



DEBATE PACK

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Gambling-related harm

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This pack has been prepared ahead of the debate to be held in Westminster Hall on Tuesday 19 March 2019, from 2.30 to 4pm, on gambling-related harm. The debate will be opened by Ronnie Cowan MP.

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The House of Commons Library prepares a briefing in hard copy and/or online for most non-legislative debates in the Chamber and Westminster Hall other than half-hour debates. Debate Packs are produced quickly after the announcement of parliamentary business. They are intended to provide a summary or overview of the issue being debated and identify relevant briefings and useful documents, including press and parliamentary material. More detailed briefing can be prepared for Members on request to the Library.

1. Background

1.1 Gambling regulation

The [Gambling Act 2005](#) (as amended) sets out the law on gambling in Great Britain. One of the Act's licensing objectives aims to "protect children and other vulnerable persons from being harmed or exploited by gambling".¹

The [Gambling Commission](#) regulates gambling in partnership with local authorities. The Commission's role involves issuing operating licences for gambling operators.² Requirements for licensees are set out in the Commission's [Licence Conditions and Codes of Practice](#) (LCCP, October 2018).³ The LCCP requires gambling operators to make a contribution towards research, education and treatment of problem gamblers.⁴

The [Responsible Gambling Strategy Board](#) (RGSB) provides independent advice to the Gambling Commission. The RGSB's [National Responsible Gambling Strategy](#) (April 2016) aims to minimise gambling-related harm. The strategy ends in March 2019.

The Gambling Commission is developing a new strategy.⁵ A [consultation](#) closed on 15 February 2019. The RGSB has issued [advice](#) on the strategy. This has been [welcomed](#) by the Commission.

Statutory levy

Under [section 123](#) of the 2005 Act, the Secretary of State can make regulations requiring gambling operators to pay an annual levy to the Gambling Commission. The money raised would be used for projects relating to:

- gambling addiction
- other forms of harm or exploitation associated with gambling
- any of the licensing objectives.

The power has not yet been used. In May 2018, the Government [said](#) that it did not consider the introduction of a statutory levy to be "necessary or appropriate".⁶

1.2 What is gambling-related harm?

A July 2018 [report](#) on behalf of the RGSB looked at gambling-related harms. This noted that there had not been any attempt to quantify the

¹ [Section 1](#) of the 2005 Act

² See the Library Paper, [Betting shops: licensing and planning issues](#) (19 January 2018)

³ Gambling Commission website, [What we do](#) [accessed 14 March 2019]

⁴ Gambling Commission website, [Compliance](#) [accessed 14 March 2019]

⁵ ["Discussion on a new national strategy to reduce gambling harms"](#), Gambling Commission News, 12 December 2018

⁶ [HL7791](#) [on a statutory levy on the gambling industry], Answered 29 May 2018

costs of gambling-related harms to society in Britain, largely because harms had not been defined.⁷

The report proposed that this definition be adopted and used in British policy and practice:

Gambling-related harms are the adverse impacts from gambling on the health and wellbeing of individuals, families, communities and society.

These harms are diverse, affecting resources, relationships and health, and may reflect an interplay between individual, family and community processes. The harmful effects from gambling may be short-lived but can persist, having longer term and enduring consequences that can exacerbate existing inequalities.⁸

On resources, relationships and health, it explained:

In terms of **resources**, harms generate instability in economic lives, undermine productivity in the workplace, lead to the accumulation of debt and, in more severe cases, bankruptcy and engagement in criminal activity. There is a further range of related consequences, some concerning material impacts such as housing instability, others concerning loss of opportunities and future wellbeing. The impact of these harms can be experienced by individuals, families and communities.

In terms of **relationships**, harms include disruption or erosion of partnerships, familial relationships and friendships, including emotional and social isolation from family, friends and communities. This can lead to erosion of community cohesion and resources. In families, harms erode trust and reduce emotional and financial stability in households. This diverts money, time and attention away from familial roles and responsibilities. At a societal level, these harms demand resources from wider medical, social and judicial infrastructures.

In terms of **health**, harms relate to physical ill-health, psychological distress *(such as feelings of shame, stigma and guilt), mental health problems (including anxiety and depression) and, in some cases, suicidal behaviour. These harms may be felt by both individuals and families. At a societal level these harms lead to major demands on healthcare services, increased use of social care and welfare services, all of which have negative economic impacts.⁹

Having offered a definition of harms, the report said that it was important to think about how to understand them and increase their visibility. This would partly involve attempting to estimate the monetary costs associated with harms:

(...) To do this, we have identified a range of different metrics that are related to the experience of gambling-related harms and then considered whether social costs could be estimated for any of these.

Over 50 different metrics of gambling-related harms were identified under the organising themes of resources, relationships

⁷ Heather Wardle et al, [Measuring gambling-related harms: a framework for action](#), RGSB/Gambling Commission/GambleAware, p11

⁸ Heather Wardle et al, [Measuring gambling-related harms: a framework for action](#), RGSB/Gambling Commission/GambleAware, July 2018, p7

⁹ Ibid, p7

and health. Of these, only a few areas currently have the potential to contribute to a social cost of gambling-related harms. These are:

- loss of employment
- experience of bankruptcy and/or debt
- loss of housing/homelessness
- crime associated with gambling
- relationship breakdown/problems
- health-related problems
- suicide and suicidality.

We have recommended that these areas be pursued and that they be used in a foundation model to begin to estimate some of the social costs associated with gambling-related harms. We recognise that this will be a deeply conservative measure and hope that our framework, outlining all possible metrics of harms, allows people to easily see where the gaps exist. We also hope this is useful in stimulating conversations and actions about how to fill these evidence gaps.

We also recognise that many of the harms listed do not lend themselves to being converted into a social cost. This does not make them any less important. We are committed to increasing the visibility of all gambling-related harms and have suggested that further research be taken to achieve this...¹⁰

1.3 What has the Government done?

In May 2018, the Government published its [response](#) to a [consultation](#) on gaming machines and social responsibility measures. In an [oral statement](#), Tracey Crouch, the then Sports Minister, said that she was “satisfied with the overall framework of gambling regulation, but...when new evidence comes to light, we need to act to target any gambling products or activities that cause concern”.

The Minister said that the maximum stake on fixed odds betting terminals would be lowered from £100 to £2 – critics claim that the machines can cause substantial harm. The reduced stake will come into effect from 1 April 2019. For further detail, see the Library Paper, [Fixed odds betting terminals](#) (6 February 2019).

In her statement, Ms Crouch acknowledged that “factors which influence the extent of harm to a given player are wider than any one product, and include factors around the player, the product and the environment”. The Government would therefore be taking action on:

- Increasing player protection measures on other gaming machines on the high street;
- increasing protections around online gambling, including stronger age verification rules and proposals to require operators to set limits on consumers’ spending until affordability checks have been conducted;

¹⁰ Ibid, pp4-5

- doing more on research, education and treatment of problem gambling, including a review by Public Health England of the evidence relating to the public health harms of gambling;
- enhancing protections around gambling advertising, including a major multi-million pound advertising campaign led by GambleAware, around responsible gambling, to be launched later this year; and
- filling the gaps in evidence around advertising and harm with substantial new research commissioned by GambleAware on the effects of gambling advertising and marketing on children, young people and vulnerable groups.¹¹

For what's happened since on advertising, see the Library Paper, [Gambling advertising](#) (1 March 2019).

In December 2018, Mims Davies, the new Sports Minister, [said](#) "We take gambling-related harm very seriously and will work closely across Government and with the Gambling Commission to build on the actions outlined in the [May 2018] Review".¹²

1.4 What is GambleAware doing?

[GambleAware](#) is a charity that commissions and funds research, education and treatment services to help reduce gambling-related harms. Its strategic aims are:

- to broaden public understanding of gambling-related harms, in particular as a public health issue;
- to advance the cause of harm-prevention so as to help build resilience, in particular in relation to the young and those most vulnerable to gambling-related harms; and
- to help those who do develop gambling-related harms get the support that they need quickly and effectively.

GambleAware's work is guided by the National Responsible Gambling Strategy. For further detail see its [Strategy for 2016-21](#) and [Strategic Delivery Plan for 2018-20](#).

A section of GambleAware's [website](#) gives details of its research activity.

GambleAware funds the [Gordon Moody Association](#), the [NHS National Problem Gambling Clinic](#), [GamCare](#) and other charities. It also runs the [BeGambleAware.org](#) website and supports the National Gambling Helpline (808 8020 133).

Industry donations to GambleAware

The RGSB estimates that GambleAware needs at least £10 million annually to deliver its responsibilities under the National Responsible Gambling Strategy.

¹¹ ["Tracey Crouch's statement on the Government Response to the Consultation on proposals for changes to Gaming Machines and Social Responsibility Measures"](#), DCMS, 17 May 2018

¹² [PO 908186](#) [on Government action to reduce gambling-related harm], Answered 13 December 2018

GambleAware asks those who profit from the gambling industry to donate a minimum of 0.1% of their annual gross gambling yield.¹³ According to GambleAware's website, the total amount of money pledged and received by GambleAware as voluntary donations from the gambling industry in Quarter 1, 2 and 3 (April to December 2018) was £7.8 million.¹⁴

1.5 What has the gambling industry done?

The gambling industry has taken a number of initiatives to promote responsible gambling.

Senet Group

The [Senet Group](#), founded by William Hill, Ladbrokes, Coral and Paddy Power, was launched in September 2014.¹⁵ Membership is open to any gambling operator. The Group's members have committed to adhere to industry codes of practice, including the Association of British Bookmakers (ABB) [Code](#).

The Group can "name and shame" operators who breach the above commitments as well as imposing fines. Gambling operators who repeatedly breach the code will not be able to use the Senet Group logo and could be expelled from the Group.¹⁶

Further information on the Group's work is available from its website:

- [Responsible gambling standards](#)
- [Campaigns](#)

Industry Group for Responsible Gambling (IGRG)

The [Industry Group for Responsible Gambling](#) (IGRG) maintains an [Industry Code for Socially Responsible Advertising](#) (5th ed, January 2019).

The Group's Members are the Association of British Bookmakers, the British Amusement Catering Trade Association, the Bingo Association, the National Casino Forum, and the Remote Gambling Association.

¹³ GambleAware website, [FAQs on industry donations](#) - How much should I donate to GambleAware?

¹⁴ GambleAware website, [2018/19 supporters](#) [accessed 14 March 2019]

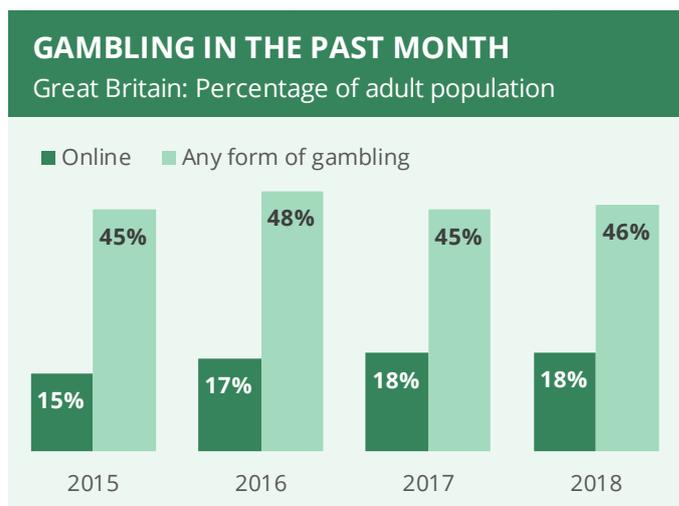
¹⁵ "[Gambling industry responds to public concerns](#)", Senet Group News release, 15 September 2014

¹⁶ Senet Group website: [How we work](#) [accessed 14 March 2019]

2. Statistics

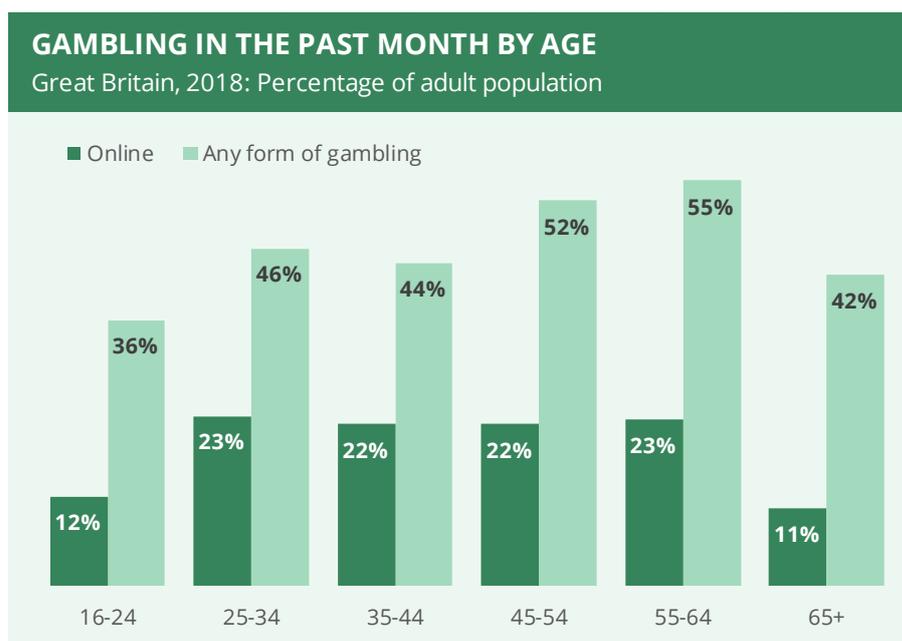
2.1 Gambling prevalence

The Gambling Commission publishes estimates of gambling in the past month. The chart below shows available figure over the past four years. Over this period adults taking part in any form of gambling has lies between 45% and 48% Those participating in online gambling has risen from 15% in 2015 to 18% in 2018.



Source: [Gambling Commission: Gambling participation in 2018](#)

Both online and overall gambling participation varies with age. In 2018, the youngest and oldest age groups showing the lowest levels of participation, while the highest prevalence was observed in adults aged 55-64 years.



Source: [Gambling Commission: Gambling participation in 2018](#)

2.2 Problem gambling

The Gambling Commission defines problem gambling as behaviour related to gambling which causes harm to the gambler and those around them. Such behaviour compromises disrupts or damages family, personal or recreational pursuits.

The most robust estimates of problem gambling are calculated according to two different measurement instruments, the Diagnostic and Statistical Manual of Mental Disorders IV (DSM-IV) and the Problem Gambling Severity Index (PGSI).

The DSM-IV classifies gamblers as either problem gamblers or non-problem gamblers. The PGSI is more fine grained and identifies people as low risk gamblers, moderate risk gamblers, or problem gamblers.

The latest figures using these measures are for 2016 ([Gambling participation in 2016](#)) when the DSM-IV identified 0.6% of adults as problem gamblers and 99.4% did not have a problem with gambling.

- The PGSI tool identified:
- 0.5% problem gamblers.
- 1.1% moderate-risk gamblers (those who experience a moderate level of problems leading to some negative consequences).
- 2.4% low-risk gamblers (those who experience a low level of problems with few or no identified negative consequences)
- 96% had no problems with gambling.

Similar proportions were observed in the Commission's 2012 survey.

In addition, to their main survey estimates the Commission also tracks problem gambling data using a smaller scale telephone survey which uses a short-form Problem Gambling Severity Index (PGSI mini-screen).

This data classed 0.5% of adults as problem gamblers in 2018, with 1.1% moderate risk and 3.3% low risk gamblers. (Source: [Gambling participation in 2018](#)).¹⁷

¹⁷ Statistics in sections 2.1 and 2.2 provided by Rachael Harker

3. Media

3.1 Press releases

Gambling Related Harm APPG

[Gambling Related Harm APPG launches new inquiry into online gambling](#)

12 February 2019

Gambling Commission

[New report takes significant step forward in measuring the impact of gambling-related harms](#)

10 July 2018

Responsible Gambling Strategy Board

[Gambling-related harm as a public health issue](#)

December 2016

GambleAware

[Gambling-Related Harms as A Public Health Issue](#)

3.2 Articles and blogs

Guardian

[Problem gamblers at 15 times higher risk of suicide, study finds](#)

13 March 2019

Gov.UK blog

[Gambling related harm is no longer in the shadows](#)

01 March 2019

BBC

[Online gambling: Labour promises tougher limits](#)

28 February 2019

The Guardian

[Problem gamblers are using PayPal to spend up to £150,000 a day](#)

17 February 2019

ITV report

[New alliance to call for more action on tackling problem gambling in UK](#)

31 January 2019

Campaign for Fairer Gambling

['Online gambling has been a boon for gamblers' claims Behavioural Insights Team researching gambling related harm](#)

22 January 2019

BBC

[Gambling addiction: Flaws exposed in online self-exclusion scheme](#)

13 January 2019

The House

[Lord Chadlington: Evidence is mounting that we are in the grip of a gambling epidemic](#)

07 February 2019

Campaign for Fairer Gambling

[Controversy over FOBTs creates demand for wider gambling reform](#)

11 December 2018

The Times

[The inconvenient truth about gambling adverts](#)

10 December 2018

The Telegraph

[Church plans special inquiry into Labour's gambling liberalisation](#)

21 November 2018

The Times

[£10,000 stakes for online gambling 'put addicts at risk'](#)

18 November 2018

The Times

[I have held the hands of too many addicts](#)

By Tracey Crouch MP, 15 November 2018

The Guardian

[FOBTs: Hammond is 'placing bookmakers' jobs over gamblers' lives'](#)

05 November 2018

The House

[Lord Chadlington: We need to take bold action with gambling-related harm](#)

08 October 2018

4. Parliamentary Business

4.1 Debates

[Online Gambling Protection](#)

HC Deb, 12 March 2019, cc90WH-97WH

[Gambling: Addiction](#)

HL Deb, 01 November 2018, cc1473-1487

4.2 Parliamentary Questions

[Online Gambling Protection](#)

WH Deb 12 March 2019 cc90-97

[Gambling: Children](#)

HL Deb, questions, 15 January 2019, cc124-125

[Children: Gambling](#)

Asked by: Lord Chadlington

To ask Her Majesty's Government what steps they are taking to educate parents about (1) the potential risks of gambling-related harm, and (2) how to support and help their children to avoid such harm.

Answered by: Lord Agnew of Oulton

The government's Review of Gaming Machines and Social Responsibility Measures included the announcement of a multi-million pound safer gambling advertising campaign, aimed at raising public awareness of the risks around gambling and signposting to support. The campaign will be funded by industry and led by GambleAware, an independent charity which commissions research, education and treatment of gambling-related harms.

GambleAware's delivery plan for 2018-20 sets out steps it will take around education and harm-prevention, including developing and promoting a 'knowledge hub' of resources and guidance for teachers and those who work with young people, working with agencies that support young people's mental health and encouraging parents to have conversations with their children about safer gambling behaviour.

Schools are expected to promote the spiritual, moral, social and cultural development of pupils. We know that some schools choose to teach about gambling and addiction in an age-appropriate way, as part of their Personal, Social, Health and Economic (PSHE) education. The non-statutory PSHE programme of study, published by the PSHE Association includes teaching about gambling (including online) and its psychological and financial impact.

The consultation to make relationships education compulsory in all primary schools; relationships and sex education compulsory in all secondary schools; and health education in all state-funded schools, closed on 7 November and a thorough engagement process has informed the key decisions on the content of these subjects. The draft content also addresses online behaviour and mental wellbeing. We are currently analysing the responses to the consultation before finalising the regulations and guidance.

18 December 2018, Written question - HL12059

[Gambling](#)

Asked by: Lord Chadlington

To ask Her Majesty's Government what training NHS England provided for GPs to support those affected by gambling-related harm in (1) 2013, (2) 2014, (3) 2015, (4) 2016, (5) 2017, and (6) 2018; and what plans they have to increase the level of training provided.

Answered by: Lord O'Shaughnessy

NHS England is not responsible for the provision of general practitioner training. The standard of medical training is the responsibility of the General Medical Council (GMC) and the training curricula for postgraduate trainee doctors is set by the relevant medical Royal College, which has to meet standards set by the GMC. Whilst curricula do not necessarily highlight specific conditions for doctors to be aware of, they instead emphasise the skills and approaches that a doctor must develop to ensure accurate and timely diagnoses and treatment plans for their patients. NHS England expects clinicians to use their professional judgement with patients presenting with particular symptoms and keep up to date with current developments and treatments.

Information on the number of trips to a hospital or safe place made by police or ambulance crews connected with gambling associated with mental health are not collected centrally.

10 December 2018, Written question - HL11889

[Gambling: Christmas](#)

Asked by: Tom Watson(West Bromwich East)

To ask the Secretary of State for Digital, Culture, Media and Sport, whether he plans to make an assessment of the effect of the Christmas period on rates of (a) under-age gambling and (b) problem gambling; and if he will make a statement.

Answered by: Jeremy Wright (Secretary of State for Digital, Culture, Media and Sport)

The most reliable source of problem gambling rates is data collected from the Health Surveys for England and Scotland, and the Problem Gambling Survey Wales. This is collected annually, and we therefore do not hold data on the effect of Christmas on under-age or problem gambling.

The most recent report estimated the number of adult problem gamblers in Great Britain as approximately 340,000, 0.7% of the adult population. Headline rates of problem gambling has remained relatively stable at under 1% for many years.

GambleAware, an independent charity, commissions treatment services, including the GamCare National Gambling Helpline and counselling services and specialist treatment delivered by the NHS National Problem Gambling Clinic and the Gordon Moody Association.

The National Gambling Helpline and Netline are open all year round from 8 am to midnight, including all bank holidays. GamCare reports that numbers of calls and contacts are generally low during the festive period, with an increase in the first two weeks of January, in line with experience in other types of support services.

The Review of Gambling Machines and Social Responsibility Measures, published in May, set out measures to prevent and reduce harm from gambling, including strengthening existing protections across gaming machines, online gambling and gambling advertising. It also set out initiatives to improve for treatment and support for those who experience harm, including expanding access to existing services, strengthening the voluntary system for funding and building evidence of what treatment is most effective.

10 December 2018, Written question - 199335

[Gambling: Christmas](#)

Asked by: Tom Watson

To ask the Secretary of State for Digital, Culture, Media and Sport, what additional counselling support is available for people with gambling-related problems during the Christmas period.

Answered by: Jeremy Wright

The most reliable source of problem gambling rates is data collected from the Health Surveys for England and Scotland, and the Problem Gambling Survey Wales. This is collected annually, and we therefore do

not hold data on the effect of Christmas on under-age or problem gambling.

The most recent report estimated the number of adult problem gamblers in Great Britain as approximately 340,000, 0.7% of the adult population. Headline rates of problem gambling has remained relatively stable at under 1% for many years.

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10 December 2018, Written question - 199334

[Gambling](#)

Asked by: Lord Chadlington

To ask Her Majesty's Government how much they estimate gambling-related harm cost the NHS in England in (1) 2013, (2) 2014, (3) 2015, (4) 2016, and (5) 2017.

Answered by: Lord O'Shaughnessy

The Government has made no estimate of the cost of gambling related harm to the National Health Service.

29 November 2018, Written question - HL11606

[Gambling Industry](#)

HL Deb, questions, 27 November 2018, cc541-542

[Gambling](#)

Asked by: Sir David Evennett (Bexleyheath and Crayford)

To ask the Secretary of State for Digital, Culture, Media and Sport, what recent steps his Department has taken to support people with a gambling addiction.

Answered by: Mims Davies (Parliamentary Under-Secretary (Department for Digital, Culture, Media and Sport))

We published the Review of Gambling Machines and Social Responsibility Measures in May. This set out measures to strengthen protections around gaming machines, including cutting the maximum stake on B2 machine from £100 to £2, online gambling, and gambling advertising. It also set out action on treatment and support for those who experience harm, including initiatives to improve the evidence on treatment needs and effectiveness, expand access to existing services and strengthen the voluntary system for funding support. Government has also encouraged industry to increase its funding for third sector initiatives to support people with a gambling addiction.

GambleAware, an independent charity, commissions treatment services, including the National Gambling Helpline and counselling services, specialist treatment delivered by the NHS National Problem Gambling Clinic and the Gordon Moody Association. GambleAware aims to triple access to its treatment services across the country and recently announced the establishment of a further specialist NHS clinic and Problem Gambling Support team in Leeds.

As demonstrated by the report Gambling Behaviour in Great Britain 2016, which is based on the combined Health Surveys, there is an association between mental health and problem or risky gambling behaviour. Some problem gamblers will therefore access support through services for other addictions and mental health conditions. The National Institute for Care and Health Excellence (NICE) has been commissioned to explore developing a guideline on non-chemical addictions, including gambling, which would give support to clinicians seeking to support problem gamblers.

22 November 2018, Written question - 190373

[Gambling: Rehabilitation](#)

Asked by: Dan Jarvis (Barnsley Central)

To ask the Secretary of State for Health and Social Care, pursuant to the Answer of 9 November 2018 to Question 186383 on Gambling: Rehabilitation, what steps his Department is taking to ensure that local authorities are able to adequately support people who have gambling addictions.

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Answered by: Steve Brine (Parliamentary Under-Secretary (Department of Health and Social Care))

In summer 2018, Public Health England and the Local Government Association published a guide for local authorities which provides an overview of gambling-related harms and how councils can begin to try to help local residents who are impacted by it. It provides information on the current framework for prevention and support, information on the regulatory tools councils can use to help tackle gambling-related harm and the role of public health.

'Tackling Gambling Related Harm: A whole council approach' is available to view at the following link:

https://www.local.gov.uk/sites/default/files/documents/10.28%20GUIDANCE%20ON%20PROBLEMS%20GAMBLING_07

21 November 2018, Written question - 192126

[Gambling: Rehabilitation](#)

Asked by: Ronnie Cowan (Inverclyde)

To ask the Secretary of State for Health and Social Care, what funding his Department has allocated to (a) support and (b) treat people who indicate they are addicted to gambling or have suffered gambling related harm in (i) 2018-19 and (ii) 2017-18.

Answered by: Steve Brine

Decisions on the commissioning of effective treatment services are the responsibility of local commissioners, based on an assessment of local need. Information on funding allocated to gambling related services is not held centrally.

There are a range of services available to people with a gambling addiction, details of which can be found on the NHS Choices website at the following link:

www.nhs.uk/Livewell/addiction/Pages/gamblingaddiction.aspx

09 November 2018, Written question - 186383

[Gambling: Children and Young People](#)

Asked by: Lord Storey

To ask Her Majesty's Government what steps they are taking to prevent children and young people becoming addicted to gambling.

Answered by: Lord Ashton of Hyde (Parliamentary Under-Secretary (Department for Digital, Culture, Media and Sport))

Protecting children and the vulnerable from being harmed or exploited by gambling is a core objective of the regulation of gambling in Great Britain, and a priority for the government. Operators offering gambling

services to people in Great Britain must have a licence from the Gambling Commission and must have effective policies and procedures designed to prevent underage gambling. The Gambling Commission has a range of powers to act in the case of failure, including the power to suspend or revoke a licence, impose financial penalties or prosecute criminal offences. The Review of Gaming Machines and Social Responsibility set out measures to increase existing protections around online gambling and gambling advertising. The Gambling Commission is currently consulting on strengthening age verification protections for online gambling. It is also working with the video games industry to raise awareness of the risks of third parties using its products to provide illegal gambling facilities.

19 September 2018, Written question - HL10174

[Gambling: Education](#)

Asked by: Lord Chadlington

To ask Her Majesty's Government what education is provided in schools about the potential adverse mental health risks associated with gambling.

Answered by: Lord Agnew of Oulton (Parliamentary Under-Secretary (Department for Education))

This Government wants to help all schools deliver a high-quality education to ensure that all young people are equipped with the knowledge they need to prepare them for adult life, including the risks associated with harmful behaviour and addiction.

Schools are expected to promote the spiritual, moral, social and cultural development of pupils. We know that some schools choose to teach about gambling and addiction in an age-appropriate way, as part of their Personal, Social, Health and Economic education (PSHE). The non-statutory PSHE programme of study, published by the PSHE Association includes teaching about gambling (including online) and its psychological and financial impact. There are also organisations that work with schools and children to raise awareness of the risks around gambling, including the Young Gamblers Education Trust.

We are proposing to make Health Education compulsory in all state-funded schools, which includes an emphasis on mental wellbeing for both primary and secondary pupils. Pupils should be taught how to critically evaluate when something they do or are involved in has a positive or negative effect on their own or others' mental health. We are also making Relationships Education compulsory in all primary schools and Relationships and Sex Education compulsory in all secondary schools. We are currently consulting on the draft regulations that will make the subjects compulsory, as well as the accompanying guidance, this can be found at:

<https://consult.education.gov.uk/pshe/relationships-education-rse-health-education/>.

17 September 2018, Written question - HL9935

[Gambling](#)

Asked by: Lord Chadlington

To ask Her Majesty's Government what steps they are taking to ensure that gambling operators minimise the addictive nature of gambling products.

Answered by: Lord Ashton of Hyde

Protecting vulnerable people from gambling-related harm is a priority for the Government and where there is evidence that a particular product or environment is causing harm, we will take action. The government Review of Gaming Machines and Social Responsibility in May sought to ensure the right balance between socially responsible growth of industry, and the protection of the most vulnerable, including children, from gambling-related harm. We have committed to reduce the maximum stake on B2 machines from £100 to £2 and the Gambling Commission will work with industry to improve player control measures on these and other category B gaming machines.

The Gambling Commission regularly reviews its regulatory requirements to take account of developments in technology and in the market and in response to emerging risks and issues. It recently concluded a review of the online gambling sector, which identified a number of key areas where it plans to consult on enhancing protections. It also identified areas for further work, including reviewing game and product characteristics to identify whether particular features pose greater risk of harm than others. It intends to conduct further research into the relationship between in-game features and the potential to incentivise negative gambling behaviour.

25 July 2018, Written question - HL9543

[Gambling](#)

Asked by: **Tom Watson** (West Bromwich East)

To ask the Secretary of State for Digital, Culture, Media and Sport, what comparative assessment his Department has made of the effectiveness (a) voluntary and (b) compulsory contributions for the (i) research, (ii) education and (iii) treatment of gambling disorders.

Corrected answer by: Tracey Crouch (Parliamentary Under-Secretary (Department for Digital, Culture, Media and Sport))

Corrected on: 19 July 2018

An error has been identified in the written answer given on 19 July 2018.

The correct answer should have been:

The Gambling Commission requires all operators licensed under the Gambling Act 2005 to make a contribution towards the research, prevention and treatment of gambling-related harm. It does not specify how much this should be, nor which organisations should be supported.

GambleAware is the leading charity commissioning research, education and treatment, and currently asks operators to donate a minimum of 0.1% of their Gross Gambling Yield (GGY). Most do, with GambleAware receiving £9.4m in 2017/18. Industry also made donations to other bodies supporting research, education and treatment, bringing industry's collective support for RET to above 0.1% of its GGY.

We considered research, education and treatment as part of our Review of Gaming Machines and Social Responsibility and published our response on 17 May. The Review looked at protections across the gambling industry and support for those who experience harm, including the arrangements for funding support.

We want to see an effective and sustainable voluntary system, with improved coordination and better understanding of what measures are most effective to ensure future funding increases will be spent in the most effective way. Our response outlined a number of initiatives for improving the current system, increasing access to services and strengthening the evidence base. The Government does not consider that introducing a statutory levy is necessary or appropriate at this stage.

Answered by: Tracey Crouch

Answered on: 19 July 2018

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Written question - 164309

4.3 Select Committee publications

[DCMS Committee launches new inquiry into the growth of 'immersive and addictive technologies'](#) – the Committee's work will include looking at the links, if any, between gaming and gambling

Digital, Culture, Media and Sport Committee, 10 December 2018

5. Organisations and further reading

[Tom Watson MP - Reform Gambling speech](#), IPPR, 08 March 2019

[Gambling on Smartphones: A Study of a Potentially Addictive Behaviour in a Naturalistic Setting](#), European Addiction Research, 10 January 2019

[Tackling gambling related harm – a whole council approach](#), Local Government Association and Public Health England, 15 November 2018

[Can behavioural insights be used to reduce risky play in online environments?](#), The Behavioural Insights Team and GambleAware, October 2018

[Measuring gambling-related harms: A framework for action](#), Gambling Commission, et al, 2 July 2018

[Gambling-related harm as a public health issue](#), Gambling Commission, February 2018

[Cards on The Table The Cost To Government Associated With People Who Are Problem Gamblers In Britain](#), Institute for Public Policy Research and GambleAware, December 2016

[GamCare](#) is a charity providing advice, support and free counselling for the prevention and treatment of problem gambling. It operates the [National Gambling Helpline](#) (0808 8020 133). GamCare also works with

industry to “encourage an effective approach to responsible gambling”.¹⁸

[Gordon Moody Association](#) – a treatment service provider offering residential care

¹⁸ GamCare website, [About us](#); see also [Working with the gambling industry](#)

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