's characteristics measured at time T . The sample period for wins is 1998–2001. GHQ is measured between 1996 and 2003 to allow for the 2-year lags. High- and low-income are defined respectively as above and below median income (in each year).

and would for some unknown independent reason have improved mentally without the windfall of cash. In other words, there remains the potential that the correlation we observe is not truly causal.

Like most arguments that rest on assumed unobservabilities, this is a difficult possibility to avoid beyond doubt. Nevertheless, on the balance of the evidence, it is arguably unpersuasive and a causal interpretation seems the more appropriate one. Entering within a delta-GHQ regression equation a range of observable controls (which might be expected to be correlated with unobservables) leaves – see Tables 2 and 3 – the paper's key coefficient almost unchanged. Moreover, medium-size lottery winners begin with the same $T - 2$ mental-health scores as other people in the data set, and thus do not appear to be fundamentally different from small-winners in some subtle psychological way.

5. Conclusions

A famous research question in social science is whether increases in income make people happier (and if so by how much). The key difficulty in testing is a practical one. It is how to find a quasi-experimental setting where some individuals are randomly assigned substantial sums of money while others in a control group are not.

The paper tackles this by studying longitudinal data on a statistically representative sample of Britons who receive medium-sized lottery wins. In our data, these are wins of between £1000 and approximately £120,000 in 1998 pounds sterling. We have 137 winners of this type. The effective sample is therefore fairly small, so it is sensible to be cautious in interpretation.

274 When compared to two control groups – one with no wins and the other with small wins – the
275 paper demonstrates that these medium-size winners go on to have significantly better psycholog-
276 ical health. After 2 years, their mental wellbeing compared to before the lottery win has improved
277 by approximately 1.4 GHQ points on a 36-point scale, with a standard error of approximately
278 0.5. The standard deviation of the GHQ scores in the whole sample is approximately 5, but that is
279 probably not a useful way to think about the within-person variation over time. To provide a better
280 feel for the size of the units, in Clark and Oswald (2002) and Gardner and Oswald (2006) it is
281 argued that the worst thing observable in standard data sets is – perhaps as might be expected – the
282 impact effect of being widowed. That rare and traumatic event is associated with a worsening in
283 people’s mental wellbeing of, on an average, approximately five GHQ points. Such a calculation
284 suggests that 1.4 points, the estimated consequence of a medium-sized lottery win for mental
285 health, is economically significant and not merely statistically significant.

286 Checks on separate sub-samples of men and women, and high-income and low-income people,
287 provide in each case broadly supportive evidence for the existence of a positive effect of wind-
288 falls upon mental wellbeing. Such corroboration, even on necessarily small sub-samples, seems
289 encouraging. The explanation for the time delay in the wellbeing effect is unclear. It may be that
290 actual spending is what matters and windfalls are initially saved, but this can be only a conjecture.

291 The paper’s main result – that a windfall is followed eventually by a significant improvement
292 in mental health – contrasts with standard interpretations of the work of Brickman et al. (1978).
293 An advantage of the present study is that we follow the same individuals through time and do not
294 have to rely on cross-section comparisons. Our paper is unable to examine adaptation to money
295 over a long period. That possibility remains an important one to be explored by future research.

296 **Uncited reference**

297 Clark (1994).

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306 analysis presented here.

307 This paper replaces the earlier calculations of Gardner and Oswald (2001). It used also data
308 on inheritances and produced broadly similar findings. Because inheritances conflate a windfall
309 with death of a family member, we decided to omit the inheritance calculations.

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