

Future Generations

| Name of the Officer Linda O'Gorman / David H Jones | Please give a brief description of the aims of the proposal |
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| Phone no: 01633 644214 E-mail: lindaogorman@monmouthshire.gov.uk | To consider the Council's existing resolution to not permit casinos within the County of Monmouthshire. |
| Name of Service | Date Future Generations Evaluation |
| Licensing | 5 th June 2018 |

1. Does your proposal deliver any of the well-being goals below? Please explain the impact (positive and negative) you expect, together with suggestions of how to mitigate negative impacts or better contribute to the goal.

| Well Being Goal | How does the proposal contribute to this goal? (positive and negative) | What actions have been/will be taken to mitigate any negative impacts or better contribute to positive impacts? |
|--|---|---|
| A prosperous Wales Efficient use of resources, skilled, educated people, generates wealth, provides jobs | Generally considered that gambling has a negative impact on the personal wealth of participants. | Would not want to encourage wider scale gambling, as could lead to addiction and financial hardship. |
| A resilient Wales Maintain and enhance biodiversity and ecosystems that support resilience and can adapt to change (e.g. climate change) | N/A | |
| A healthier Wales People's physical and mental wellbeing is maximized and health impacts are understood | Could promote excessive gambling, which may impact on those who are vulnerable/addicted to gambling if Casinos are permitted. | As above. |

| Well Being Goal | How does the proposal contribute to this goal? (positive and negative) | What actions have been/will be taken to mitigate any negative impacts or better contribute to positive impacts? |
|---|---|---|
| A Wales of cohesive communities Communities are attractive, viable, safe and well connected | Larger scale gambling can be problematic and have a negative impact on local communities. | |
| A globally responsible Wales Taking account of impact on global well-being when considering local social, economic and environmental wellbeing | The proposal has a positive impact by clearly stating casinos will not be permitted in Monmouthshire. | |
| A Wales of vibrant culture and thriving Welsh language Culture, heritage and Welsh language are promoted and protected. People are encouraged to do sport, art and recreation | N/A | |
| A more equal Wales People can fulfil their potential no matter what their background or circumstances | | |

2. How has your proposal embedded and prioritised the sustainable governance principles in its development?

| Sustainable Development Principle | How does your proposal demonstrate you have met this principle? | What has been done to better to meet this principle? |
|--|---|--|
| Balancing short term need with long term and planning for the future | A resolution not to permit casinos protects vulnerable people from being harmed or exploited by gambling. | |

| Sustainable Development Principle | How does your proposal demonstrate you have met this principle? | What has been done to better to meet this principle? |
|---|---|--|
| Working together with other partners to deliver objectives | N/A | |
| Involving those with an interest and seeking their views | Gambling addiction is well documented. | |
| Putting resources into preventing problems occurring or getting worse | By preventing a casino coming to Monmouthshire protects some of our more vulnerable members of society. | |
| Positively impacting on people, economy and environment and trying to benefit all three | As above. | |

3. Are your proposals going to affect any people or groups of people with protected characteristics? Please explain the impact, the evidence you have used and any action you are taking below.

| Protected Characteristics | Describe any positive impacts your proposal has on the protected characteristic | Describe any negative impacts your proposal has on the protected characteristic | What has been/will be done to mitigate any negative impacts or better contribute to positive impacts? |
|-------------------------------|---|---|---|
| Age | Protects children by not 'normalising' gambling | | |
| Disability | Neutral | | |
| Gender reassignment | u | | |
| Marriage or civil partnership | ű | | |
| Race | и | | |
| Religion or Belief | и | | |
| Sex | и | | |
| Sexual Orientation | и | | |
| Welsh Language | u | | |

4. Council has agreed the need to consider the impact its decisions has on important responsibilities of Corporate Parenting and safeguarding. Are your proposals going to affect either of these responsibilities? For more information please see the guidance http://hub/corporatedocs/Democratic%20Services/Safeguarding%20Guidance.docx and for more on Monmouthshire's Corporate Parenting Strategy see http://hub/corporatedocs/SitePages/Corporate%20Parenting%20Strategy.aspx

| | Describe any positive impacts your proposal has on safeguarding and corporate parenting | Describe any negative impacts your proposal has on safeguarding and corporate parenting | What will you do/ have you done to mitigate any negative impacts or better contribute to positive impacts? |
|---------------------|---|---|--|
| Safeguarding | The resolution to not permit a casino contributes positively to protecting children | | |
| Corporate Parenting | | | |

5. What evidence and data has informed the development of your proposal?

The Chief Medical Officer for Wales Annual Report 2016-17 – Gambling with our health' http://gov.wales/topics/health/professionals/cmo/reports/?lang=en

Some of the key points that this report has raised is as follows;

The most important benefit of the gambling industry is the tax revenues, which are considerable in the UK: in 2017 this amounted to £2.7 billion. This income is used by the UK government to help fund its programme for government. However, the economic benefits of gambling need to be balanced against the social and health harms to people who gamble, their family, friends and wider society. While most people who participate in gambling activities do so without any significant problems, for others gambling is problematic; causing damage to their health and to wider society.

The availability of gambling products and platforms to diverse groups, and the developments in the infrastructure of game design, make gambling an immediate and rapidly evolving public health issue. The public health approach aims to improve quality of life for all and to achieve health equity. This focus on equity is necessary as people living in areas of deprivation are more likely to experience gambling-related harm.

The harms caused by gambling for the individual include anxiety, stress, depression, and alcohol and substance misuse. These factors are likely to have a wider impact on family and friends. Further family problems can include 'money troubles' and family breakdown, as well as neglect and violence towards any partner or children. There are higher rates of separation and divorce among problem gamblers compared to the general population. Further impacts of gambling include the inability to function at work, and financial problems which can lead to homelessness. The harms from gambling to wider society include fraud, theft, loss of productivity in the workforce, and the cost of treating this addiction. Gambling harm not only affects the individual, but the family and wider society.

In Wales, 61% of adults (around 1.5 million people) had gambled in the last 12 months. 63% of men and 59% of women report gambling participation in the past 12 months. In Wales, 1.1% of the population (30,000 people) self-reported as having a problem with gambling. A further 3.8% of people in Wales are estimated to be at risk of problem gambling.

The number of casinos in Wales is small and relatively stable. The number of people visiting casinos in the UK has increased significantly in recent years, from 18.2 million visits (2011/12) to 30 million visits (2014/15).

While young people are least likely to gamble, problem and at-risk gamblers make up 2% of people aged 11 to 15, which equates to around 60,000 young people in the UK. Children who experience gambling in the household are four times more likely to gamble themselves than those who do not experience gambling in the household. Young people are spending more time online. Indeed, 18-24 year olds report that they are more likely to have been prompted to gamble by adverts and posts on social media. No organization is specifically dedicated to building resilience in young people and discussing gambling with them. In Wales, 16% of children aged 11-15 had gambled in the last week. The most popular forms of gambling for children were fruit machines and placing bets with friends. Every week, 450,000 children aged 11-15 years old in England and Wales report being involved in gambling. This represents 16% of this age group, compared with 8% consuming alcohol, 6% taking illegal drugs and 5% engaged in smoking. Whilst the harms accrued from each of these behaviours is different, these figures show the scale of gambling being reported in this age group. There is some international evidence from the United States of America that college or university students may be at greater risk of problem gambling than the general population. Universities in Wales often offer support for financial problems and addictions including gambling.

| Actions. As a result of compaphicable. | pleting this form are there any furti | ner actions you will be under | rtaking? Please detail them below, |
|---|---|-------------------------------|------------------------------------|
| What are you going to do | When are you going to do it? | Who is responsible | Progress |
| Incorporate resolution into the Authority's Gambling Policy 2019. | By 31/1/2019 | | |
| | | | |
| | | | |
| | this proposal will need to be monitere you will report the results of the | | specify the date at which you will |

6. SUMMARY: As a result of completing this form, what are the main positive and negative impacts of your proposal, how have they informed/changed the development of the proposal so far and what will you be doing in future?