

Equality impact assessment

E639413517

Date assessment completed 17 Aug 2024

Title of equality impact assessment Gambling Licensing Policy Statement 2025-2028

Service Communities and Environment

Team Licensing

Focus / aim of equality impact assessment

A policy for land-based gambling activities.

Names and roles of officers completing the assessment

Adam Sherwood, Premises and Taxi Licensing Manager

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Policy / service / function details

This is a review policy/service/function

What is the purpose of the policy / service / function?

An overarching policy for land-based gambling activities. The Gambling Act 2005 provides local authorities are responsible for issuing premises licences, permits and notices in respect of gambling premises.

Harlow Council are required carry out their statutory consultation and to adopt its Gambling Policy every 3 years, to renew on 31 January 2025.

The policy functions as a reference document to officers and members of committee when determining licensing applications and is available for all parties when applying for licences or submission of representations.

The licensing of gambling related activities is a well-regulated and low risk licensing function. The Licensing Authority's role is limited to licensing premises, and related activities such as issuing permits for the use of gaming machines in alcohol licensed premises.

The bulk of policy and operations are held with the Gambling Commission, who licence and regulate gambling operators through the issue of operating licences.

Who are the key stakeholders?

HDC Licensing Authority, responsible authorities and community groups listed in the policy, members of the public, licensed premises.

Are there any other documents / strategies linked to this policy / service / function?

Gambling Commission Guidance to Local Authorities.

Linked Gambling Policy objectives - public safety, the protection of children from harm and the prevention of crime and disorder. can be linked to:

Child and Adult Safeguarding Policy - all children and adults with care and support needs have the right to be safe, happy and healthy, and to be protected from abuse and exploitation.

Antisocial Behaviour Policy - residents are entitled to live in a quiet and peaceful environment. This policy applies to businesses as well as residents.

Harlow Health and Wellbeing Strategy - reducing health inequalities to make Harlow a place where residents from all backgrounds can lead long, healthy, independent, happy and safe lives.

Who is affected by the policy / service / function?

Land-based licensed gambling premises, permit holders for gaming machines, Small Society Lottery licence holders.

Who has been involved in the development of the policy / service / function?

Harlow Council Licensing Committee

Which staff carry out the policy / service / function?

Harlow Council Licensing Team

Quantitative and qualitative data

Quantitative

Quantitative Research is used to quantify the problem by way of generating numerical data or data that can be transformed into usable statistics. It is used to quantify attitudes, opinions, behaviours, and other defined variables – and generalise results from a larger sample population.

What quantitative (numerical) data do you already have about those who use or will use the policy / service / function?

Gambling Commission National Survey Data Jul23-Feb24.

48% of adults participated in any form of gambling, and reduced to 27% when those who only participated in lottery draws were excluded.

Participants were more likely to gamble online (37%) than in person (29%), however, much of this difference can be accounted for by people purchasing lottery tickets online. Therefore, when lottery draws are removed, 18% of participants had gambled in person and 15% online.

Male participants were more likely than female participants to take part in all gambling activities (National Lottery 35% male and 28% female, any betting online/in person 15% male and 4% female, including fruit machines 6% male and 3% female, casino games 4% male and 1% female, private betting 4% male and 2% female, and the football pools 3% male and 1% female) except for bingo 3% male and 6% female, and buying scratchcards 13% male and 14% female.

Patterns of gambling participation by age varied for different types of gambling activities.

Participation in National Lottery draws increased with age up to 64 (13% for aged 18-24, to 40% for aged 55-64).

Gambling participation in any activity was lowest among the youngest and oldest age groups (37 percent of those aged 18 to 24, and 41 percent of those aged 75 and over) and highest among those aged 45 to 64 (53 percent). Gambling on something other than lottery draws only was highest for those aged 18 to 44 (33 to 34 percent) and subsequently decreased with age to 13

percent of those aged 75 and over.

Participation for: online instant win games, fruit machines online or in person peaked for the age 35-44 group. Whilst purchasing of scratchcards was highest among those aged 25-44 (18%) before decreasing by age.

What gaps are there in the quantitative data?

Information required from applicants is set down in the Regulations and does not include profile monitoring.

What other quantitative data do you need?

The Gambling Commission are funded to collect national data and can be used as available.

Qualitative

Qualitative research is a process of naturalistic inquiry that seeks an in-depth understanding of social phenomena within their natural setting. It focuses on the "why" rather than the "what" of social phenomena and relies on the direct experiences of human beings as meaning-making agents in their everyday lives.

What qualitative data do you already have about those who use or will use the policy / service / function?

The same survey asked asked to rate their feelings towards gambling out of 10, where 10 represented that they loved it, and 0 represented that they hated it.

41% of adults who gambled in the past 12 months rated the last time they gambled with a positive score of between 6 and 10, 37% gave a score of 5, expressing that they neither loved or hated it, and 21% gave a negative score of between 0 and 4.

When participation in lottery draws was excluded, the pattern was similar with a higher proportion giving a positive score (50% between 6 and 10, 31% a neutral score of 5, and 19% a negative score between 0 and 4).

The most common reasons for adults to participate in gambling were for the chance of winning big money (86%), because gambling is fun (70%), to make money (58%) and because it was exciting (55%). Those aged 18 to 24 were the only age group where gambling because it was fun (83 percent) was more common than gambling to win big money (79 percent).

What gaps are there in the qualitative data?

Information required from applicants is set down in the Regulations and does not include profile monitoring.

What other qualitative data do you need?

The Gambling Commission are funded to collect national data and can be used as available.

Consultation

Number of formal or informal consultation that have taken place or that you are planning to hold to inform your Equality impact assessment 1

Title of consultation	Date	Who did you consult with?	What were the main issues raised?	Gaps in data	If further consultations are needed to fill these gaps – state with whom, by whom, when and how is this going to be done?
Gambling Licensing Policy Review	26/06/2024	Licence holders, responsible authorities, community groups and the general public via an online consultation.	Administrative amendments and updates only.	None specific	n/a

Protected characteristic groups from the Equality Act 2010

Assessment of Impact – Based on the data you have analysed and provided, and the results of the consultation or research you have undertaken, list below how the policy or function will or does work for each of the following equalities groups.

Protected characteristic groups from the Equality Act 2010 - Age, Sex/gender

What do you know?

This is the first year of the Gambling Survey for Great Britain (GSGB) carried out between July 2023 and February 2024, commissioned by the Gambling Commission. The data is not comparable to previous gambling surveys. Various trends can be seen from the data summaries in this EIA, gambling participation occurs across all adult age groups for both male and female.

What do people tell you?

None specific

What does this mean?

Data will be monitored with a particular interest in in person gambling as licensing authorities licence these premises in their districts. Gambling Operators are also comprehensively regulated through the Gambling Commission who are sponsored by the Department for Culture, Media and Sport DCMS who will continue surveying and monitoring data to look for impacts over the coming years.

What can you do?

Monitor local issues, liaising with other internal and external teams and bodies to share knowledge, ensuring a joint approach is used where needed.

Assessment of overall impacts and any further recommendations

Gambling is a well regulated industry, data is now being provided to the Gambling Commission by Gambling Operators which will be comparable moving forward from year to year.

Action plan

Number of action plans 0

Project Manager

Project Manager Adam Sherwood

Date 17 Aug 2024

Assistant Director Tanusha Waters

Date 17/08/2024