

Tackling gambling-related harm in Camden

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February 2025

Gambling in Camden: what do we know?

How many Camden residents aged 18 and over do we think gambled in any way in the past four weeks?

92,600

Source: Health Survey for England 2021



Gambling in Camden: what do we know?

How many of those people do we think are gambling at levels that are causing harm?

600

Source: Health Survey for England 2021



Gambling in Camden: what do we know?

And how many of those people who gamble regularly do we think are gambling at levels that increase the risk of harm?

5,200

Source: Health Survey for England 2021



Gambling in Camden: what do we know?

How many people in Camden are negatively affected by someone else's gambling?

13,000

Source: YouGov Gambling Treatment and Support 2020



Gambling as a public health issue

Great Britain has one of the most accessible gambling markets in the world. Opportunities to gamble exist on most high streets and, with access to the internet, in virtually every home. Concerns regarding the harms associated with gambling have been increasing in recent years and gambling is viewed as a public health issue.

A public health issue is a risk to health that affects people in large numbers.



What is gambling related harm?

Currently, there is no robust and inclusive internationally agreed upon definition of gambling-related harm. The six main categories used in a recent evidence review are:

- financial
- relationship disruption, conflict breakdown
- mental and physical health
- cultural
- employment and education
- criminal activity



Office for Health Improvement and Disparities. Gambling-related harms evidence review: summary. 2023

The Gambling “Playbook”



Defines people, not the product, as harmful

- “millions of people enjoy gambling every week, but only a small number are ***problem gamblers***”

But...

Although gambling related harm is more prevalent among people with certain characteristics, anyone can experience harm from gambling.

Gambling-related harms are not equally distributed across society and people living in the most deprived communities experience the highest levels of gambling harm.

The Gambling Harm Vulnerability Index

The Gambling Harm Vulnerability Index was developed by Professor Wardle and colleagues to draw on a broad range of available local data, and piloted in Manchester and Westminster

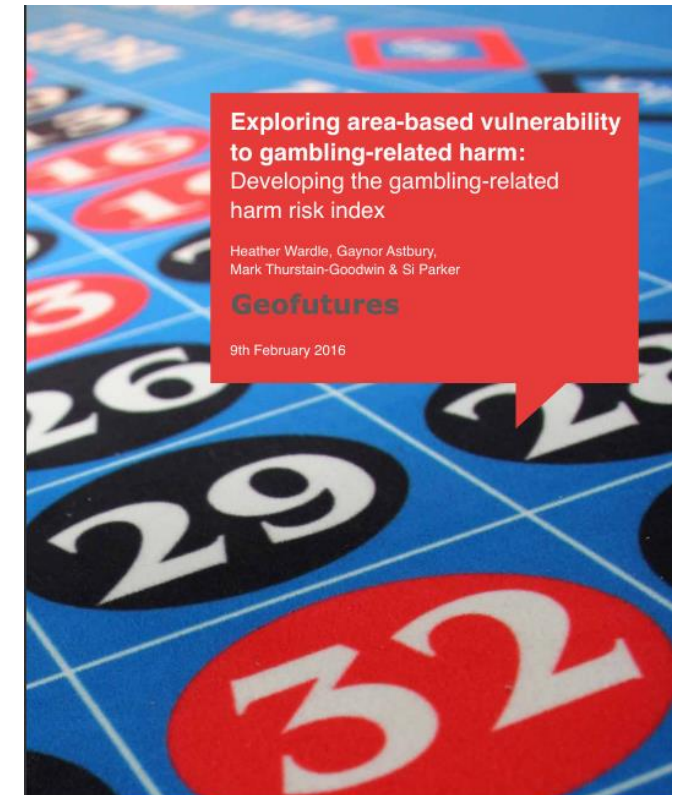
Individual risk factors

- Age (% aged 10-24)
- Ethnicity (% non-White British)
- Mental health (Small Area Mental Health Index)
- Unemployment rate

Place based risk factors

- Financial distress – pawnbrokers, payday loans, food banks
- Unemployment – job centres, employment agencies, etc.
- Homelessness – hostels
- Alcohol and substance misuse – treatment locations

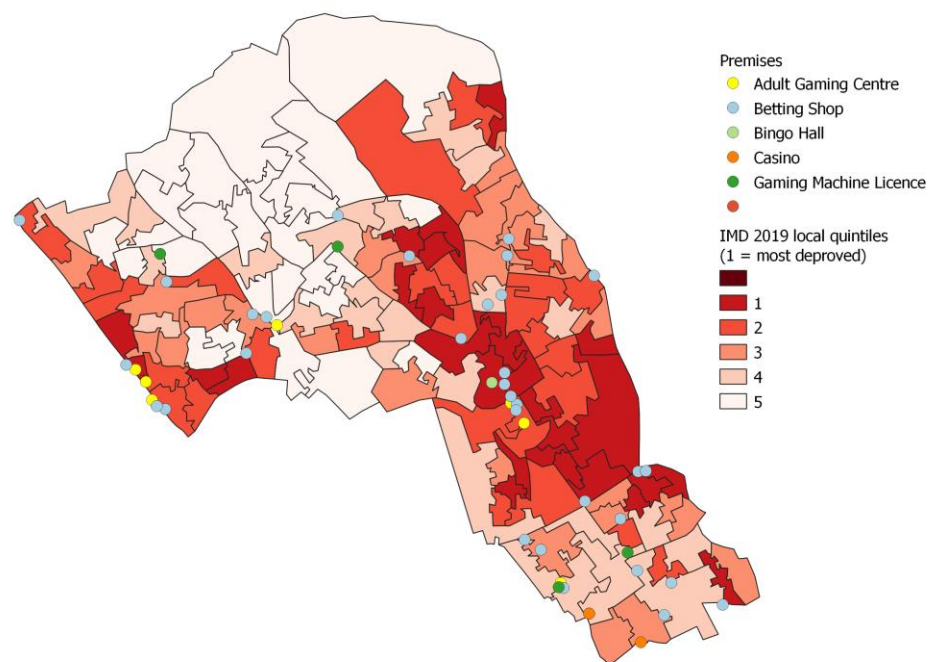
Heather Wardle, Gaynor Asbury & Mark Thurstain-Goodwin (2017) Mapping risk to gambling problems: a spatial analysis of two regions in England, *Addiction Research & Theory*, 25:6, 512-524, DOI: 10.1080/16066359.2017.1318127



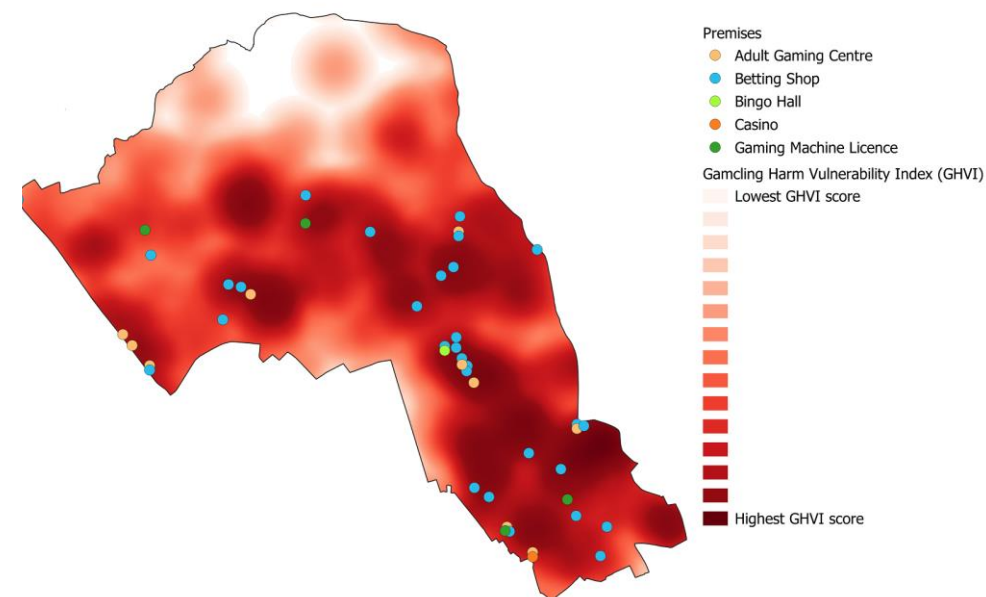
The Camden Gambling Harm Vulnerability Index mapped

There is broad correlation between the Index of Multiple Deprivation 2019 and the Gambling Harm Vulnerability Risk Index, however the latter takes into account where people go as well as where they live.

IMD and gambling premises



GHVI and gambling premises



A changing landscape

A new statutory levy from April 2025

1.1% to 0.1% of Gross Gambling Yield (GGY), or equivalent, depending on the sector

Expected to raise £100m for research education and treatment (vs. £58m in the previous voluntary levy).

Disbursed by Government agency (vs. gambling industry for voluntary levy)

BUT

For every £1 raised by the levy, the gambling industry spends £15 on advertising

The estimated cost of gambling-related harm in Camden is £10.1m

Betting and gaming tax receipts amount to nearly £3.4bn



Gambling Regulation

GAMBLING COMMISSION

- Providers must have an operating licence
- Providers must have a Personal Management Licence
- Enforcement action for breaches



- Gambling premises located in the borough require a premises licence and must have planning permission for use for gambling

The Gambling licensing objectives

The Gambling Act 2005 sets out 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
- protecting children and other vulnerable people from being harmed or exploited by gambling.

What more can we do locally?

Raising awareness of gambling-related harm

Education on gambling-related harm

Tackling stigma associated with gambling-related harm

Identification and referral to support and treatment

- Those gambling at levels that are causing or risking harm
- Those affected by others' gambling