GAMBLING COMMISSION

Who we are

We regulate gambling and lotteries in Great Britain in partnership with licensing authorities.

We also regulate the National Lottery.

THE NATIONAL LOTTERY®

What we do

We exist to safeguard consumers and the wider public by ensuring that gambling is fair and safe.

We permit gambling as long as it is crime-free, fair and open and children and other vulnerable people are protected.

We advise central and local government on the impact of gambling and its regulation.

We hold the industry to account: we ensure operators meet licensing standards and take action against those that don't.

We ensure that National Lottery returns to good causes are maximised.

We license operators and individuals providing the following facilities and activities to British consumers:

- arcades • betting • bingo • casinos • gambling software
- lotteries • remote gambling online (including by telephone)

How we regulate

We work closely with other regulators, consumer representatives, licensing authorities and with bodies such as the police and HM Revenue & Customs to keep gambling free from crime and safe for consumers. We also work with sports governing bodies and international partners to maintain integrity in sports betting.

We regulate in a transparent, accountable, proportionate, and consistent way. Using a risk and evidence-based approach, we focus our resources on those issues and operators that potentially present the greatest risk to the licensing objectives.

We publish and promote the way we interpret the relevant legislation to help the industry comply.

We advise central and local government by gathering information and intelligence, and maintaining our evidence base.

Working with licensing authorities

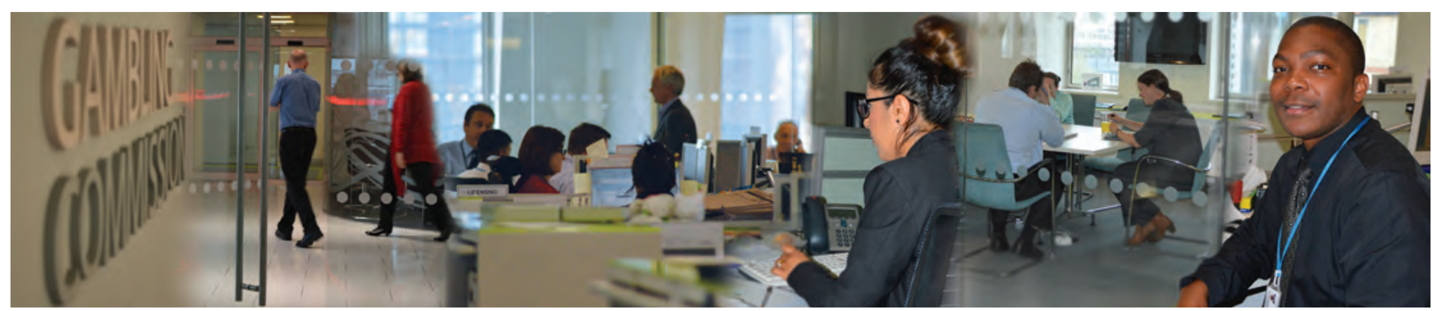
We work with licensing authorities which are responsible for:

- issuing gambling operators with premises licences
- issuing permits to low stakes gambling venues which are not primarily for gambling
- registering societies—allowing them to hold small lotteries
- compliance and enforcement of the Gambling Act 2005 locally.

What we don't do

We don't directly resolve consumer complaints. For example, we can't help you get your money back from a bet placed or from a gaming machine, nor rule on a disputed National Lottery prize.

We don't give legal advice to help develop business models or ideas but we do provide general information and advice about relevant legislation and our approach.



Where can I find more information?

To find out more about the Gambling Commission visit our website:
www.gamblingcommission.gov.uk

Facts and figures

Between April 2016
to March 2017
(unless otherwise stated)

January 2018 Issue

Gambling Commission

Our five strategic priorities for 2018–2021 are:

- protect the interests of consumers
- prevent harm to consumers and the public
- raise standards in the gambling market
- optimise returns to good causes from lotteries
- improve the way we regulate

Size of the gambling industry

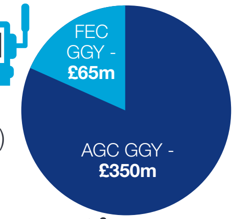
- Excluding the National Lottery, the gambling industry employs over **106,236** staff

Activity	Turnover (£)*	GGY (£)**
Arcades	N/A	414m
Betting	9,486m	3,354m
Bingo	1,095m	687m
Casino	7,521m	1,164m
Remote [GB only]	39,210m	4,722m
Society lotteries	587m	441m
National Lottery	6,922m	2,979m
		Contributions to good causes
Society lotteries		256m
National Lottery		1,487m

* **Turnover**—the amount accrued through the sale of their product (bingo book/betting slip/lottery ticket/software etc) before winnings and overheads/expenses are deducted

** **Gross gambling yield (GGY)**—the amount retained by operators after the payment of winnings but before the deduction of the costs of the operation

Arcades



- **1,476** AGCs (adult gaming centres) (as at 30/09/17)
- **274** FECs (family entertainment centres) (as at 30/09/17)

Betting

- Over **8,531** betting shops in operation (as at 30/09/17)
- Overall non-remote betting GGY was **£3,354m**. Of this, **£1,803m** was generated through the **33,496** gaming machines in betting shops

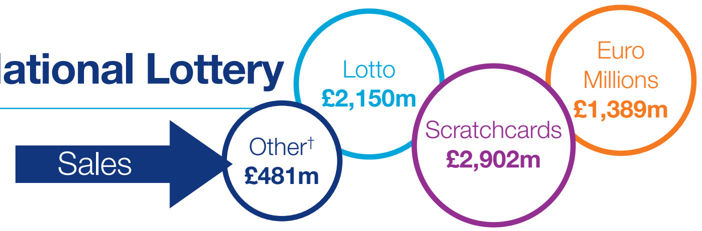
Bingo

- **583** premises in operation (as at 30/09/17)
- Overall non-remote bingo GGY was **£687m**. Of this, **£318m** was generated through **66,216** gaming machines

Casino

- **146** casinos in operation (as at 30/09/17)
- Overall non-remote casino GGY was **£1,164m**. Of this, **£207m** was generated through **3,170** machines in operation in casinos

National Lottery



† Thunderball and Hotpicks

Remote

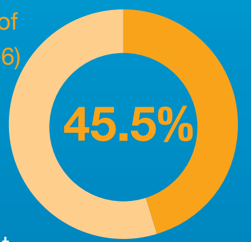
- **533** remote casino, betting and bingo licences held by **321** operators (as at 31/03/17)
- Overall GB remote GGY was **£4,722m**. Of this, **£2,620m** was generated through casino games, **£1,736m** through betting activities and **£162m** through Bingo games

Society lotteries

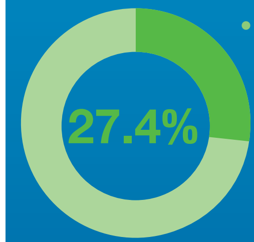
- **475** non-remote society lottery licences held (as at 31/03/17)
- **175** remote society lottery licences held (excluding ancillary) (as at 31/03/17)
- **53** external lottery manager licences (as at 31/03/17)
- Total proceeds collected by society lotteries regulated by the Commission was **£587m**. Of this, **£256m** went to good causes and **£145m** was given out in prizes

Participation in gambling

Adults (data for year to September 2017)



- **45.5%** participated in at least one form of gambling in past 4 weeks (47.2% in 2016)
- **18.1%** participated in at least one form of online gambling in past 4 weeks (16.5% in 2016)
- When the National Lottery is excluded **32.1%** of adults had gambled in the past 4 weeks



- **27.4%** of respondents had purchased National Lottery tickets in the past 4 weeks (30.5% in 2016)
- This was followed by scratchcards (**11.2%**) and other lotteries (**11%**)

Young people and gambling 2017

- **12%** of 11–16 year olds had spent their own money on gambling in the past week (that is, the seven days prior to completing the survey), down from **16%** in 2016
- The most prevalent forms of gambling in the past week are fruit machines (**4%**), private bets with friends (**3%**) and National Lottery scratchcards (**3%**)
- **3%** of 11–16 year olds have spent their own money on online gambling (no change since 2016) while **7%** have gambled online using a parent's account
- **0.9%** of 11–16 year olds are classified as 'problem' gamblers, **1.3%** as 'at risk' and **15.5%** as non-problem gamblers.

Problem gambling prevalence (combined data from Health Survey for England, Scottish Health Survey & Wales Omnibus Survey, 2015)

- Problem gambling prevalence in England, Scotland and Wales was **0.8%**
- Men were more likely than women to be classed as a problem gambler (**1.5%** compared with **0.2%**)
- Problem gambling prevalence was highest among those aged 25–34 (**2%**) and lowest among those aged 75+ (**0.2%**)