



MANCHESTER  
CITY COUNCIL

# Gambling Related Harms

## Health and Wellbeing Board

**02 November 2022**

Name  
Date

# Introduction

## Summary of the key findings from

Public Health England (PHE) Gambling-related harms evidence review	Sep 21	Need to fully understand the extent to which gambling is a public health issue, for whom it is a problem, and the extent of the possible harms
Greater Manchester (GM) Strategic Needs Assessment on Gambling Harms	May 22	Brings together the best available local and national evidence to describe the extent and impact of gambling related harms, and better understand how partners and services support the needs of GM residents

- Overview of activities taking place to support the Gambling Related Harms programme locally and sub regionally.
- Support the development of a local gambling harms plan responding to findings identified in the above reports.

# Background

The Council has responsibilities under the **Gambling Act 2005** to issue premises licences, permits and temporary use notices in respect of premises where it is proposed that gambling should take place along with responsibility for the registration of Small Society Lotteries.

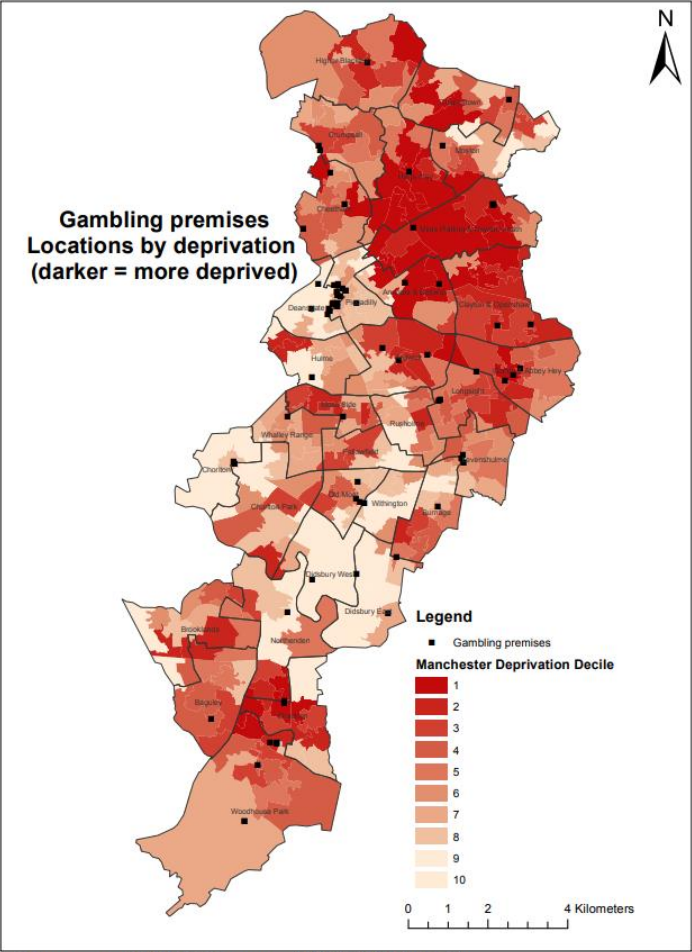
Authorisation of Premises license applications are guided by; the codes of practice and guidance issued by the Gambling Commission; the Council's own Gambling Policy; and the following licensing objectives:

- Preventing gambling from being a source of crime or disorder, being associated with crime or disorder, or being used to support crime
- Ensuring that gambling is conducted in a fair and open way; and
- Protecting children and other vulnerable persons from being harmed or exploited by gambling.

Licence applicants and holders will be expected to demonstrate how they uphold these.

The Council has an enforcement role under the Gambling Act to ensure compliance with the conditions of the premises licence and legal requirements in respect of other permissions the licensing authority regulates, through a risk-based inspection and enforcement programme.

# Licensed Gambling Premises by ward



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# Greater Manchester Gambling Harms programme

Greater Manchester (GM) Gambling Harms programme priorities:

- Developing our understanding of gambling related harms
- Improving access to high quality treatment and support
- Supporting intervention to prevent gambling harms
- Engaging with people and communities to co-design our work

## GM Gambling Harms Board

- Includes representatives from Public Health within each of the ten local Authority areas, along with input from individuals with lived experience, Voluntary and Community Sector (VCS) organisations and gambling treatment and support providers.
- Commissioned Greater Manchester Strategic Needs Assessment

# Gambling Participation

**Over half (55%) of the adult population in GM have participated in some form of gambling in the past year**

- Although lower than the national average; people who gamble in Greater Manchester are significantly more likely to experience gambling disorder and harms as a direct result of their gambling

**GM resident who gamble, spend on average 3.7% of their annual financial outgoings**

- approximately £1,345 per individual and equates to £2.1bn estimated spend in GM.

**GM residents more likely to report gambling on 'most harmful' products**

- online gambling, electronic gaming and slot machines and casino
- 5.5% of residents reported that they participated in five or more different gambling activities

**men gamble more than women**

- This is similar to the national picture

**11% of children aged 11-16 reported to have spent their own money on gambling in the past week**

**online gambling increasing from 6% to 9%**

- Revenues from online gambling have grown by 62% in the past five years, indicating a significant growth in the use of gambling products which research has identified to be associated with harms.

# Gambling Prevalence in Manchester

3,500

No. of people experiencing problem gambling (0.8%)

x **1.5** higher than National Average

23,900

No. of people who gamble classified “at low or moderate risk” (4.3%)

3.8% of UK population ‘at risk’ gamblers

1 in 15 people affected by gambling

35,300

No. of people experiencing gambling related harms, including affected others (6.7%)

For every **One** person directly affected by their own gambling it is estimated that an average of **Six** others are indirectly affected

*\*These are conservative estimates of true prevalence as although they are based on the most statistically robust samples, they are reliant upon self-reported data and exclude some population groups (e.g., students and those experiencing housing instability).*

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# Why do people gamble?

- Quick route to wealth
- Psychological triggers used in design of gambling products
- Advertising and marketing
- Engraining of gambling in culture
- Normalisation of gambling in sport
- A social activity and source of entertainment
- Age-related milestone and life events
- Limited enforcement
- Proximity to gambling venues



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# Impact of gambling harms in communities

Anyone can be harmed by gambling, however harms are not evenly distributed; people at the greatest risk of harm from gambling are more likely to be unemployed, living in more deprived areas, have poor health, low life satisfaction and wellbeing, and have an indication of probable psychological health problems. Particular populations, such as migrant communities and people with learning disabilities are at more risk of Harm.

*(PHE Gambling –related harms evidence review)*

- Military Veterans - ten times more likely to experience a gambling disorder or addiction
- People live in most deprived communities -seven times more likely to experience problem gambling
- Communities experiencing racial discrimination bear a disproportionate burden of harms and rates of addiction
- 16% of students who gamble identified as experiencing harms or addiction
- Higher prevalence of gambling disorder among people who are in contact with the criminal justice

**Gambling may not be the sole cause of harm but can make existing inequalities and disadvantages worse**

# Children and Young people

- Most gambling products have a legal age of 18
- 11% of children aged 11-16 reported to have spent their own money on gambling in the past week - higher than smoking tobacco cigarettes (6%) or taking illegal drugs (5%).
- Participation in gambling is higher among older children (14–16-year-olds), with boys are twice more likely to gamble than girls.
- Growing link between gaming and gambling
- Risk factors for harmful gambling in children and young people are identified as follows:

- Impulsivity
- Substance use (alcohol, tobacco, cannabis and other illegal drugs)
- Being male
- Depression
- number of gambling activities participated in
- already experiencing levels of problem gambling severity
- anti-social behaviour
- violence
- poor academic performance
- peer influence

# Harms associated with gambling

<b>Financial</b>	<ul style="list-style-type: none"><li>• Most common harm which includes debt, loans, asset loses, bankruptcy, inability to save, financial hardship which can lead to other harms, and negatively impacts 'affected others.</li><li>• Housing problems, insecurity or homelessness are also reported as a result of gambling.</li><li>• Nearly 2/3 of GM residents accessing specialist treatment support report being in some level of debt because of their gambling</li></ul>
<b>Mental and physical health harms</b>	<ul style="list-style-type: none"><li>• second most common harms from gambling and include addictive and compulsive behaviours, depression and anxiety, stress, sleep deprivation and exhaustion</li><li>• The relationship between gambling and mental health is complex and is linked to suicide and suicide ideation.</li><li>• Suicidal events at least twice as likely among adults experiencing problems with gambling</li><li>• Similar complexity with relationship between gambling and use of alcohol, drugs and tobacco- evidence indicates some association</li></ul>
<b>Relationship harms</b>	<ul style="list-style-type: none"><li>• Gambling directly causes relationship problems affecting the gambler and their close associates, including children.</li><li>• This can include relationship disruption, conflict or breakdown, loss of trust, neglect of responsibilities, violence and domestic abuse.</li></ul>
<b>Criminal activity</b>	<ul style="list-style-type: none"><li>• crimes associated with gambling include theft, damage to property in licensed premises, threatening behaviour, and fraud.</li><li>• Qualitative studies showed that gambling led to some gamblers engaging in crime often to pay off debts</li></ul>
<b>Cultural harms</b>	<ul style="list-style-type: none"><li>• Gambling may be considered as 'taboo' in some communities and therefore gamblers and their close associates may experience additional harm such as shame, stigma, isolation which could make it difficult for them to seek help.</li><li>• Alternatively, gambling may be 'normalised' in some communities/families with harms being passed onto the next generation.</li></ul>

# Gambling and co-morbidities

- Gambling is a health harming activity and has a strong relationship with mental health and wellbeing and substance use
- Clear association between gambling at all levels of harm and increased alcohol consumption, which was greater for 'at risk' and 'problem gambling' (*PHE Gambling-related harms evidence review*)

Established link between gambling addiction and suicide attempts and ideation.

- Suicidal events are at least twice as likely among adults experiencing problems with gambling.
- Greater Manchester Police respond to at least one incident each week where serious concern has been raised of a risk of suicide directly associated
- Estimated between 240 -700 people take their own life every year in England related to gambling

# Estimated economic burden of gambling

Economic burden of gambling in Manchester is estimated at £15.3m in 2022. (£9.59m direct costs plus £5.71m in further societal costs)

The table below provides a breakdown of these costs, noting that these do not include the cost of treatment and support provision. These figures are likely to be an underestimate as they do not take account of the full range of harms experienced.

Domain	Sub-domain	Cohort	Fiscal Costs	Wider (economic / social) costs	Total
Financial	Statutory homelessness	Adults	£1,370,000		£1,370,000
Health	Deaths from suicide	Adults		£5,710,000	£5,710,000
Health	Depression	Adults	£4,390,000		£4,390,000
Health	Alcohol dependence	Adults	£90,000		£90,000
Health	Illicit drug use	17-24 years	£40,000		£40,000
Employment and education	Unemployment benefits	Adults	£1,500,000		£1,500,000
Criminal activity	Imprisonment	Adults	£2,200,000		£2,200,000
<b>All modelled excess costs</b>			<b>£9,590,000</b>	<b>£5,710,000</b>	<b>£15,300,000</b>

# Gambling referrals, treatment and support

- Local authorities are not currently responsible for commissioning gambling treatment and support service
- NHS England funds a North West regional clinic (NHS Northern Gambling Service) which is based in Salford
- Other specialist treatment and support services commissioned by Gamble Aware on a regional basis using funding primarily sourced from gambling operators
  - Beacon Counselling Trust (BCT) is the GM/ regional treatment and support service commissioned by GambleAware, providing advice, information and support
  - Gordon Moody provide residential rehabilitation services
  - Growing number of peer support services available for people experiencing or in recovery from gambling related harms
- Data from BCT (April 2016-March 2021) average of 72 referrals per year (91% are self referrals)
- Only the most severe cases are actively seeking support
- More work is needed to raise awareness of treatment and support services available amongst professionals and communities

# Treatment and Support services

Many people experience stigma when speaking about a gambling problem. Opening a conversation with a non-judgemental questions such as “*have you ever worried about your own or someone else’s gambling?*” will help someone feel they can talk.

## What support is available?

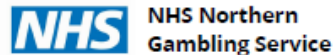
- 1 Specialist gambling support
- 2 Tools to restrict gambling
- 3 Addressing the impacts of gambling

For anonymous advice or just to talk



All services listed here are FREE for GM residents and accept self-referrals or referrals from professionals

Specialist support for people affected by gambling



0300 300 1490  
 referral.ngs@nhs.net  
[www.leedsandYorkpft.nhs.uk/our-services/northern-gambling-service](http://www.leedsandYorkpft.nhs.uk/our-services/northern-gambling-service)



0151 226 0696  
 gamcare@beaconcounsellingtrust.com  
[www.beaconcounsellingtrust.co.uk/pr-blematic-gambling](http://www.beaconcounsellingtrust.co.uk/pr-blematic-gambling)

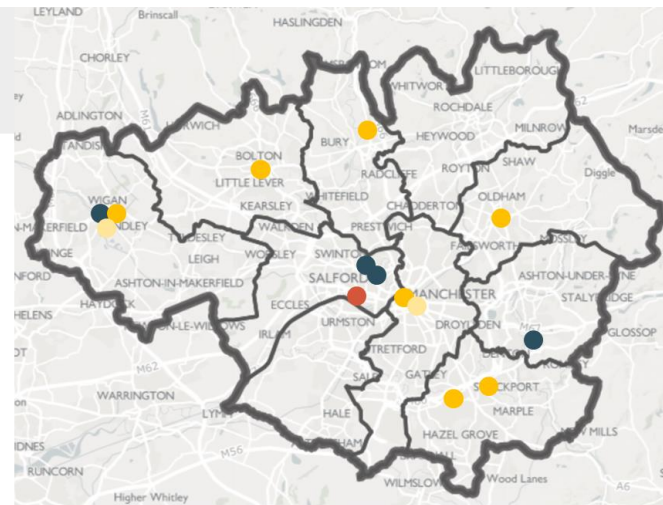
Connect with peer support groups



An online support network for people affected by someone else's gambling  
[gamfam.org.uk](http://gamfam.org.uk)



Regular peer support meetings held in Bolton, Bury, Wigan, Oldham, Stockport and Manchester  
[www.gamblersanonymous.org.uk](http://www.gamblersanonymous.org.uk)



Key: ● = NHS Northern Gambling Service, ● = Beacon Counselling Trust ● = Gamblers Anonymous meetings, ● = Gam-Anon meetings

# Delivery to date

- Further development of the Greater Manchester Gambling Harms Programme
- Greater Manchester Strategic Needs Assessment on Gambling related harms
- New Gambling treatment clinic opened in Manchester city centre
- Gambling Harms discussion session with communities experiencing racial inequalities
- Engagement with treatment providers to better understand and promote service offers
- Delivery of communities Against Gambling Harms (CAGH) projects
- Commissioning research with student population to raise awareness of gambling harms and increase our understanding of the impact of gambling within the student population



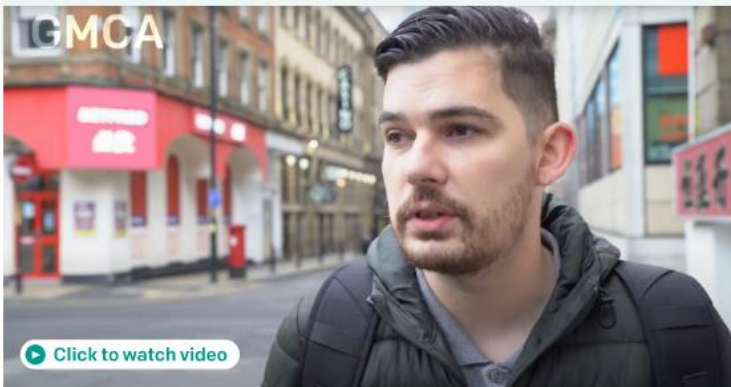
# Development of a local gambling related harms plan

<b>Developing our understanding of gambling related harms</b>	<b>Improving access to high quality treatment and support</b>
<ul style="list-style-type: none"><li>• increase awareness and understanding of gambling related harms and support services available</li><li>• Improving data and intelligence</li><li>• Develop information/resource hub on gambling harms</li></ul>	<ul style="list-style-type: none"><li>• Work with existing treatment and support providers to improve information on pathways, referrals, and accessibility to these services</li></ul>
<b>Supporting intervention to prevent gambling harms</b>	<b>Engaging with people and communities to co-design our work</b>
<ul style="list-style-type: none"><li>• Explore gambling screening tools/checklist to support early identification</li><li>• Work with licensed operators to ensure appropriate measures are in place on identification of risks associated to gambling and promote responsible gambling.</li></ul>	<ul style="list-style-type: none"><li>• Communications and key messaging on gambling related harms for communities; signposting to appropriate support services.</li><li>• potential community projects in Manchester to complement the GM Community Against Gambling Harms Programme.</li></ul>

# Case Study (Danny)

“the main advertising in Manchester is actually the amount of casinos and bookies and slots that we have everywhere. I walk to work every day and all I see is endless bookmakers. I think it was the last time I counted, over 20 different bookies that I had to walk past from getting off the train to getting to my desk. So every day when I have to walk to work I used to do different routes to avoid walking past bookies, but that just became really difficult to do. The problem with walking past them all is that every one has got a free bet, or an offer or something in the window just to entice you back in every time.”

**Danny – a gambling addict**



Click on  
link to  
watch  
video



[Gambling Harms in Greater Manchester](#)