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| **Theme** | **Sub-themes** |
| 1. Intentionality & motivations | 1. Well-being: pleasure, intimacy and fun (*TSQ: gender and sexuality*) |
| 2. Queer culture: intergenerational learning, socialisation and belonging (*TSQ: culture, belonging*) |
| 3. Socio-economic: status, networks, employment, transactional and incidental sex (*TSQ: economics, class, employment*) |
| 2. Drug choice & method | 1. Drugs associated with *hi-fun* (*TSQ: queer culture, pleasure, drug norms*) |
| 2. Drugs associated with other SDU (*TSQ: queer culture, pleasure,* *drug norms*) |
| 3. Impact of police on drug consumption (*TSQ: governance, policing*) |
| 4. Shifts or differences in drug use related to cultures (*TSQ: globalization, cultural differences*) |
| 3. Setting | 1. Hotel (*TSQ: built environment, policing*) |
| 2. Apartment, condos houses (*TSQ: built environment, policing*) |
| 3. Other settings (*TSQ: built environment, policing, queer culture, norms*) |
| 4. Technology and organisation | Apps & social media (*TSQ: norms, queer culture, policing*) |
| In-person, bars, clubs (*TSQ: norms, queer culture*) |
| Networks (open and closed) (*TSQ: norms, queer culture, policing*) |