

Public Document Pack



Agenda for a meeting of the Corporate Overview and Scrutiny Committee to be held on Thursday, 13 January 2022 at 5.00 pm in the Council Chamber, City Hall, Bradford

Members of the Committee – Councillors

| LABOUR | CONSERVATIVE | LIBERAL DEMOCRAT | INDEPENDENT SOCIALIST |
|---|---------------|------------------|-----------------------|
| Azam (Ch) Tait Akhtar D Green Arshad Hussain Nazir | Bibby Riaz | J Sunderland | Jenkins |

Alternates:

| LABOUR | CONSERVATIVE | LIBERAL DEMOCRAT |
|--|----------------|------------------|
| Dearden Ibrar Hussain T Hussain Salam Shafiq Wood | Birch Nazam | Griffiths |

Notes:

- Please note that under the current circumstances only Members and Alternates on the Committee will receive paper copies of the agenda, however the agenda and reports can be viewed on the Councils agenda and minutes website five clear working days in advance of the meeting.
- Given the restrictions on room capacity, any Councillors and members of the public who wish to make a contribution at the meeting are asked to email yusuf.patel@bradford.gov.uk by **mid-day on Tuesday 11 January 2022** and request to do so. You will then be advised on how you can participate in the meeting.
- Anyone attending is strongly advised to undertake a lateral flow test. Where time allows, one test five days before attending the meeting, one test two days before attending the meeting and a further test on the day of the meeting. In addition, it is recommended you take a test 3-4 days following your involvement. Please do not attend the meeting if you feel unwell or if you test positive on the lateral flow test. This is to minimise the risk of infection to you and others attending.
- Everyone in attendance will need to wear a face covering whilst in City Hall and throughout the meeting apart from when speaking, unless exempt.
- 2m social distancing will be applied for all in attendance including in the public galleries

From:

Parveen Akhtar
City Solicitor

Agenda Contact: Yusuf Patel

Phone: 07970 411923

E-Mail: yusuf.patel@bradford.gov.uk

To:

A. PROCEDURAL ITEMS

1. ALTERNATE MEMBERS (Standing Order 34)

The City Solicitor will report the names of alternate Members who are attending the meeting in place of appointed Members.

2. DISCLOSURES OF INTEREST

(Members Code of Conduct - Part 4A of the Constitution)

To receive disclosures of interests from members and co-opted members on matters to be considered at the meeting. The disclosure must include the nature of the interest.

An interest must also be disclosed in the meeting when it becomes apparent to the member during the meeting.

Notes:

- (1) Members may remain in the meeting and take part fully in discussion and voting unless the interest is a disclosable pecuniary interest or an interest which the Member feels would call into question their compliance with the wider principles set out in the Code of Conduct. Disclosable pecuniary interests relate to the Member concerned or their spouse/partner.*
- (2) Members in arrears of Council Tax by more than two months must not vote in decisions on, or which might affect, budget calculations, and must disclose at the meeting that this restriction applies to them. A failure to comply with these requirements is a criminal offence under section 106 of the Local Government Finance Act 1992.*
- (3) Members are also welcome to disclose interests which are not disclosable pecuniary interests but which they consider should be made in the interest of clarity.*
- (4) Officers must disclose interests in accordance with Council Standing Order 44.*

3. INSPECTION OF REPORTS AND BACKGROUND PAPERS

(Access to Information Procedure Rules – Part 3B of the Constitution)

Reports and background papers for agenda items may be inspected by contacting the person shown after each agenda item. Certain reports and background papers may be restricted.

Any request to remove the restriction on a report or background paper should be made to the relevant Strategic Director or Assistant Director whose name is shown on the front page of the report.

If that request is refused, there is a right of appeal to this meeting.

Please contact the officer shown below in advance of the meeting if you wish to appeal.

(Yusuf Patel – 07970 411923)

4. REFERRALS TO THE OVERVIEW AND SCRUTINY COMMITTEE

No referrals were made at the time of the publication of the agenda.

B. OVERVIEW AND SCRUTINY ACTIVITIES

5. DISTRICT PLAN

1 - 18

The Assistant Director of the Chief Executive's Office will submit a report (**Document "W"**) which sets out our shared ambitions and priorities for the District. It sets the direction for the work of the many organisations and communities who belong to one or more of the Partnerships that make up the Wellbeing Board.

Recommended –

- (1) That the Committee note the development of the District Plan and the related performance indicators.**
- (2) That the Committee comment on the proposed performance indicators set out in appendix B to Document "W" that will support the measurement of the District plan outcomes.**

(Sadia Hussain - 01274 431000)

6. GAMBLING UPDATE AND CROSS DEPARTMENTAL PLAN

19 - 88

The Director of Public Health will submit a report (**Document "X"**) which describes the current evidence-base on the impact of gambling, local data relating to gambling and problem gambling/ gambling-related harms, and details a cross-departmental action plan describing our regional and local work to prevent and treat harms arising from gambling.

Recommended –

The Committee is asked to note contents of the report. The views and feedback of the Committee on the proposals set out in section 3 to Document "X" are requested.

(Sarah Exall - 07855 177158)

7. CORPORATE OVERVIEW AND SCRUTINY COMMITTEE WORK PROGRAMME 2021-22

89 - 100

The Chair of the Committee will submit a report (**Document “Y”**) which presents the Committee’s work programme for 2021/22.

Recommended –

- (1) That Members consider if they wish to choose to add to or amend the topics included in the 2021-22 work programme.**
- (2) That Members consider any detailed scrutiny reviews that they may wish to consider.**

(Mustansir Butt – 01274 432574)



Report of the Assistant Director of the Chief Executive's Office to the meeting of Corporate Overview Committee to be held on 13th January 2022

W

Subject:

District Plan

Summary statement:

This District Plan sets out our shared ambitions and priorities for the District. It sets the direction for the work of the many organisations and communities who belong to one or more of the Partnerships that make up the Wellbeing Board.

Jenny Cryer
Assistant Director, Chief Executives
Office

Report Contact: Sadia Hussain
Phone: (01274) 431000
E-mail: Sadia.Hussain@Bradford.gov.uk

Portfolio:

Corporate Overview and Scrutiny

Overview & Scrutiny Area:

Corporate

1. SUMMARY

- The District plan builds upon the Wellbeing Boards ambition and priorities for the District in pursuit of the economic, social and environmental wellbeing of the local population. The plan comprises of five clear outcomes for the District, these are:
- Children have the best start in life
 - Residents achieve good health and wellbeing
 - Sustainable economic growth and decent work for all
 - Safe, sustainable and inclusive communities
 - Action at all levels to address climate and environmental change

Corporate Overview and Scrutiny Panel are asked to note the plan and comment on the proposed performance indicators to measure the outcomes above. .

2. BACKGROUND

- The previous District Plan covered the pre-pandemic period up to 2020 and it was agreed by the Wellbeing Board that the revised remit of the Board requires a sufficiently wide lens on all of the driving forces of Wellbeing-including a focus on: social justice, combatting inequalities, sustainable communities and inclusive economy. It was agreed during a Board development meeting in October 2020 to develop one overarching District Plan that not only draws together the plans and strategies of each of the Strategic Partnerships and the Joint Health and Wellbeing Strategy but also incorporates a period of transition to align these strategies with the understanding that the plan itself is “more than the sum of its parts” and at its heart, aims to build a caring economy for the District based on equality, sustainability and wellbeing.

The Wellbeing Board agreed that the outcomes of the plan would be measured by a single suite of Wellbeing indicators which are in development. These indicators can be found in appendix B.

The District Plan was ratified at a Wellbeing Board meeting in August 2021.

The plan also acknowledges that all of our plans must adapt to our changed circumstances and the uncertainty that this brings. The District Recovery Plan that was launched in March 2021 assists with this. The District Plan will also serve as the Districts Health and Wellbeing Strategy and provides direction for the other plans and strategies that will operationalise the plan

The new District plan, alongside the District Recovery plan and the Equalities work that is currently ongoing will support the recovery of the District to improve Wellbeing alongside maximising economic growth.

Engagement with stakeholders and residents

The pandemic has changed the way we live, work and interact with each other. Each of the Partnerships have already included some form of consultation when developing their own plans and strategies and a period of consultation is planned to help our Partnerships and communities shape the delivery of the District Plan. A

period of consultation is planned for January 2022.

Outcomes of the District Plan

The outcomes of the plan have been agreed with the strategic partnerships that report to the Wellbeing Board, these are our collective priorities and the ambition is that all plans and strategies developed by the partnerships will align with the District plan outcomes and delivery of these. The collective outcomes for the plan are listed below:

- Children have the best start in life
- Residents achieve good health and wellbeing
- Sustainable economic growth and decent work for all
- Safe, sustainable and inclusive communities
- Action at all levels to address climate and environmental change

A range of higher level performance indicators have been developed, these are outlined in appendix B and some of these are already measured, work is also being undertaken to align the Joint strategic needs assessment to the District plan outcomes-this will provide a comprehensive focus on achieving these outcomes.

The committee are invited to comment on the indicators in Appendix B.

Governance and Delivery

The Wellbeing Board will be the decision making authority on the District Plan. It will be responsible for overseeing subsequent implementation of the plan and measuring performance.

Next Steps

Work is ongoing to develop a range of performance indicators to support the delivery of the District Plan.

3. OTHER CONSIDERATIONS

- None

4. FINANCIAL & RESOURCE APPRAISAL

- A Project Team is in place and has been responsible for the delivery of the District Plan.

5. RISK MANAGEMENT AND GOVERNANCE ISSUES

As above

6. LEGAL APPRAISAL

- None .

7. OTHER IMPLICATIONS

7.1 SUSTAINABILITY IMPLICATIONS

Sustainable and inclusive economic growth are key priorities that are reflected in the District Plan.

7.2 GREENHOUSE GAS EMISSIONS IMPACTS

- None

7.3 COMMUNITY SAFETY IMPLICATIONS

- None, Safe and sustainable communities are critical to the delivery of the plan.

7.4 HUMAN RIGHTS ACT

- None

7.5 TRADE UNION

- N/A.

7.6 WARD IMPLICATIONS

- This plan will be for every ward across the District.

7.7 AREA COMMITTEE ACTION PLAN IMPLICATIONS (for reports to Area Committees only)

N/A

7.8 IMPLICATIONS FOR CHILDREN AND YOUNG PEOPLE

The District has an ambition to become a UN Child Friendly District and this directly relates to outcome two of the District Plan 'Children have the best start to life' Child Friendly District aims to promote the health and wellbeing of all children-including those in the care of the Local Authority.

7.9 ISSUES ARISING FROM PRIVACY IMPACT ASSESMENT

None

8. NOT FOR PUBLICATION DOCUMENTS

➤ n/a

9. OPTIONS

➤ n/a

10. RECOMMENDATIONS

Recommended -

- That the Committee note the development of the District Plan and the related performance indicators.
- That the Committee comment on the proposed performance indicators in appendix B that will support the measurement of the District plan outcomes.

11. APPENDICES

Appendix A-District Plan

Appendix B-Proposed performance indicators

12. BACKGROUND DOCUMENTS

None

Bradford District's Draft District Plan

The Wellbeing Board has adopted the United Nations Sustainable Development Goals. These are 17 social justice-based goals for people, places and the planet. They focus us on caring for our environment, reducing inequalities, improving lives. Some goals relate clearly to one of the **five outcomes** of this plan or to the work of a particular partnership. Others such as 'No Poverty, Reduced Inequalities, Climate Action' are cross-cutting - everyone will need to contribute to these. Committing to these long-term goals will help us keep sight of the bigger picture as we work on local priorities.

Our Plan for Bradford District

This District Plan sets the direction for the family of partnerships that lead key areas of work for the District.

Our Wellbeing Board is the lead partnership and is responsible for making sure that the change programme outlined in this Plan is delivered, and that it is making a difference to people's social, economic and environmental wellbeing.

Together our partnerships will deliver significant change over the next five years. We are honest about our challenges, but also bold and positive about our District's future. We set ourselves a challenge to work together, to do more of what we do well and to embrace change. We are focused on five broad outcomes that will help us to address needs and reduce inequalities in our District. These are:



Where we are starting from – Tackling Inequalities

The 2020-21 pandemic has changed the way we live and work, and may continue to do so for some time. Longstanding social, economic and health inequalities were made worse during the pandemic.

That so many people and organisations worked together in new ways leaves us with something to build on to create a fairer District and reshape our economy and institutions to be inclusive - to take everyone forward and bring good jobs that every community can access.

This will help us to address the social, economic and environmental inequalities that have driven poor wellbeing and shortened too many lives here for too long.

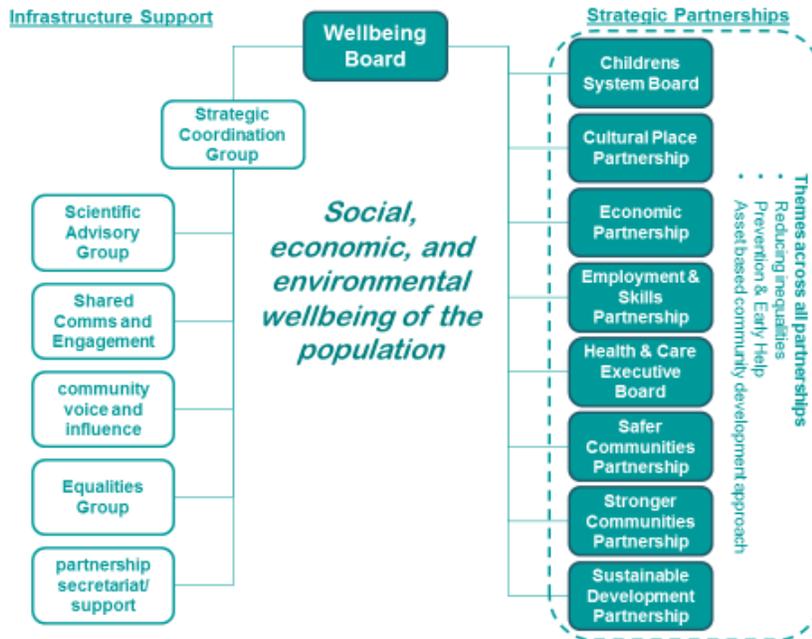
How we work together

Together our partnerships represent a wide range of public, private, community and faith organisations from across the District. When we work together across organisations, systems and communities we help to create shared values. Together we are more than the sum of our parts, and we can make faster progress on long-standing inequalities in health, prosperity and wellbeing and realise our shared ambitions.

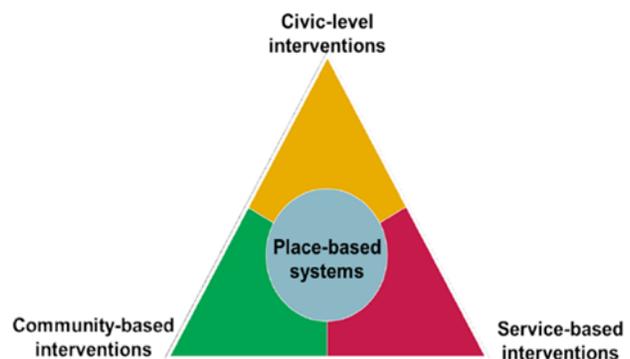
Every partnership will work to be fully representative of the people of our District, building on the

tremendous strength and capacity of local people, communities, organisations and businesses. We will bring improvement to all areas of the District, particularly the most disadvantaged. Each Partnership will develop a detailed plan of action for its area of focus, contributing to our five outcomes. Each partnership will also work to:

- reduce inequalities
- prevent issues becoming problems and provide help as early as possible
- build on our assets and strengths



We will work with and for **communities** to re-design and improve access to **services, to** support people and communities to get involved at a **civic-level** to improve neighbourhoods and the local built and natural environment through volunteering, voting, activism and community-led initiatives. Our Stronger Communities Partnership will lead this work.



Credit: PHE Public Health Data Science based on the original concept created by Chris Bentley.

Our ambition for Bradford District

We will build a better, fairer and more inclusive future for our District. As the UK’s youngest city we commit ourselves to rebuilding a bright future for our children and young people who have lost out on education, play, leisure and friendship during the pandemic. We will work to reduce the long-term impact of this last year on them and to become a Child and Young Person-Friendly District. We aim to capitalise on Bradford’s place at the heart of the North. We will work hard to attract new employers and the transport infrastructure that we need, including a city centre Northern Powerhouse Rail station which will act as a catalyst for the unlocking of significant regeneration, growth and job creation. We will support those whose businesses and livelihoods have been damaged during the pandemic to recover. Our Economic Partnership will focus on delivering our economic recovery plan and bringing in and growing secure and decent jobs that pay at least the real living wage. We will create and support opportunities to innovate, to be creative and entrepreneurial. We will ensure we have safe, healthy workplaces where people feel valued and

supported.

Older people and many people with health conditions have also had a very difficult year, having to take extra care to stay safe and well. We will support people to have safe social contact again, and to build back their mental and physical health and wellbeing. Our health and social care sector will work to open a new medical school and to invest in our hospitals.

Our Cultural offer will make a significant and sustainable contribution to our future prosperity and to our recovery, building on our past and recent heritage, showcasing the knowledge and talents of our diverse communities. Our bid for City of Culture 2025 will be at the heart of this work building participation in culture, civic pride and acting as a platform for the growth of creative and cultural industries.

We will work across the District to support and renew our town centres in Keighley, Shipley, Bingley and Ilkley ensuring that we capitalise on the assets that they represent.

Work to develop a sustainable food supply system will increase the availability of affordable healthy food and help to reduce food insecurity. Investments in sustainable transport will help to improve air quality, alongside our Clean Air Zone.

Our outcomes

An outcome is a difference that we intend to make. We commit to making a positive and significant difference to these five crucial outcomes over the next five years.

- Children have the best start in life
- Residents achieve good health and wellbeing
- Sustainable economic growth and good work for all
- Safe, sustainable and inclusive communities
- Action at all levels to address climate and environmental change

Each one is a fundamental building block for a safe, successful District where children and young people, families, elders and whole communities can thrive.

For each outcome we identify why it is important, the ambition in this area, the priorities that we will address first, and the assets or strengths in the District that will help us to make a difference.

Outcome 1 - Children have the best start in life

Why is this important?

Every child needs and deserves the chance to realise their full potential. Children thrive physically, intellectually and emotionally when strong, caring foundations are laid in early childhood. We aim to be a truly child and young person friendly District.

Enabling every child to have the best start in life is critical and our focus on that extends right through childhood into young adulthood. Our early years have lifelong effects - on health and wellbeing, on educational achievement and financial security. The best start in life means good wellbeing during pregnancy and in early life. It means high-quality education in every setting. It means having opportunities, access to creative and cultural activities and safe places to live, learn and play in all parts of the District.

The pandemic has had a profound impact on vulnerable children and young people in particular. Many children and young people have struggled to access remote learning, hindering their progress. 2020 shone a light on gaps in attainment, job prospects and life chances. We will work together to support children and young people to get active again and to recover their mental wellbeing. Ensuring that children and young people are at the absolute heart of our recovery is the key to becoming a fair and inclusive District.

Our ambition

Our ambition is to be a great district for children and young people to grow up in. We are working to become a Child Friendly Community. We will put children and young people, and their right to

be heard at the heart of our decision-making and all that we do. We will support children to be healthy, safe and valued, and to thrive in our education settings, so that young people in any part of the District can achieve their goals. We will listen to how children and young people are doing in terms of their happiness, their health and wellbeing, their feelings about where they live, their educational achievement and skills, their hopes for adult life.

Five years on. What does good look like?

Every child starts out with the foundations for good health and wellbeing throughout their lives - families are supported to breastfeed, to provide a safe, warm home, nutritious food, a nurturing family; children have great early play and learning opportunities and an education that enables them to reach their full potential. Families enjoy nurturing and playing with their young children. Older children and young people feel secure and supported. They enjoy learning, are ambitious, do well and know how to reach their aspirations. Children and young people tell us they love living here and see the District as a great place to grow up. Children and young people reach adulthood with a sense of belonging, purpose, wellbeing and the skills and resilience they need to succeed.

How we work together

The Children and Young People's Executive Board leads the plan for children and young people, working with: Employment and Skills Board, Mental Health Partnership – Children's sub-group, Improvement Board. Opportunity Area Board.

We have some amazing assets in the District to help the Board lead this outcome - the expertise of the Born in Bradford programme and their large community of BiB families, the University of Bradford is the number one UK University for social mobility; fantastic programmes such as Better Start Bradford and Join Us: Move Play target much of their work on reducing inequalities. We have a wide range of child and family-centred services. Children and young people are at the heart of our bid for City of Culture 2025.

What we will focus on

Our Children and Young People Plan describes our priorities in greater detail:

- Children start school ready to learn
- Faster progress on educational attainment and achievement
- Children and young people are ready for life and work
- Keeping the most vulnerable safe
- Providing early support to families
- Health and social inequalities reduce - child poverty, obesity, oral health
- Children and young people shape services and are active citizens

Related Plans and Strategies: Council Plan, Children and Young People Plan, Child Friendly Communities Plan, Act Early Plan,

Key partners: Council; Clinical Commissioning Group, the Care Trust; the Hospital Trusts, The Institute for Health and Education Research; West Yorkshire Police schools, the University, the FE and 6th Form Colleges; the VCS and business sectors including early years and care providers.

Outcome 2 - Residents achieve good health and wellbeing

Why is this important?

A healthy population is generally a happy and productive population. Excellent healthcare and preventive health services are an important part of helping all of us to stay well throughout our lives. Our local health and care system is steered by a clinically led Integrated Care Partnership. We 'Act as One' system to develop excellent services and make continual improvements in what we do – helping us to think and act as one system for wellbeing.

What we do over a lifetime has significant impact on our wellbeing and the chance and timing of long-term illness. This link is stronger in areas of higher deprivation where smoking, obesity, lack

of physical activity and unhealthy nutrition are more common and lead to early illness and people living shorter lives with fewer years in good health <Act as One 10 years less life diagram?>. Wider factors also shape wellbeing - differences in housing quality; access to green spaces and parks to play, get active and meet friends; income, employment and skills; job security; travel options and workplace conditions all contribute to differences in wellbeing between people. The quality of our surroundings matter.

Over the next five years, we will work with communities and other parts of the public and voluntary sector, supporting people to keep people healthy and well, preventing and delaying much of the long-term illness that we see developing too early in people's lives.

Our ambition

We recognise that we must take a bigger role in the prevention of ill health and in promoting good health. We will do this by providing the conditions in which people can be healthy - not just preventing disease but enjoying full and active lives.

Our co-produced approach will invest in wellbeing in early life, support families to have good wellbeing, have healthy school and work environments that support pupils, school staff and the wider workforce to have better learning and working environments. People at all stages of life to find it easier to be active, eat well, feel better, stay healthier.

Easily accessible services will respond to higher levels of need, providing the right interventions at the right time for better outcomes, responding to the needs of local communities. As a health and care system we will invest more in prevention and use our resources to make big differences for a whole population impact by building a new, socially dynamic partnership. One where the connections between partners lifts our individual and collective effectiveness. This will require a determined rebalancing of power, enabling emergent communities, influencing changes in our society by focusing on our population as people, not just patients.

We will focus on:

Collaboration which has become an essential part of a sustainable future. This will allow us to design how we will work as we move to acting as one integrated care partnership. This is reflected in our system philosophy where we 'Act as One' in our approach to planning, recovery and priority setting in our pursuit of improved health outcomes.

Creating **equitable access** for patients that delivers care and treatment quickly and, where possible, within a primary and community setting. Our Primary Care Networks and Community Partnerships are the footprint of service delivery. They will take responsibility for population health needs and lead the development of partnerships that meet local needs. We will make genuine transformation support available to enable partners to implement new integrated models of care, for local people where they live.

Our collective partnership resources which are significant, but finite. By **working together** as our organising principle, we can take a system approach to population strategy, monitoring finances, and performance and quality. Measuring in the here and now how we are affecting the future health of our population. In agreeing priorities and taking difficult decisions together we have more opportunities to improve lives and life chances.

We want to **use the collective resources** of the NHS, local authorities, the voluntary sector and others to improve the health of local people. By securing and integrating our resources we can position them to focus on the greatest need, to deliver best outcomes. Through our public stewardship we can address issues that no one part of the system can address alone; ensuring value by using our resources in the right areas, on the right things.

Five years on. What does good look like?

People and communities feel confident and in charge of their own wellbeing. We are as healthy and well as possible throughout our lives. We live well and age well. Children and young people have happy, healthy childhoods in families and homes that support their wellbeing. This sets them on course to reach adulthood with good mental wellbeing and in good health.

Adults stay healthy, well and active late into life, helping to prevent or delay ill-health. People can live longer in their own homes, with access to high-quality care at home or in care settings when needed.

We prioritise prevention and early intervention. When people need care and support it is proactive, joined up and designed around their needs. Access to services includes digital options.

Inequalities in access and quality of healthcare reduce. The health and care system is a safe, inclusive place to work, becomes environmentally sustainable, helps to reduce causes of inequality.

How we work together

Using our collective Living Well approach we will lead health improvement work as a system, the Integrated Care Partnership leads work to improve our health and care services and to ensure that health and social care work well together.

We will work together to identify and tackle the causes of health inequality. We will learn from good practice developed by communities and organisations during the pandemic. We will work to enable everyone to look after their wellbeing and to access high quality integrated health and care services.

We will support other partners and sectors to create healthy neighbourhoods, and address the wider factors that impact on our health and wellbeing.

Relevant Plans and Strategies Bradford District Joint Health and Wellbeing Strategy 2018 – 2023; [“Happy Healthy at Home”](#) - a plan for the future of health and care in Bradford district and Craven (2017), [“Better Health and Wellbeing for Everyone”](#) – our five-year plan (WY&H HCP) (2019); Living Well Plan.

Key Partners: the NHS – the Hospital Trusts and the Care Trust, the Clinical Commissioning Group, the VCS, schools and businesses.

Outcome 3 - Sustainable economic growth and decent work for all

Why is this important?

Like the rest of the UK, Covid-19 has had a severe adverse effect on our economic performance and the way the economy is working. Behind the headline statistics are personal hardships and tragedies. We have lost some good businesses, whilst others are struggling. We have some major challenges on skill levels, uncertainty about post-EU trade and the rising cost of living which we will need to work hard to address as part of the post-Covid recovery. Unemployment has risen sharply, particularly amongst younger people and those in our most disadvantaged communities.

Good work with fair pay, security, decent conditions and opportunities to progress is closely linked to the health and wellbeing of individuals and wider society. Likewise, good health and wellbeing support an innovative, productive and flourishing economy whilst unemployment, low pay and poor working conditions contribute to poor wellbeing. Creating the conditions that enable people to secure good work is therefore of critical importance to reducing inequality in income, housing and ultimately in wellbeing.

Our economy is worth £9.5 billion a year, and in a strong position to grow, with FTSE 100 businesses and strengths in manufacturing, distribution and logistics, digital, food and drink, financial services and health and social care. We have a strong foundation for entrepreneurship – voted a top 10 place to start a business and named in the 2nd highest level of entrepreneurship by PwC. Our strong local offer has attracted recent investment from NEC, Channel 4 and PwC. Our thriving cultural sector provides a world class offer.

Our successful Towns Fund bids for Shipley and Keighley mean that we will actively invest in capital and drive the development of our Towns.

During the pandemic, strong partnership work was conducted with the business community in the

District, led by Professor Zahir Irani from Bradford University. This makes the case for a number of interventions to help promote a strong recovery for Bradford District's economy.

We will make the case for infrastructure investment in our transport network, particularly for better-connected rail and mass transport to support clean, green growth. Work to secure a city centre Northern Powerhouse Rail (NPR) stop is ongoing; city centre NPR will slash journey times, attract major inward investment and unleash productive potential helping to ensure that Bradford becomes a net contributor to UK economy.

We will attract and grow high value businesses in digital, health and green industries and support local people to develop the necessary skills and knowledge to access these jobs. We will create sustainable, inclusive economic growth through new investment and new types of business, plus growing and improving existing sectors such as health and care. Our procurement will support local supply chains, contributing to the WYCA Sustainable Growth Strategy. Further devolution of funding and powers will help our journey to an inclusive economy with a sense of local connection and ownership.

Our Ambition

The overall ambition of our current Economic Strategy – 'Pioneering, Confident and Connected' for 2018-30 remains unchanged. However, through the work of our economic recovery plan we have built upon and renewed our approach alongside the private sector in the District. We aim to grow skills, jobs, productivity and earnings so that Bradford is competitive in the UK economy, performing above the national average and closing the gap with the rest of the UK. This means:

- Increasing the value of Bradford's economy faster than the UK average
- Getting more people into work to bring employment rates closer to UK rates
- Improving the skills of residents to close the gap with UK skill levels
- Actively investing in the regeneration of our town centres.

We will work with the West Yorkshire Mayoral office and with Whitehall to implement our ambitious Economic Recovery Plan which is focused on a better future for all residents and businesses. The value of good wellbeing for our economy is well understood. Our recovery plan and economic strategy focus on inclusive economic growth where everyone can contribute and benefit, to build a fairer, healthier and more cohesive District. We will work with businesses to support workforce wellbeing, improving quality of life, reducing sickness absence and helping to boost productivity.

Our priorities are targeted to provide support to the most disadvantaged groups including those living in poverty, people from Black, Asian and minority ethnic (BAME) communities, those with disabilities, women, and migrants, directing resources to help people into work and to develop the skills to succeed.

A flexible and agile skills service will provide retraining for people who lose jobs, or are entering the job market for the first time or considering self-employment. We will support people who are furthest from the labour market, including people with learning disabilities, to access work.

We will create and train for new employment opportunities, particularly in sectors such as health and social care where more staff are needed. Our Recovery Plan will provide a significant enhancement to health and social care training by improving the capacity of the Higher Education and Further Education sector to support a proposed new medical school.

Act Early North will learn from and build on ground-breaking local work by the Bradford Institute for Health Research and the Born in Bradford programme. This will provide policy makers with the evidence needed to develop cost-effective preventive health policy and early years interventions that will improve the health and happiness of families living in Bradford District.

The District's bid for City of Culture 2025 will support skills, growth and investment in our creative and cultural industries and widen opportunity for employment in this sector.

Five years on. What does good look like?

The District has positive, sustainable, inclusive growth. Entrepreneurs of all ages know where to find support to innovate, start and grow new ventures. These may be community and socially focused ventures as well as business-based. Enterprises start here or move here and choose to stay here. Growth brings good, fulfilling jobs in new, clean and green sectors and filled workforce shortages in key sectors. Inclusive growth has helped to reduce social and economic inequalities, supporting people to live fulfilling lives, enabling communities in all parts of the District to prosper and supporting all the outcomes of this Plan.

- More people in all communities have qualifications at NVQ Level 3+
- Local inequalities in skills reduce, we close the skills gap with the national average
- Employment increases, local disparities reduce, gap with national average trend closes
- Earnings increase, local disparities reduce, gap with national average trend closes
- Productivity of local businesses has increased, creating more and better jobs
- 1,000 new apprenticeships created
- Basic and higher skills improved for 53,000 residents
- 3 Future Technology Centres created.

Taken together these actions have the potential to create over 20,000 new jobs.

How we work together

This outcome is owned by the Employment and Skills Board and the Bradford Economic Partnership, which sets the direction of economic development and regeneration in Bradford. A team of senior leaders from local businesses and key organisations oversee and drive delivery of our inclusive growth agenda. The partnership provides a credible and powerful voice for the city in regional, national and international forums. The Partnership will be sector-based and will reflect the full diversity of the District, to lead the new Economic Recovery Plan.

We will focus on

Five areas of opportunity relating to a 'new economy' based on developments in digital technology, commitments to decarbonisation and the growth of more purpose-driven businesses. These:

- Equip our young, diverse population with the skills and confidence they will need to succeed
- Support businesses to benefit from developments in technology
- Maximise the economic impact of Bradford's diverse cultural assets and distinctive places
- Create inclusive growth and good jobs by accelerating development and transition to a green, sustainable, resilient and connected economy
- Improve wellbeing by enabling people to lead long, happy and productive lives.

Related Plans and Strategies: Economic Strategy/Recovery Plan, Skills Plan, Culture Strategy, Sustainability Strategy, Transport strategy including Northern Powerhouse Rail, City and Town Centre Improvement plans; City of Culture bid plan.

Key partners: Bradford Council, the University of Bradford, the City Region LEP, Chamber of Commerce, the Bradford, Keighley and Ilkley BIDs, Federation of Small Businesses, West Yorkshire Combined Authority FE and Sixth Form colleges

Outcome 4 - Safe, sustainable and inclusive communities

Why is this important?

Building safe, thriving and strong communities is central to the work we do together to create an inclusive and sustainable District - a place where everyone can feel that they belong, feel safe, enjoy where they live and contribute to their area and community. Communities with strong social bonds, active community involvement through volunteering and networks, with shared values and common goals are more likely to enjoy lower crime, better health, higher educational attainment and better economic growth.

The work of the two partnerships is distinct but complementary and they share leadership of this outcome to create safer places communities need to thrive and where residents have a sense of belonging and pride in where they live.

The **Stronger Communities Partnership** has social justice, inclusion, diversity and equality of opportunity at the forefront, working in partnership with local people and organisations to create a place where everyone feels that they belong, are understood, feel safe and are able to fully participate in the opportunities the District offers. This enables more people to play an active part, to have a voice in what is being delivered and how - so our services are fit for purpose, helping to solve local needs and issues and accessing the support they need such as language classes and gaining employment and skills. This helps our residents to feel a sense of belonging and equality of opportunity for all.

The **Community Safety Partnership** ensures that neighbourhoods are safe, that hate crime is tackled: that people feel safe on their streets, in parks and green spaces, when driving or moving around; that people are safe at home – both from break-ins and assault, and from domestic abuse and sexual violence. This in turn supports the work to build stronger communities, because people who feel safe are able to take part fully in the life of their communities and neighbourhoods.

<turn into circular/non-linear infographic>



Our Ambition

The Stronger Communities Partnership brings different voices together from our system and community to bring about real change, where decision making is shared. Initiatives delivered and supported by the Partnership are informed by research, evidence and good practice, providing a person centred and intersectional approach to some of these issues and challenges, where our voluntary and community sector thrives. We recognise that diversity is our strength, and by building on what works and sharing this widely, we can ensure that no community is left behind. Our Community Safety Partnership builds high levels of trust between the public sector and the public to engage with the range of community safety services and to feel confident that services are doing all they can. We develop solutions together with local communities, whilst also working at West Yorkshire level to tackle impacts of wider, organised crime in our District. Together we work to improve quality of life and engage with partners to support people away from criminality.

What we focus on

To build stronger communities we focus on:

Getting On - by supporting economic participation and language skills

Getting Along - by promoting greater interaction, dialogue and understanding between people from different backgrounds; ensuring people fully understand their rights, freedoms and responsibilities.

Getting Involved - generating and connecting people to opportunities to participate in community and civic life and strengthening leadership.

Feeling Safe - tackling hate crime and the fear of hate crime so that everyone feels safe.

To build safer communities we focus on the issues that blight areas and reduce people's sense of safety.

To build safer communities we focus on:

Tackling serious and organised crime – by targeting knife crime and gang-related crime, working locally and at West Yorkshire level, and **Reducing reoffending**

Ensuring that women and girls are safe and feel safe – through work to prevent and reduce domestic abuse and sexual violence, around 80% of which is directed at women and girls.

Preventing and tackling anti-social behaviour – by focusing on common issues that cause neighbour disputes.

Reducing anti-social and dangerous driving – through our Steerside Partnership.

Five years on. What does good look like?

We see safer neighbourhoods for people to enjoy, particularly in the most disadvantaged areas. We see more settled communities where social capital – connections, co-operation, local organisations - have grown and are thriving. People take a pride in their neighbourhoods which are clean and welcoming, we see kind behaviour towards others – towards neighbours, new arrivals and communities, children and young people, people with a disability. More neighbourhoods have high levels of community involvement and activity, with more people getting involved. This helps people to have a sense of control over their lives, they feel involved and listened to, and this supports their mental and emotional wellbeing.

Signs of success will include:

- More people volunteering and taking part in community action and initiatives
- More people are using their vote
- People are choosing to live, stay and help to create a safe, happy neighbourhood
- Community assets and shops are returning
- More people take part in community-led initiatives such as People Can and Citizen Coin
- People are aware of and have confidence in the work of the Community Safety Partnership
- Violent crime, sexual violence and hate crime has reduced
- Domestic abuse has reduced
- Women and girls are safe and feel safe
- Repeat offending has reduced, fewer first time entrants to the Criminal Justice System
- Victim satisfaction ratings have improved
- Perceptions of crime and safety have improved.

How we work together

The two partnerships work together to improve life chances and quality of life for residents especially in places where multiple forms of disadvantage make it even more difficult for people to achieve their aspirations. The Stronger Communities Partnership is made up of leaders of neighbourhood-based services, strategic leaders and representatives of the voluntary, private and faith sectors and local people and communities. The Community Safety Partnership also has communities and neighbourhoods representatives working alongside the police, the fire and rescue service, the probation service, housing providers and the council's housing and homelessness team. The work of the two partnerships together is cross-cutting, supporting the other partnerships and helping to deliver broad wellbeing priorities by addressing issues including:

- Poverty
- Childhood development and educational attainment;
- Healthy lifestyle and mental health
- Neighbourliness, a sense of belonging and respect for others
- Access to decent accommodation

Relevant Strategies and Plans: Community Safety Strategy, Anti-Poverty Strategy, Housing and Homelessness Strategies, the Stronger Communities Strategy, and District Shared Values.

Key partners: VCS and Faith sector, People Can; CABAD, CNET, WY Police, WY Fire and

Outcome 5 - Action at all levels to address climate and environmental change

Why is this important?

Our District needs an ambitious, joined-up and investable approach to the economy that embeds a focus on protecting our natural environment in our economic thinking and planning. This brings many opportunities for new local community and business ventures and for residents to get involved in protecting and improving the natural environment.

The District must be ready to meet the challenges of the Climate Emergency, and global and local environmental imbalances. Covid-19 has exposed vulnerabilities and other shortfalls against the 17 UN Sustainable Development Goals adopted by the Wellbeing Board. Creating environmental sustainability ensures future generations will still have the natural resources needed for an equal, if not better, way of life to that of current generations.

Climate change will have the greatest negative impact in low-income areas and on the most vulnerable people, whose housing may be poorer quality, uninsulated, and unsuitable for extremes of temperature. Extremes of heat and cold impact on many aspects of wellbeing. Residents and business owners who are unable to get flood insurance may suffer stress and financial loss.

The Partnership will support, create and attract new and greener jobs in local businesses and bring improvements in our buildings, infrastructure, services and natural environment. Our plan for a green economy, green jobs and better lives will address fundamental challenges and support the equalities agenda, reducing health and social inequalities.

Our ambition

All citizens of Bradford District appreciate how a sustainable lifestyle supports their wellbeing. People from all walks of life, especially the most disadvantaged and vulnerable are participating in co-design and decision-making to shape initiatives and to benefit from them.

'Business as usual' is no longer enough. The University of Bradford is helping us shift the focus from economic growth at any cost, to a caring approach to the environment. We will minimise waste, reuse and recycle resources, reshape supply chains to reduce the need to move goods. Our partnerships better understand, plan and deliver on climate and environmental challenges and opportunities. Business and commercial initiatives underpin and unlock our ambition for clean growth and decent work for all. Many opportunities for improvement in the Sustainable Development Partnership (SDG) goals are in play. Robust business cases and investment propositions are leading to **delivery** of real-world and tangible business models, products, services and 'green economy' impacts. We understand the benefits of a sustainable approach as we live and work in an improving environment, enabled by a green economy that brings health benefits, cleaner air being the biggest example.

Five years on. What does good look like?

Our movement for greener jobs is supporting wellbeing and reducing inequalities. Businesses have reset their practices, more of them produce clean and safe products that are life-enhancing and support wellbeing in the home, community and working life. A cleaner, greener economy is helping to eliminate harmful materials and pollutants from the District.

The District is further on track to meet global climate and environmental targets and is becoming an exemplar sustainable place. We are improving biodiversity - increasing the amount and range of plant and animal life - and have increased the capacity of the land to absorb carbon, hold rainfall, slow the flow and hold back flood water.

Business members make the critical connections to early years, schools, colleges and other initiatives that progress a child-friendly district and enhance life-chances. Commercial opportunities in health and wellbeing demonstrate sustainable development credentials.

How we will work together

The Sustainable Development Partnership (SDP) was established in 2019 to bring together

leadership from across business, key organisations, the Council and the Combined Authority to help Bradford develop and realise its ambition of becoming a thriving, inclusive and sustainable District. It will support the delivery of the Sustainable Development Action Plan alongside all Partnerships and Partners. All plans and strategies will address resilience to climate change, mitigating its impacts and protecting and maximising the benefits of our natural environment. Our Local Plan will ensure development does not add to excess heat in urban areas or worsen the risk of flooding. Our approach to new and existing housing will consider how homes and buildings can remain comfortable for residents in both heat and cold.

We will focus on

Enabling the delivery of priorities across a number of strategies. Our partnership work will unlock opportunities and accelerate progress on a sustainable, inclusive economy to bring new opportunities to all Bradford District's communities. Priorities include:

- Neighbourhood regeneration, travel, transport and infrastructure investment
- Sustainability of existing businesses and inclusion of sustainability in new businesses
- Five sustainable development initiatives under the banner of 'green economy'
- Climate Action in response to Climate Emergency Declaration
- Improving Air Quality via the Bradford Clean Air Plan

Relevant Strategies and Plans: Council Plan, Economic Strategy and Economic Recovery Plan, Climate Emergency Declaration, Joint Health and Wellbeing Strategy, CYP & Families Plan, Community Safety Plan, Stronger Communities Strategy, Housing Strategy, District Workforce Development Plan, Clean Air Plan, Transport Strategy.

Key partners: A range of business partners, the VCS, Incommunities, University of Bradford, WYCA, Bradford College, Keighley College.

Appendix B-Proposed Performance Indicators for the District Plan

The performance indicators below are closely aligned to the regional ambitions that the District has committed to through the West Yorkshire and Harrogate Health and Care Partnership, the fundamental ambition is to tackle inequalities and support the building of the economy following the impact of the Covid 19 pandemic. Below are a list of possible areas of indicators based on the 5 outcomes of the District Plan and the areas of current focus by our Strategic Partnerships.

Children have the best start in life:

- Life Expectancy and Healthy life expectancy at Birth
- Children achieving a good level of development in FSP
- Percentage of NEET young people

Actions at all levels to address climate and environmental change:

- Air Quality legal limits
- Greenhouse gas from Council Operations
- Percentage of household waste sent for recycling and composting

Safe, sustainable and inclusive communities:

- Number of children living in absolute and relative low income families (16 and under)
- Hate Crimes incidents
- Percentage of people who agree that people from different backgrounds get on well together and the local area (compared with West Yorkshire average)
- Diversity in Leadership (measure TBC)

Sustainable Economic Growth and good work for all:

- Local GVA (Gross value added) performance compared with the national average
- Percentage of people aged 16-64 in the District with NVQ L3 and above: closing the gap with the national average.
- Percentage of people in work agreed 16-64: closing the gap with the national average.

Residents achieve good health and wellbeing

- Reduce Inequality in life expectancy at 65 (male) by 5% or 6 months
- Reduce Inequality in life expectancy at 65 (female) by 5% or 6 months
- Reduce percentage of obesity in reception and year 6
- Mortality rates for those with severe mental health issues aged under 75



Report of the Director of Public Health to the meeting of Corporate Overview & Scrutiny Committee to be held on Thursday 13 January 2022

X

Subject:

Gambling Update and Cross Departmental Plan

Summary statement:

This paper describes the current evidence-base on the impact of gambling, local data relating to gambling and problem gambling/ gambling-related harms, and details a cross-departmental action plan describing our regional and local work to prevent and treat harms arising from gambling.

The Committee are asked to note contents of the report. The views and feedback of the Committee on the proposals set out in section 3 are requested.

Sarah Muckle
Director of Public Health

Frances Towers
Emergency Planning and Licensing
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Portfolios:

Health and Wellbeing

Place

1 SUMMARY

1.1 Gambling is a major industry in England. It is a Public Health issue with impacts on individuals, families and communities. While many people are able to gamble with little harmful effect, others, along with their families and friends, suffer mental, physical, financial and relationship harms as a result of gambling. A number of conditions are linked to gambling, including: depression; suicidal ideation and attempts; anxiety; and other risky behaviours including drug, alcohol and tobacco abuse. Since 2014, licensed gambling has registered growth of £4.1 billion which is largely attributed to a rise in online and mobile gaming operations.

2 CONTEXT

2.1 Gambling as a topic has been discussed at this panel on a number of occasions. The following recommendations have been made:

2.2 Thursday 11 October 2018

2.3 That an item on gambling be included in the work Programme.

2.4 Thursday 21 March 2019

2.5 That a local area profile be developed to identify areas of greater or specific risks of gambling related harm in the district.

2.6 For the Council and Partner organisations to take part in activities to raise awareness of problem gambling as part of responsible gambling week in November, including the possibility of a conference on problem gambling, and planned activities be brought back to this Committee prior to the gambling week in November.

2.7 That this Committee requests that the Chief Executive to write to the Secretary of State for the Department of Culture, Media and Sport and to the Chair of All-Party Parliamentary Group on problem gambling to request the following:

- Additional powers that mean local authorities can prevent excessive clustering of betting shops and amusement arcades.
- The introduction of a 1% levy on industry gross profits to pay for much needed research, education and treatment.

2.8 That this Committee requests that representatives from the gambling industry be invited to a future meeting of this Committee.

2.9 That Bradford Council officers undertake “spot checks” in betting shops and access to scratch cards across the district in relation to under age gambling.

- 2.10 That this Committee requests that education awareness be undertaken in schools, explaining the dangers of gambling to young people.
- 2.11 That a report be presented to this Committee which focuses on the treatment services that are available across the district.
- 2.12 That a further progress report be brought back to this Committee which also includes progress in relation to the above recommendations.

2.13 Thursday 12 September 2019

- 2.14 That this Committee requests that the final Local Area Profile be presented to this Committee at its meeting on 14 November 2019.
- 2.15 That this Committee requests that a cross departmental and cross organisational plan be presented to this Committee on 14 November 2019, which focuses specifically on the issues identified in the Local Area Profile and also identifies other potential populations that could be deemed to be at risk.
- 2.16 That this Committee requests that representations from treatment services and the Gambling Commission be requested to attend the meeting in November 2019.
- 2.17 That this Committee requests that the Executive consider organising a cross sector group conference to examine the issue of problem gambling in the Bradford district and to also explore local solutions.

2.18 Thursday 16 January 2020

- 2.19 This Committee would like to thank officers for their efforts in this area and to Rob Burkett from the Gambling Commission, for his attendance and input.
- 2.20 This Committee requests that the Cross Departmental and Cross Organisational Plan be presented to this Committee in 6 months. The departments involved in the development of the Plan should include but not limited to, Public Health, Children's Social Care and Adults Social Care.
- 2.21 That the Public Health Framework be circulated to members of the Committee.

3 LOCAL ACTION

3.1 Cross-departmental plan to tackle gambling related harm in Bradford

3.2 Representatives from Public Health, Children's' Social Care, the Youth Service, Licencing, and Adult's Social Care have jointly developed and agreed on actions to prevent and treat harms resulting from gambling (table 1). This plan will be a live and iterative document, enabling actions to be expanded and refined in response to new data, policy and evidence.

3.3 This working group will continue to meet in 2022, to jointly own and implement the

plan. We are also engaging with partners and stakeholders from outside the core working group for specific actions including The NHS Northern Gambling Service, Bradford Institute for Health Research, and the Office for Health Improvement and Disparities (OHID).

- 3.4 In addition, Bradford Public Health are currently working closely with partners at Yorkshire and the Humber level on a regional programme to take a Public Health approach to gambling-related harm. This covers data and intelligence, education and prevention, and interventions to tackle gambling-related harm. The programme of work has funding from the Gambling Commission and will run for three years, incorporating an evaluation of the interventions implemented. The steering group for this work includes people from national and regional OHID, Local Authority Public Health representatives (including Bradford), representatives from the Association of Directors of Public Health, and clinicians from the NHS Northern Gambling Service in Leeds.
- 3.5 In addition to tackling gambling-related harm and problem gambling at regional level, this work will inform local actions by helping to develop the evidence-base for actions detailed in the local cross-departmental action plan, below.

Table 1: Cross-departmental action plan on gambling, December 2021

| Action | Rationale | Outputs | Outcome | Indicator | Timescale |
|---|---|--|--|--|-------------------------------------|
| 1. Data and Intelligence | | | | | |
| 1.1 Maintain and publish up to date information on the numbers of Bradford residents at risk of and experiencing problem gambling/ gambling-related harms, and the status of gambling premises across the District | We need to understand the impact of gambling on Bradford residents, and map areas of concerns in order to target interventions effectively | Annual data summary (Local Area Plan) | Accurate knowledge and understanding of gambling activity and gambling-related harms in Bradford to enable interventions to be targeted appropriately. | Annual data update published | Next report: December 2022 |
| 1.2 Work with the Age of Wonder research programme (Bradford Institute for Health Research) to collect information about gambling in young people from secondary schools across the District | There is little data available about gambling in children and young people, particularly at a local level. This research will further our local understanding and evidence. | Survey data on gambling and gambling related harms | Better understanding of gambling and gambling-related harms in children and young people across Bradford enabling interventions to be tailored and targeted effectively. | Number of children and young people who gamble. Number of children and young people who suffer gambling-related harms | Data collection begins January 2022 |

| 2. Prevention of gambling in children | | | | | |
|---|---|---|--|---|--|
| 2.1 Explore what information can be distributed to schools on gambling-related harms to include in lesson planning | Awareness of the risks of gambling is not currently included in the National school curriculum. There is little research on what works to prevent gambling harms in children and young people, and few resources available. We will review existing resources and develop new resources if existing materials are not suitable. | High quality school based resources to prevent gambling related harm will be identified | Children and young people have better information about the risks of gambling and know where to go to find help if they need it | High quality resources approved | Review of school-based resources by June 2022. If new resources need to be developed, this will be done by December 2022. |
| 2.2 Explore what information could be distributed to parents to educate and advise on gambling among young people, including the use of gambling-like activity in gaming | Parents and carers need accurate, appropriate information to help prevent, identify and find treatment for gambling related harms. | High quality parent-focused resources to prevent gambling-related harm will be identified | Parents and carers have better information about the risks of gambling and know where to go to find help if they need it | High quality resources approved | Review of parent-focused resources by June 2022. If new resources need to be developed, this will be done by December 2022. |
| 2.3 We will offer and publicise evidence-based approaches to reducing gambling harm via our Living Well Schools programme | Once suitable resources have been identified, the most efficient way of disseminating the information will be through our existing strong links with schools through Living Well schools. | Schools will have access to high quality materials and will be supported to incorporate these into lesson plans and distribute to parents/ carers | Children, parents and carers have better information about the risks of gambling and know where to go to find help if they need it | Number of schools who have provided lessons and resources on gambling-related harms to children. Number of schools who have disseminated resources to parents/ carers. | December 2022/ July 2023 (if resources need to be developed) |

| | | | | | |
|--|---|--|--|---|---------------------------------------|
| <p>2.4 The licencing team will continue to act on any reports of gambling premises which are not enforcing age restrictions.</p> | <p>Gambling premises must enforce the law by not admitting people under the age of 18 to their premises. If this is not enforced, the licencing team can take action against the premises.</p> | <p>Children cannot gain access to gambling premises</p> | <p>Fewer children gambling</p> | <p>Number of reports received and acted upon by licencing team</p> | <p>Next report: December 2022</p> |
| <p>3. Prevention of gambling-related harm</p> | | | | | |
| <p>3.1 The Licencing team will revise the Statement of Licencing Principles for 2022-2025</p> | <p>Every local authority must publish a Statement of Licencing Principles which ensure that the Local Authority carries out its functions of:</p> <ul style="list-style-type: none"> - Preventing gambling premises 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 persons from being harmed or exploited by gambling. | <p>A Statement of Licencing Principles is published which contains requirements to ensure that gambling premises work to reduce harms to vulnerable people</p> | <p>Vulnerable people are protected from gambling related harm in gambling premises</p> | <p>A refreshed Statement of Licencing Principles is published for 2022 - 2025</p> | <p>June 2022</p> |

| | | | | | |
|--|---|--|--|---|----------------------|
| <p>3.2 Adult's Social Care work with academic partners from King's College London to upskill and empower the adult social care workforce, to help early identification of gambling harms and support for vulnerable individuals.</p> | <p>Adult's Social Care staff work with vulnerable adults and their relatives, who may be at higher risk of gambling harms. By incorporating an awareness of gambling risks and education on how to address this with service users, staff can identify at-risk and problem gamblers, and direct people to appropriate help.</p> | <p>Questions are currently being coproduced with service users and stakeholders, and will be rolled out in the new year following training of front-line staff. This will be evaluated following implementation and an intervention rolled out based on the evidence gathered.</p> | <p>Adults accessing adult social care are screened for gambling related harms and supported to seek help where necessary</p> | <p>Number of adults identified as having gambling related problems.</p> <p>Number of adults signposted to appropriate treatment.</p> <p>Number of adult social care staff feeling confident about raising gambling with service users</p> | <p>December 2022</p> |
| <p>3.3 Develop a communications plan to coincide with Safer Gambling Week 2022</p> | <p>Stigma and taboos surrounding gambling and gambling related harms can prevent people from coming forwards for help. Publishing information about how to recognise gambling risks and harms, and where to seek help can enable people to find help when they need it.</p> | <p>Communications are released to coincide with Safer Gambling Week, 1-7 November, 2022</p> | <p>Reduced stigma and shame around gambling</p> | <p>Number of social media posts published.</p> <p>Number of social media post interactions.</p> <p>Number of referrals to gambling treatment/support</p> | <p>November 2022</p> |
| <p>4. Treatment of gambling-related harm</p> | | | | | |
| <p>4.1 Build relationships with regional partners, including the NHS Northern Gambling Service</p> | <p>Partners in treatment services are integral to our knowledge and understanding of the issues in Bradford, and to addressing harms through integrated service provision</p> | <p>Links strengthened between Bradford Council and the NHS Northern Gambling Service</p> | <p>Better local treatment data.</p> <p>Strong treatment pathways in from primary care/ social care</p> | <p>Data available on people accessing gambling treatment services</p> | <p>December 2022</p> |

| | | | | | |
|---|--|---|--|---|----------------------|
| <p>4.2 Ensure that relationships and strong referral pathways are developed between the NHS Northern Gambling Service, and drug and alcohol treatment services</p> | <p>People with other conditions such as alcohol and substance misuse are more vulnerable to gambling-related harm, and may already be in treatment for other things. Strengthening links between services will help to ensure seamless treatment pathways for people experiencing multiple disadvantage, and may increase the chances of successful treatment.</p> | <p>Defined pathway between drug and alcohol treatment and gambling treatment</p> | <p>People with co-existing conditions find it easier to access and maintain the treatment they need.</p> | <p>Pathways in place. Number of people referred via the pathway</p> | <p>March 2023</p> |
| <p>4.3 Ensure that training is available for health and social care professionals to increase awareness and understanding of problem gambling, how to respond appropriately and how to refer to treatment services.</p> | <p>Primary Care staff, and other health and social care professionals may be the first place a person seeks help from. It is vital that they know how to respond to people disclosing gambling related issues, and that they know where to signpost to.</p> | <p>Training available for professionals on how to identify and respond to disclosures of gambling related problems.</p> | <p>People seeking help for gambling related problems are listened to, responded to and treated appropriately</p> | <p>Number of referrals to the Northern Gambling Clinic from health and social care professionals.</p> | <p>December 2022</p> |
| <p>4.4 Work with the CCG and/or clinical representatives to disseminate training and information to front line primary care and social care workforces</p> | <p>Training and information must be distributed and advertised to allow front-line professionals to access it</p> | <p>Professionals accessing training</p> | <p>People seeking help for gambling related problems are listened to, responded to and treated appropriately</p> | <p>Number of Health and social care staff accessing training and/ or information. Number of referrals to the Northern Gambling Clinic from health and social care professionals.</p> | <p>December 2022</p> |

4 BACKGROUND

4.1 Gambling-related harms

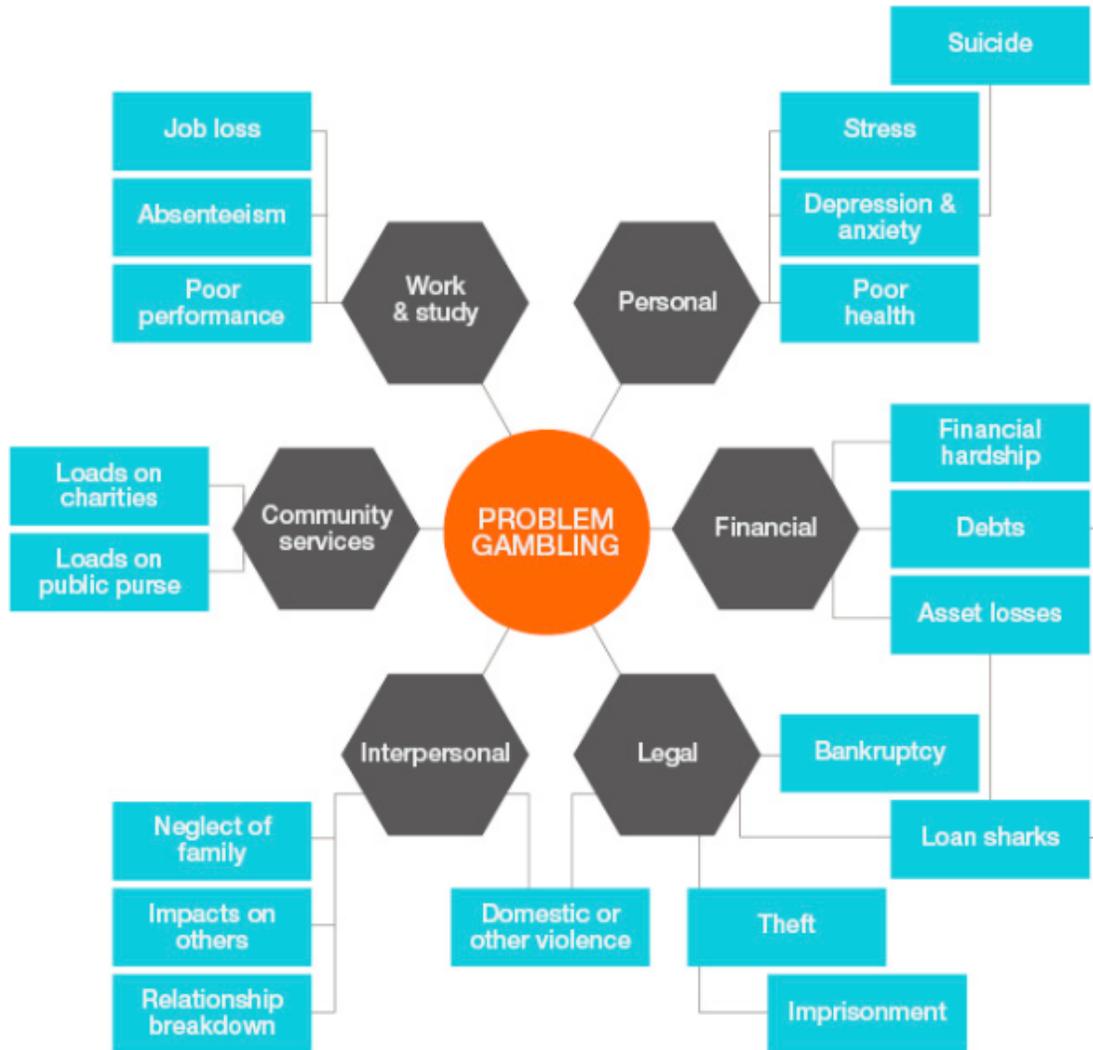
4.2 In September 2021 Public Health England (PHE; now Office for Health Improvement and Disparities: OHID) published a comprehensive evidence review of gambling-related harms in England. Gambling-related harms in the analysis included financial (such as bankruptcy and employment issues), relationship and family issues, and health harms, including suicide (see also figure 1).

4.3 The review shows that people at risk of gambling harms are concentrated in areas of higher deprivation, such as the North of England, and may already be experiencing greater health inequalities. The review found a clear link between higher levels of alcohol consumption and harmful gambling, with only 35.4% of non-drinkers participating in gambling compared to 74.4% of those consuming over 50 units of alcohol (equivalent to 16 pints of beer or large glasses of wine) per week. Alcohol use in children and young people was also found to be a risk factor for subsequent harmful gambling.

4.4 The review also highlights the link between gambling and mental health issues. The report found that gambling can increase the likelihood of some people thinking about, attempting or dying from suicide. Evidence suggests that people with gambling problems are at least twice as likely to die from suicide compared to the general population.

4.5 The PHE review also included the most comprehensive estimate of the economic burden of gambling on society to date, revealing that the harms associated with gambling cost at least £1.27 billion in 2019 to 2020 in England alone. This analysis includes the first estimate of the economic cost of suicide (£619.2 million) and provides an updated cost of homelessness associated with harmful gambling (62.8 million).

Figure 1: potential consequences to the individual, family, community and wider society of problem gambling



Source: IPPR adaptation of data from Australian Productivity Commission, Australia's Gambling Industries (APC 1999)

4.6 Risk factors for gambling-related harm

4.7 It is well evidenced that gambling harms are not equally distributed throughout society. Although people from more affluent and less vulnerable groups are more likely to gamble, those who are already vulnerable and at risk of poor health are more at risk of gambling-related harms, further exacerbating existing inequalities. The groups for whom there is the strongest evidence for vulnerability to gambling harms in adults include:

- men
- those aged 16 to 44 years old
- people living in an area of higher deprivation
- people drinking alcohol at higher risk levels
- those participating in seven or more gambling activities

4.8 For children and young people, risk factors for harmful gambling include:

- substance use (alcohol, tobacco, cannabis, other illegal drugs)
- being male
- experiencing depression
- exhibiting impulsivity (a trait)
- number of gambling activities participated in
- already experiencing levels of problem gambling severity
- participating in anti-social behaviour
- violence
- poor academic performance
- having peers who gamble

4.9 Definitions

4.10 Gambling is defined by the Cambridge English dictionary as “the activity of risking money on the result of something, such as a game or horse race, hoping to make money”. The term covers a vast array of subtypes and ways of gambling including betting in lotteries, slot machines, on sports and other events, and through games. It may be done in person such as at sports events, in Bookmakers, or in entertainment venues; online; through shops in the form of the National Lottery; or in informal games and bets among groups.

4.11 People experiencing harmful consequences as a result of gambling are often termed “problem gamblers”. Otherwise known as “disordered gambling”, “pathological gambling” or “gambling disorder”, there are two main diagnostic tests used to identify people experiencing different levels of harm or distress as a result of gambling: the Diagnostic and Statistical Manual of Mental Disorders (DSM-IV) and the Problem Gambling Severity Index (PGSI).

4.12 The DSM-IV is a screening instrument initially created as a diagnostic tool for clinicians concerned about a patient. This was adapted as a population screening tool and identified gamblers exceeding a threshold of harm.

4.13 The PGSI is a tool developed for population surveys, and in addition to “*problem gamblers*”, also identified those who are deemed to be “*at risk*” from gambling, dividing the respondents into four categories:

- Gamblers who gamble with no negative consequences (termed “no risk”)
- Gamblers who experience a low level of problems with few or no identified negative consequences (termed “low risk”)
- Gamblers who experience a moderate level of problems leading to some negative consequences (termed “moderate risk”)
- Gambling with negative consequences and a possible loss of control (termed “problem gamblers”)

4.14 National Statistics

4.15 Gambling is common in England, with over half the adult population estimated to engage in gambling of some sort each year, and providing a Gross Gambling Yield

(GGY) of £14.1 billion to the gambling industry in the financial year 2019/20 (the sum of money paid by customers to the industry minus the sum paid out in winnings). This was a slight decrease overall from the previous year. However, the GGY for online activity increased by 7.9% in this period, to £5.7 billion. This does not yet take into account the full impact of the covid-19 pandemic, and data for 2020/21 are awaited.

- 4.16 The 2018 Healthy Survey for England found that 54% of all people aged 16 and over had gambled in the past year. This was slightly higher for men than women, at 57% compared to 51%. The type of gambling differed by age and sex, with younger people more likely to gamble online than older people for example, and women being less likely than men to bet on events and through bookmakers. The prevalence of online gambling or betting was also significantly higher for men than for women, at 15% compared with 4%.
- 4.17 Of those in full-time employment or training, 62% had engaged in any gambling or betting activity in the last year, while 50% of retired people, 41% of unemployed people, 39% of other economically inactive people, and 28% of those in full-time education had gambled using any activity. The rates of gambling among different levels of deprivation were similar, at 53% of the least deprived compared to 51% of the most deprived.
- 4.18 The Survey also estimated the prevalence of “problem” gambling, showing that men had a risk of “problem” gambling of more than double that of women, at 8 in 1,000 men who had gambled within the past year compared to 3 in 1,000 women. A greater number of people are considered to be “at risk” of harms as a result of gambling, at 6.7% of all those gambling. The risk differs significantly by gambling activity. For example, only 6% of those taking part in national lottery draws are considered to be at risk and 0.9% are “problem” gamblers, compared to almost 1 in 4 (23.1%) of those gambling online at risk and 4.2% “problem” gamblers, and over 1 in 3 (36.3%) of those betting on machines inside bookmakers at risk and 12.7% “problem” gamblers (note that many people engage in multiple different gambling activities).
- 4.19 In contrast to data showing that those in stable employment are more likely to gamble than those who are unemployed, of those who had engaged in gambling or betting, people aged 16-24, those from minority ethnic groups, people who were unemployed and those in routine and manual employment, were most likely to disclose activity defined as “problem” gambling. This demonstrates that although people from less vulnerable groups are more likely to engage in gambling, those at highest risk of harm are those from the most vulnerable communities. This entrenches and further widens existing health and financial inequalities.
- 4.20 All these measures are likely to underestimate both the extent of gambling and the resulting harms, due to biases in how people remember and report their experiences of gambling. To combat this risk of bias, recent innovative work has used banking data as an objective marker of spend on gambling and other activities linked to health and wellbeing. Data from 6.5 million people over 7 years was analysed, showing that gambling is linked to increased risks of a host of outcomes, including financial, lifestyle and wellbeing outcomes. For some measures, negative effects are evident at relatively low levels of gambling spend: for example, as gambling spend increases, the risk of future harms such as unemployment and physical disability also increases. Other measures of harm, such as an increased risk of death, only become evident at the higher end of the spending scale suggesting that most people who gamble are not at

higher risk of these harms.

4.21 Local data

4.22 Gambling participation in the last 12 months in the Yorkshire and Humber was 60.8%; with 3.6% defined as at-risk gamblers and 0.7% as problem gamblers.

4.23 There is little available local data on the prevalence of gambling and gambling-related harms. National estimates are available from the Health Survey for England, and from the Gambling Commission’s quarterly surveys. Applying these National level data to local areas gives an estimate of the number of people who gamble, and who are defined as “problem” gamblers through the surveys (table 2). The Gambling Commission uses the PGSI tool to measure for gambling-related harms, while the Health Survey for England tool uses both the PGSI and the DSM-IV tools.

Table 2: Modelled estimates of number of people gambling, at-risk (low risk or moderate risk), and with problem gambling in Bradford

| Data source | Gambling activity | Problem gambling | At risk (low or moderate risk) gambling | Total problem/ at risk |
|--|---|------------------|---|------------------------|
| Health Survey for England ^a | 222,742 (gambling within the previous 12 months) | 1,588 | 14,998 | 16,586 |
| Gambling Commission ^b | 171,165 (gambling within the previous 4 weeks) | 1,609 | 11,422 | 13,031 |

Data sources: ^a Health survey for England, 2018 – age and sex breakdown available for activity and problem gambling, overall prevalence only for at-risk gambling (<https://digital.nhs.uk/data-and-information/publications/statistical/health-survey-for-england/2018/health-survey-for-england-2018-supplementary-analysis-on-gambling>); ^b Gambling Commission July 2021 – age breakdown available for all categories (<https://www.gamblingcommission.gov.uk/statistics-and-research/publication/statistics-on-participation-and-problem-gambling-for-the-year-to-june-2021>)

4.24 From these estimates we can see that 13,031 – 16,586 people in Bradford are likely have a diagnosable level of harm related to gambling. However, we know that survey data underestimates gambling and in particular, harms resulting from gambling. In addition, it should be noted that the rates of gambling and related problems may not be the same in Bradford as in the rest of the country, therefore estimates should be viewed with caution. In particular, research in Leeds shows that:

“Rates [of gambling and problem gambling] are higher across Britain for those living in more northern areas (and London), major urban areas, urban areas which are more densely populated, English Metropolitan boroughs, London boroughs, those living in wards classified as industrial, traditional

manufacturing, prosperous and multi-cultural.”

- 4.25 The researchers estimated that Leeds, and similar areas, were likely to have twice the rate of “problem” gamblers compared to England estimates. Conversely, the rates of “at risk” gambling in Leeds and similar areas were similar to the England average. The modelled estimates above are therefore highly likely to underestimate the number of “problem” gamblers in Bradford.
- 4.26 For young people the picture is even more worrying. Although gambling is illegal for those aged under 18, a 2020 survey for the Gambling Commission found that 9% of all 11-16 year olds had spent their own money on gambling in the past 7 days. Furthermore, 1.9% of all 11-16 year olds were classed as “problem” gamblers, and a further 2.7% as at risk gamblers. In Bradford, this equates to 952 children estimated to be problem gamblers, and 1,235 children estimated to be at risk of gambling harm.
- 4.27 It is estimated that around 7% of the population of Great Britain are negatively affected by gambling, with the most severe impacts felt by the immediate family of people experiencing problem gambling. This suggests that up to 38,000 Bradford residents could be at risk of gambling related harm as a result of a friend or loved one’s gambling.

4.28 Public Opinion

- 4.29 A 2020 YouGov survey of over 12,000 adults and 2,500 children in the UK found overwhelming support for restrictions on gambling advertising, with 63% of adults and 53% of children responding to say that they support a total ban on adverts for gambling products. Only 14% of adults and children opposed a total ban. Support for some restrictions on advertising of gambling products was even higher, with 77% of adults and 66% of 11 to 17 year olds supporting no advertising on TV and on radio before 9pm, and a similar number in favour of a 9pm watershed for gambling adverts on social media and online.
- 4.30 Similarly, 65% of adults and 54% of young people were in favour of banning gambling companies from the sponsorship of sporting events or teams, and 76% of adults surveyed were in favour of a mandatory levy from the gambling industry to government to pay for measures to reduce and prevent problem gambling.

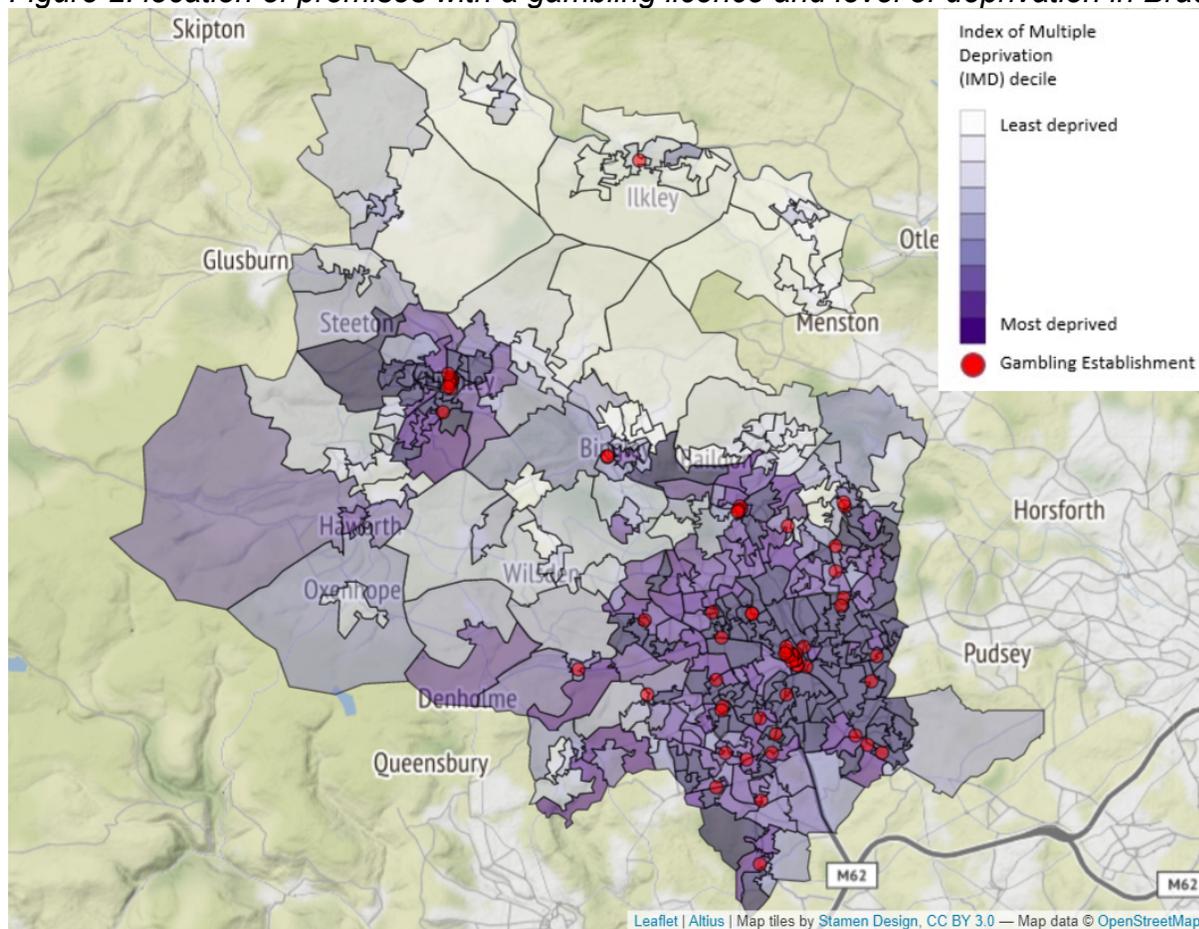
4.31 Gambling Premises in Bradford

- 4.32 Bradford is home to 531 gambling premises. Of these, 65 are dedicated gambling venues, 402 are pubs and hotels, and 64 are social clubs and similar premises. The majority of pubs in Bradford with a gambling licence (370) have licences for a maximum of 2 gaming machines. When these are excluded from the data, there are 161 gambling premises across Bradford. This is an increase compared to September 2019, when only 113 such licenced promises existed in the District.
- 4.33 As seen in figure 2 below, the licenced gambling premises in Bradford are concentrated in the areas of highest deprivation, with many clustering in the urban

centres of Bradford and Keighley, and others surrounding Bradford city centre. As we know from the evidence, those most vulnerable to harms as a result of gambling include those living in more deprived areas, unemployed people, and people from BAME groups, making the locations of gambling premises more concerning.

4.34 This picture is reflected across the country, with recent research showing that gambling premises are more common in the more deprived towns and cities in England. Furthermore, many of these premises are within areas frequented by children and young people, making gambling visible and normalising it among children.

Figure 2: location of premises with a gambling licence and level of deprivation in Bradford



4.35 Treatment of gambling-related harm

4.36 Treatment and support for people with gambling-related harm exist, and are available to people worried about their gambling, or worried about a friend or loved one.

4.37 The NHS Northern Gambling Service provides specialist addiction therapy for gambling in the north of England. The service is based in Leeds, but also offers remote, virtual consultations. It is free to access, and referrals can be from any professional, or self-referral from individuals concerned about their gambling, or their friends and family. The service was established around 2 years ago, and currently receives around 10 referrals a week from across the North of England. They aim to see people within 14 days of referral. Members of the public can contact the service at

referral.ngs@nhs.net or on 0300 300 1490.

4.38 GamCare runs the National Gambling Helpline (0808 8020 133) and also offers face to face counselling. This is a Freephone number and is available 7 days a week, 24 hours a day.

4.39 Review of The Gambling Act, 2005

4.40 The Gambling Act 2005 is the basis for virtually all regulation of gambling in Great Britain (<https://www.legislation.gov.uk/ukpga/2005/19/contents>) . This sets out rules and regulations covering gambling in the UK, and covers arcades, betting, bingo, casinos, gaming machines, society lotteries, and remote gambling (including online gambling). The act transferred the licencing of gambling from the Magistrates Court to local authorities, and created the Gambling Commission. Licencing through local authorities does not cover the National Lottery, scratchcards, or online gambling and gaming, which are regulated by the Gambling Commission. This poses a challenge to Local Authorities as much of the gambling activity taking place will be online. The use of “loot boxes” and other gambling-like activity in gaming is not covered by the Gambling Act 2005.

4.41 There are three objectives under the Act that Local Authorities must consider:

- Keeping crime out of gambling,
- ensuring gambling is fair and open,
- protecting children and other vulnerable people from being harmed by gambling

4.42 Last year DCMS committed to review The Gambling Act 2005 to make sure it is fit for the digital age, and launched a public consultation on the changes, which closed on 31st March 2021. Gambling has changed enormously in the last 15 years, with smartphones giving opportunities to gamble online almost anywhere and at any time, fast-paced innovation in product design and advertising, and new opportunities to harness technology for the protection of players. Despite the rapid change in technology and modes of gambling, most of the protective measures seen in land-based gambling do not apply to online variants. Unlike other countries such as Spain, Italy, and Australia, the UK has few restrictions when it comes to online gambling.

4.43 The government’s response to the consultation on the Gambling Act 2005 is still awaited.

5 FINANCIAL & RESOURCE APPRAISAL

5.1 There are no direct further financial implications to the Council from this proposal

6 RISK MANAGEMENT AND GOVERNANCE ISSUES

6.1 No significant risks are anticipated as arising out of the implementation of the proposed recommendations.

7 LEGAL APPRAISAL

7.1 There are no direct anticipated legal implications to the Council from this proposal

8 OTHER IMPLICATIONS

8.1 EQUALITY & DIVERSITY

8.2 As described in the report, gambling is an issue which is likely to widen inequalities as it has a greater impact on people who are already vulnerable for a number of reasons. The action plan described above is therefore expected to reduce inequalities, and therefore have a positive impact.

8.3 SUSTAINABILITY IMPLICATIONS

8.4 There are no anticipated implications for sustainability arising from this report.

8.5 GREENHOUSE GAS EMISSIONS IMPACTS

8.6 There are no anticipated implications for greenhouse gas emissions arising from this report.

8.7 COMMUNITY SAFETY IMPLICATIONS

8.8 Community safety has been highlighted as a potential risk arising from problem/ harmful gambling. As such, it is anticipated that the actions proposed in the report should have a positive effect on community safety.

8.9 HUMAN RIGHTS ACT

8.10 There are no anticipated implications for the human rights act arising from this report.

8.11 TRADE UNION

8.12 There are no anticipated implications for Trade Unions arising from this report.

8.13 WARD IMPLICATIONS

8.14 No one particular ward is likely to have any significantly increased impact as a result of this report. However, wards with higher levels of deprivation and/ or gambling premises may benefit more than others from a reduction in gambling-related harms.

8.15 IMPLICATIONS FOR CHILDREN AND YOUNG PEOPLE

8.16 As a group known to be vulnerable to gambling harms, children and young people are specifically considered in this report, and included in the proposed action plan. The work proposes to safeguard children and young people from gambling harms (both direct and indirect as a result of gambling behaviour in people close to them) through a combination of:

- evidence-gathering;
- provision of resources to educate children, young people, teachers and parents on the harms of gambling and what to do if they have worries;
- training for health and social care professionals, including the Children's Social Care and Youth Service workforces
- Stronger identification and treatment pathways for adults experiencing problem gambling and gambling-related harms

8.17 In order to ensure that the needs and views of children and young people, particularly those of Looked After Children, are centred, the Gambling Action Plan Working Group has representatives of children's services as part of its core membership.

8.18 ISSUES ARISING FROM PRIVACY IMPACT ASSESMENT

8.19 There are no anticipated data protection or information security matters arising from this report.

9 NOT FOR PUBLICATION DOCUMENTS

9.1 None

10 OPTIONS

10.1 The committee notes the contents of the report and approves the proposed action plan as set out

10.2 The committee gives feedback to inform further development of the Council's plans

11 RECOMMENDATIONS

11.1 The Committee are asked to note contents of the report. The views and feedback of the Committee on the proposals set out in section 3 are requested.

12 APPENDICES

12.1 None

12. BACKGROUND DOCUMENTS

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Coronavirus (COVID-19) (/coronavirus)

Latest updates and guidance

1. [Home \(https://www.gov.uk/\)](https://www.gov.uk/)
 2. [Health and social care \(https://www.gov.uk/health-and-social-care\)](https://www.gov.uk/health-and-social-care)
 3. [Public health \(https://www.gov.uk/health-and-social-care/public-health\)](https://www.gov.uk/health-and-social-care/public-health)
 4. [Health improvement \(https://www.gov.uk/health-and-social-care/health-improvement\)](https://www.gov.uk/health-and-social-care/health-improvement)
 5. [Gambling-related harms: evidence review \(https://www.gov.uk/government/publications/gambling-related-harms-evidence-review\)](https://www.gov.uk/government/publications/gambling-related-harms-evidence-review)
- [Public Health England \(https://www.gov.uk/government/organisations/public-health-england\)](https://www.gov.uk/government/organisations/public-health-england)

Research and analysis

Gambling-related harms evidence review: summary

Updated 30 September 2021

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1. Introduction

In the [2005 Gambling Act \(https://www.legislation.gov.uk/ukpga/2005/19/section/3\)](https://www.legislation.gov.uk/ukpga/2005/19/section/3), gambling is defined as gaming, betting and participating in a lottery.

In recent years, concern about the harms associated with gambling has been increasing in the UK and in March 2018, the Public Health England (PHE) [remit letter confirming PHE's priorities for 2018 to 2019 \(https://www.gov.uk/government/publications/phe-remit-letter-2018-to-2019\)](https://www.gov.uk/government/publications/phe-remit-letter-2018-to-2019) included the request for PHE to 'inform and support action on gambling-related harm as part of the follow up to the Department for Digital, Culture, Media and Sport-led (DCMS) review of gaming machines and social responsibility'.

In May 2018, DCMS published its response to a [consultation on proposals for changes to gaming machines and social responsibility measures \(https://www.gov.uk/government/consultations/consultation-on-proposals-for-changes-to-gaming-machines-and-social-responsibility-measures\)](https://www.gov.uk/government/consultations/consultation-on-proposals-for-changes-to-gaming-machines-and-social-responsibility-measures). In it they announced that 'PHE will conduct an evidence review of the health aspects of gambling-related harm to inform action on prevention and treatment'.

The UK has one of the biggest gambling markets in the world, [generating a profit of £14.2 billion in 2020 \(https://www.gamblingcommission.gov.uk/about-us/statistics-and-research\)](https://www.gamblingcommission.gov.uk/about-us/statistics-and-research). Previous research has shown that harms associated with gambling are wide-ranging. These include not only harms to the individual gambler but their families, close associates and wider society [\[footnote 1\]](#) [\[footnote 2\]](#). There have been growing calls by the public health community, people with lived experience and parliamentarians that a population-level approach is needed to tackle this public health issue [\[footnote 2\]](#) [\[footnote 3\]](#) [\[footnote 4\]](#). However, there was a 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.

Our evidence review and analysis examined the following questions:

1. What is the prevalence of gambling and gambling-related harm in England by socio-demographic characteristics, geographical distribution and year?
2. What are the determinants (risk factors) of gambling and harmful gambling?
3. What are the harms to individuals, families, communities, and wider societal harms associated with harmful gambling?
4. What is the social and economic burden of gambling-related harms?
5. What are stakeholder views on gambling-related harms in England?
6. To what extent has coronavirus (COVID-19) affected gambling participation and behaviour?

You can find the full technical reports on the [gambling-related harms evidence review page \(https://www.gov.uk/government/publications/gambling-related-harms-evidence-review\)](https://www.gov.uk/government/publications/gambling-related-harms-evidence-review).

2. Approach and methods

We used a mixed methods approach for this review, including quantitative, qualitative and rapid review methodologies. We developed 6 studies to answer each of the 6 questions.

To answer question 1, we conducted a quantitative analysis to examine the prevalence of gambling and related harms in England using data from the annual Health Survey for England (HSE) and a number of other gambling data sources.

To answer question 2, we conducted an umbrella review (a systematic review of systematic reviews) to identify and examine evidence on potential risk factors associated with gambling and harmful gambling.

To answer question 3, we conducted an abbreviated systematic review to identify and examine the potential harms associated with gambling.

To answer question 4, we conducted an analysis to estimate direct, indirect, and intangible excess costs of gambling-related harms based on the best available evidence.

To answer question 5, we conducted a qualitative investigation of stakeholder perspectives on gambling using data from a Gambling Commission consultation and an anonymous sample of gambling-related tweets from Twitter.

To answer question 6, we conducted a rapid review of studies to examine the impact of COVID-19 on gambling behaviour and associated harms.

The evidence review was underpinned by an adaptation of an [existing framework](https://bmcpublichealth.biomedcentral.com/articles/10.1186/s12889-016-2747-0) (<https://bmcpublichealth.biomedcentral.com/articles/10.1186/s12889-016-2747-0>) which classifies gambling-related harms by type and temporality.

The types of harms are:

- financial
- relationship disruption, conflict or breakdown
- mental and physical health
- cultural
- employment and education (referred to as reduced performance at work or study)
- criminal activity

Temporality includes general, crisis and legacy and is based on the idea that a harm might occur at the first single engagement with gambling and continue even after a person stops gambling.

3. Results

3.1 The gambling population in England

Overall prevalence of gambling

In 2018, 24.5 million people in England gambled (54% of the adult population, or 40% when you exclude the National Lottery). The National Lottery is the most common type of gambling across all age groups, except among younger people where scratch cards are more common. Football pools and electronic gaming machines are more common among people under 35 years of age compared with older age groups. Men are more likely to gamble than women, and this difference is most obvious for online gambling where 15% of men participate, compared to 4% of women.

Our analysis revealed that overall gambling prevalence has fluctuated between 2012 and 2018. Participation in the National Lottery reduced by 10%, participation in other gambling activities has stayed at 40% despite an increase to 45% in 2015, and online gambling (excluding the National Lottery) has increased from 6% in 2012 to 9% in 2018.

Prevalence of at-risk and problem gambling

Based on 2018 data, we estimated that 0.5% of the population reached the threshold to be considered problem gamblers, and this proportion has remained relatively consistent since 2012. We also estimated that 3.8% of the population are classified as at-risk gamblers. These people are typically low- or moderate-risk gamblers, meaning they may experience some level of negative consequences due to their gambling.

The highest rates of gambling participation are among people who have higher academic qualifications, people who are employed, and among relatively less deprived groups. People who are classified as at-risk and problem gamblers are more typically male and in younger age groups. The socio-demographic profile of gamblers appears to change as gambling risk increases, with harmful gambling associated with people who are unemployed and among people living in more deprived areas. This suggests harmful gambling is related to health inequalities.

Factors affecting gambling-related harm

Gambling and the risk of gambling-related harm are also associated with psychological and physical health. The highest levels of gambling participation are reported by people who have better general psychological health and higher life satisfaction. And people who have poorer psychological health are less likely to report gambling participation. However, it is the opposite for at-risk and problem gambling, where there is a higher prevalence among people with poor health, low life satisfaction and wellbeing. This is particularly true where there is an indication of psychological health problems.

Body mass index (a measure of overweight or obesity) and cigarette smoking were not found to be associated with gambling, but there was a clear association between gambling at all levels of harm and increased alcohol consumption. This association is evident for overall gambling participation but is greater for at-risk and problem gambling.

Harmful gambling has a different activity profile to general gambling. It includes low National Lottery participation and high participation in online gambling (including online slots), casino and bingo games, electronic gambling machines in bookmakers, sports and other event betting, betting exchanges and dog racing. Harmful gamblers are far more likely to participate in 7 or more gambling activities. Overall participation in online gambling for at-risk gamblers (23.4%) was more than double that of the general population (9.4%) in 2018.

Demographic factors, particularly being male, appear more significant in predicting at-risk gambling behaviour than economic factors such as income, employment, and relative deprivation. Poor mental health is a stronger predictor of at-risk gambling than both poor physical health and negative health behaviours, with the notable exception of alcohol.

Regional variations

The North West (4.4%) and North East (4.9%) had the highest prevalence of at-risk gamblers, while the South West (3.0%) had the lowest prevalence. Due to small numbers, it was not possible to determine the levels of problem gambling for each region in England with any statistical significance.

Gambling among children and young people

The proportion of children and young people who reported participating in any gambling in the last 7 days has reduced from 23% in 2011 to 11% in 2019. The proportion reporting any gambling in the last 12 months reduced from 39% in 2018 to 36% in 2019.

The extent of gambling among children and young people is lower than drinking alcohol but higher than using e-cigarettes, smoking tobacco cigarettes, or taking illegal drugs. There may also be a relationship between these other harmful activities and gambling. Compared with children who have

not gambled, those who have spent their own money on gambling are more likely to have consumed alcohol, taken drugs, or smoked either a tobacco cigarette or an e-cigarette.

Nearly double the number of boys (13%) reported participating in any gambling activity in the past 7 days than girls (7%), and participation was higher in children aged 14 to 16 years (12%) compared to those aged 11 to 13 years (9%). Electronic gaming (fruit and slot) machines were often identified as the first experiences of gambling among children and young people although National Lottery, scratch cards, and placing private bets with friends were the most common forms of gambling reported. As young people got older there was a significant increase in online gambling among boys.

Other people affected by gambling

Around 7% of the population of Great Britain (adults and children) were found to be negatively affected by someone else's gambling according to the [best available evidence from YouGov](https://www.begambleaware.org/sites/default/files/2020-12/gambling-treatment-and-support.pdf) (<https://www.begambleaware.org/sites/default/files/2020-12/gambling-treatment-and-support.pdf>).

Affected others are more likely to be women. The most severe impacts of problem gambling were felt most by immediate family members. Almost half (48%) of people who were affected by a spouse or partner's gambling reported a severe negative impact. This was followed by people affected by the gambling of a parent (41%) and the gambling of a child (38%).

3.2 Risk factors for gambling and harmful gambling

We identified 39 reviews examining possible risk factors for gambling and harmful gambling. Only 5 of these included longitudinal studies which are essential to determine the direction of a relationship, and only one was rated as high quality. The [high quality review](https://www.sciencedirect.com/science/article/pii/S0272735815301963) (<https://www.sciencedirect.com/science/article/pii/S0272735815301963>) examined risk factors for harmful gambling among children and young people. We identified 45 possible risk factors within these reviews, and three-quarters of these (33 factors) were individual risk factors. The remaining related to families or other social influences (5 factors), community-level influences (4 factors) and societal influences (3 factors).

To determine whether these factors could be considered risk factors for gambling or harmful gambling, we considered number, quality and appropriateness of studies as well as consistency of results to develop confidence ratings. None of the factors were identified as risk factors for gambling for any age group with moderate or high confidence.

We had a high degree of confidence that risk factors for subsequent harmful gambling among children and young people include:

- impulsivity
- substance use (alcohol, tobacco, cannabis and other illegal drugs)
- being male
- depression

We had moderate confidence that risk factors for subsequent harmful gambling among children and young people include:

- the number of gambling activities they participated in
- the severity of problem gambling
- anti-social behaviour
- violence
- poor academic performance

- peer influence

We had moderate confidence that the following are not risk factors for harmful gambling among children and young people:

- money won or lost
- risk taking
- age and age of gambling onset
- religion
- aggression
- dispositional attention (see glossary)
- some mental health problems (anxiety, psychological distress, suicidal ideation and negative affect)

We had low confidence that 10 identified factors could be considered risk factors for gambling (including ethnicity and impulsivity), and a further 14 factors for harmful gambling (including personal relative deprivation and trauma). This low confidence was in part due to methodological limitations (for example, most studies in the review were cross-sectional) despite some having large numbers of studies. For other factors (including risk perception or family influences), there was either very low confidence in the evidence or insufficient evidence to determine if these are risk factors for gambling or harmful gambling.

3.3 The harms associated with gambling

We identified 53 studies describing a range of harms that had resulted from gambling. Most of the studies had focused on harms to the gambler, although some had also examined the harms to affected others. There was limited evidence examining harms to society.

Financial harms

We examined financial harms in 31 studies. One high quality study reported that an increase in the number of electronic gaming venues in a local area increased the number of personal bankruptcies in that area. There was also considerable evidence from the qualitative studies that gambling directly causes financial harms to gamblers and their close associates, particularly intimate partners.

We identified gambling-related debt as a crucial harm that can lead to other harms such as relationship problems, physical and mental health problems, and crime.

The financial difficulties and debt experienced by gamblers and affected others were often severe. Several studies reported that gambling led to bankruptcy and housing problems including homelessness. Financial harms also affected the children of gamblers.

Relationship harms

We examined relationship harms in 30 studies. One study reported that moderate risk or problem gamblers experienced lower levels of family functioning and social support compared to low risk or non-gamblers. Although another study suggested that associations identified between gambling problems and intimate partner violence may be influenced by other factors.

The qualitative evidence described how gambling directly causes relationship problems affecting the gambler and their close associates, including their children. Examples of harms included arguments, relationship strain or domestic abuse. The impact of gambling on relationships ripples outwards,

negatively affecting wider family and friendship networks.

Mental and physical health harms

We examined mental and physical health harms in 48 studies. A high quality quantitative study showed that people with gambling disorder have an increased risk of dying from any cause, in a given time period, relative to the general population. This was greater in gamblers aged between 20 and 49.

Two quantitative studies reported that deaths from suicide were significantly higher among adults with gambling disorder or problems compared to the general adult population. One of these found that some participants, particularly women, had already experienced suicidal events before starting to gamble. This suggests that gambling may trigger suicidal events in some people already prone to suicidal ideation. The link between gambling and suicide and self-harm was supported by qualitative studies.

In quantitative studies, anxiety and depression were the most commonly measured mental health disorders. Results were mixed in terms of showing whether gambling caused these outcomes. In qualitative studies, gamblers experienced emotions such as guilt, shame, loss of self-esteem, loneliness and sleep problems and neglected caring properly for themselves. Close associates of gamblers reported negative emotional, psychological and health impacts. These included anxiety, depression and sleep problems.

Studies also reported mixed findings on the link between gambling and various measures of alcohol, smoking and drug use. In qualitative studies, gamblers reported co-occurring alcohol and drug-related problems.

There was low quality evidence that young adult gamblers with moderate to severe gambling disorder at the start of the study was associated with a significantly lower quality of life score and higher body mass index.

Employment and educational harms

We examined employment and educational harms in 13 studies. One moderate quality quantitative study showed that a higher level of gambling participation at age 14 did not predict decreased academic performance at age 17 when other factors were taken into consideration (such as family and individual characteristics).

The qualitative studies described that adult gamblers had lost jobs, were demoted or resigned due to gambling. Gambling was linked to loss of concentration on work activities, showing up late, not turning up for work or turning up after no sleep. Close associates of gamblers also reported their work performance being affected, and work colleagues and employers also suffered. Child gamblers noted difficulties at school. Children of gamblers also noted difficulties at school because of the chaotic home life associated with a gambling parent. Absenteeism, job turnover, withdrawal from education or reduced educational attainment represent societal harms.

Criminal and anti-social behaviour harms

We examined criminal and anti-social behaviour harms in 22 studies. In all 3 of the quantitative studies, problem gambling was not associated with future crime or anti-social behaviour. However, all 3 studies relied on the people self-reporting they had committed a crime.

Three of 4 qualitative studies specifically focused on crime, with 3 describing how gambling caused crime. But in total, crime featured in 19 qualitative studies (of low to moderate quality). Gambling-related financial difficulties were associated with crimes by adult gamblers. This included theft and selling drugs. This criminal activity affected close associates and wider society. For example, gamblers took out loans in other people's names, stole from friends and family and committed fraud.

Cultural harms

Cultural harms refer to the tensions between gambling and cultural practices and beliefs, and 'normalisation' (where an activity and the associated harms become thought of as 'normal'). We found 14 low to moderate quality qualitative studies related to cultural harms from gambling. These studies showed that gambling-related harm is influenced by cultural norms, so some gamblers and their close associates experience additional harm like shame and isolation. Gambling is normalised in society so harms can be passed on to the next generation.

Gambling within gaming

There was one low quality qualitative study that looked at gaming in people aged 11 to 24 years old. The young people felt gambling-like activities in gaming (such as loot boxes and skin betting) were addictive. They also said that games were designed to make it difficult to enjoy without buying loot boxes, and they thought that gambling-like activity in gaming was normal.

3.4 The costs to society from gambling-related harms

The overall economic burden of gambling

Our economic analysis estimated that the annual economic burden of harmful gambling is approximately £1.27 billion (expressed in 2019 to 2020 prices), with 95% confidence that the precise estimate is between £841 million and £2.12 billion.

Half of the estimated economic burden (£647.2 million) is a direct cost to government. This is likely to be underestimated due to a lack of available evidence, which means that some identified harms have been only costed partially (financial, health, employment and education, crime), while others have not been costed at all (cultural harms and impact on relationships). Table 1 shows an overview of costs.

Table 1. Estimated excess cost of harm associated with gambling, by type of harm and type of cost

| Type of harm | Direct costs to government (£ millions) | Intangible costs to wider society (£ millions) | All costs (£ millions) |
|----------------------------|---|--|------------------------|
| Financial | 62.8 | N/A | 62.8 |
| Mental and physical health | 342.2 | 619.2 | 961.3 |
| Employment and education | 79.5 | N/A | 79.5 |
| Criminal activity | 162.5 | N/A | 162.5 |
| Excess cost | 647.0 | 619.2 | 1,266.1 |

Financial harms

The excess cost of financial harms focused on homelessness and is estimated to be £62.8 million (with 95% confidence that the precise estimate is between £41.0 million and £84.6 million). This is based on the estimated 21,438 statutory homeless applications associated with at-risk and problem gambling only in England. This estimate excludes the costs incurred by rough sleepers.

Mental and physical health harms

The overall estimated excess cost of health harms is estimated to be £961.3 million. This is based on the direct costs to government of treating depression, alcohol dependence and illicit drug use, as well as the wider societal costs of suicide.

The estimated excess cost of suicide is £619.2 million (with 95% confidence that the precise estimate is between £366.6 million and £1.1 billion), based on the wider social costs of an estimated 409 suicides associated with problem gambling.

The estimated excess cost of depression is £335.5 million (with 95% confidence that the precise estimate is between £221.7 million and £529.6 million), based on an estimated 212,511 people with depression and problem or at-risk gambling.

The estimated excess cost of alcohol dependence is £4.7 million (with 95% confidence that the precise estimate is between £3.6 million and £5.7 million), based on an estimated 3,646 people receiving alcohol treatment in England. An estimated 28,312 people are both alcohol dependent and problem or at-risk gamblers.

The estimated excess cost of illicit drug use is £2.0 million (with 95% confidence that the precise estimate is between £1.4 million and £2.7 million), based on an estimated 712 people receiving drug treatment. It is estimated that 1,487 people aged 17 to 24 years who are at-risk and problem gamblers also have problematic drug use in England.

Employment and education harms

The excess cost of employment-related harms is estimated to be £79.5 million (with 95% confidence that the precise estimate is between £48.3 million and £110.7 million).

Criminal activity

The costs of harms related to criminal activity are estimated to be £162.5 million (with 95% confidence that the precise estimate is between £158.4 million and £327.2 million). This is based on an estimated 3,799 people in prison who had committed an offence associated with problem gambling.

3.5 Stakeholders' perspectives of gambling-related harms

Categories of harm identified

Our qualitative analysis of stakeholder perspectives was based on 302 respondents to the consultation and 929 tweets from 669 individuals. We identified 8 categories of harms. These were:

- general harms (where no particular harm was specified)
- health
- financial

- relationship
- work or study
- criminal activity
- cultural
- miscellaneous (for any other harms that could not be categorised)

Stakeholders mostly discussed harms caused by gambling in general terms (without mentioning any specific harm). These general mentions of harm accounted for 50% of all harm-related references. Where a specific type of harm was mentioned, it was most often a health harm (23% of total harm related references) followed by financial harms (15%), criminal activity (5%) relationship (3%), work or study (2%), and cultural (1%) harms. Miscellaneous harms accounted for 1% of references.

Major themes discussed by stakeholders

We identified 3 major themes that highlighted opposing views between commercial stakeholders (those who work for the gambling industry and their affiliates) and non-commercial stakeholders (including those categorised as 'health', 'lived experience', and 'charity' stakeholders).

The first major theme related to the sources of gambling harm. Commercial stakeholders believed the causes of harmful gambling are complex and could be due to co-morbidities or a tendency toward addiction. Non-commercial stakeholders thought that harms are caused directly by gambling products and gambling environments.

A second theme related to who is affected by gambling-related harm. Commercial stakeholders believe that harms are experienced by a minority of gamblers only. Non-commercial stakeholders took a broader view that harms can be experienced by any gamblers and can also be experienced indirectly by families and society. Stakeholder views were consistent about the hidden nature of gambling-related harms, in that many harms are not apparent to others.

The third theme related to the measures required to prevent and reduce gambling-related harm. Commercial stakeholders thought the focus should be on individual interventions and treatment. The non-commercial stakeholders thought that tackling gambling-related harm requires a whole systems approach, in other words a public health approach.

All stakeholders agreed that it's necessary to increase consumer awareness of the potential harms associated with gambling, and for gambling venues to take further actions to prevent, identify and reduce harm in their facilities or on their platforms.

3.6 The initial impact of COVID-19 restrictions on gambling

Our rapid review on COVID-19 included 19 quantitative studies, but only 3 of these examined the impacts of COVID-19 on gambling over time. A UK study reported an overall reduction in gambling following the first lockdown, and either no change or a reduction in frequency of gambling. However, there was a small increase in online gambling from 1.5% to 2.3%. Four percent of participants in this study reported gambling more during lockdown, but 20% of problem gamblers reported gambling more. A further 2 studies conducted in Europe using data on online gambling participation found reductions in online betting between March and April 2020. Both studies used data from gambling providers.

The one study that examined harms resulting from gambling reported no change overall in psychological distress, high risk alcohol consumption or smoking status in gamblers during the first lockdown. The study reported increased psychological distress and increased high risk alcohol

consumption (from 10% to 20%) in ethnic minority gamblers, and in problem gamblers aged 18 to 34 (from 20% to 31%). Despite gambling reductions, the proportion of participants reporting being affected by someone else's gambling increased from 6% to 7%.

These studies were conducted during the early stages of the COVID-19 pandemic. We need to understand how gambling participation has been affected as the pandemic and associated restrictions have changed and continued. There is also a need for more longitudinal studies of both gambling participation and the resulting harms.

4. Discussion

4.1 Summary and interpretation of findings

Prevalence of gambling and harms

This review has estimated that 0.5% of the adult population have a problem with gambling, 3.8% are gambling at at-risk levels, and 7% are affected negatively by an others people's gambling.

A recent [YouGov study of prevalence \(https://www.begambleaware.org/sites/default/files/2021-06/Annual_GB_Treatment_and_Support_Survey_2020_report_%28FINAL%29_26.03.21.pdf\)](https://www.begambleaware.org/sites/default/files/2021-06/Annual_GB_Treatment_and_Support_Survey_2020_report_%28FINAL%29_26.03.21.pdf) reported that 13% of the population were experiencing some level of gambling harm compared to 4% from HSE, when combining surveys for England, Scotland and Wales. We expect that the HSE is likely to be closer to the true estimate of prevalence, but with the reliance on survey data, it may be an underestimation.

There are also inequalities in the extent to which sub-groups of the population are affected by gambling. People at the greatest risk of harm are more likely to be unemployed and living in more deprived areas, have poor health, low life satisfaction and wellbeing, and have an indication of probable psychological health problems.

The proportion of children and young people who participate in any gambling is reducing. But participation is higher in older children, and boys are more likely to gamble than girls.

Risks and factors that influence gambling

It was not possible to identify any risk factors for harmful gambling in adults because there was no high-quality systematic review of longitudinal studies. While [a high-quality meta-analysis has been published \(https://onlinelibrary.wiley.com/doi/abs/10.1111/add.15449?af=R\)](https://onlinelibrary.wiley.com/doi/abs/10.1111/add.15449?af=R) since our review was completed, this again relied heavily on cross-sectional studies. For children and young people, we identified one [high-quality meta-analysis of longitudinal studies \(https://www.sciencedirect.com/science/article/pii/S0272735815301963\)](https://www.sciencedirect.com/science/article/pii/S0272735815301963). This gave us confidence in identifying some risk factors for children and young people specifically in relation to harmful gambling. It will be important to consider these when monitoring, and in any efforts to address gambling participation. A similar review focused on adults is needed for a clearer understanding of risk factors for adults.

Harms associated with gambling

The evidence suggests that gambling can lead to a wide range of harms to gamblers. Most of the evidence we identified focused on harms to gamblers, and although there is some evidence suggesting harms to close associates, there are not many studies. There was very limited evidence on societal harms. Identifying specific harms according to different levels of gambling severity was challenging because gambling and harms were measured differently across studies.

There was some evidence from qualitative studies that particular populations are at more risk of harm (such as migrants and people with learning disabilities) and gambling may make existing inequalities worse.

The economic cost of gambling

The excess economic costs of harmful gambling were estimated at £1.27 billion for England. But we expect that the true costs are higher because the lack of evidence meant that it was not possible to cost all types of harms or the wider harms to individuals or society. [Previous research on the economic costs of gambling in England \(https://www.ippr.org/publications/cards-on-the-table\)](https://www.ippr.org/publications/cards-on-the-table) (from 2016) estimated the excess cost of harmful gambling to be between £200 million and £570 million for England. These estimates are likely to change with further evidence.

Stakeholder views about gambling harms

With the exception of commercial stakeholders, there was consensus across different types of stakeholders that gambling is a public health issue, and it requires a public health approach.

4.2 Limitations

Our quantitative analysis was limited by the available data. Although HSE is a good data source, not all topics relevant to gambling are included and we had to rely on other sources of published data to fill gaps.

We relied on review-level evidence to understand risk factors for gambling and harmful gambling, but this proved difficult as the reviews were low quality and relied heavily on cross-sectional studies. Except for some risk factors for children and young people, it was not possible to identify all risk factors for all ages with confidence.

Most of the studies published on gambling and harm do not allow us to determine that gambling came before the harm. We intended to draw on previous reviews as well as primary studies, but we could not identify any reviews that focused on longitudinal studies. It's possible that there are more longitudinal studies that we did not identify through this method.

The lack of evidence meant that we could not cost all of the harms identified in the review, or cost the economic and social burden of gambling on affected others. This means that the overall estimated costs are likely to be underestimated. However, our economic analysis does provide a more recent and extensive estimate of excess costs than has been previously attempted.

We relied on Twitter and stakeholder consultations to build an understanding of stakeholder perspectives. It's possible that Twitter users are not representative of the general population. It is also possible that people discussing gambling on Twitter and those who responded to the stakeholder consultation have a firmer opinion of gambling or have been affected by it in some way.

4.3 Research gaps

Until relatively recently, research on gambling has focused on people who experience severe problems, and there are clear gaps in the evidence base for the harms experienced by affected others and wider society. For instance, there are no questions about being affected by another person's gambling in the HSE.

We also found that the evidence of harms was limited. We were not able to cost any harms to affected others in the economic analysis. We have detailed the research gaps in each piece of work, but examples of further research needed are:

- a systematic review of longitudinal studies of risk factors in adults
- longitudinal studies on if or how community and societal factors can influence harmful gambling
- longitudinal quantitative studies on harms, including harms to affected others and societies

5. Conclusions and next steps

5.1 Conclusions

This review has brought together and analysed the best available international research evidence on risk factors and gambling-related harms. The evidence suggests that harmful gambling should be considered a public health issue because it is associated with harms to individuals, their families, close associates and wider society.

Gambling-related harms have considerable cost to society, likely to be in excess of £1.27 billion.

The most socio-economically deprived and disadvantaged groups in England have the lowest gambling participation rates, but the highest levels of harmful gambling and they are also the most susceptible to harm. So, if there are no interventions to improve this situation, harmful gambling is likely to make existing health inequalities worse.

The harms identified in this report and the cost to society suggests that more needs to be done to prevent and reduce the harms associated with gambling.

5.2 Next steps

To address gaps in this evidence base [PHE is undertaking a Delphi study \(https://osf.io/3m7ar/#!\)](https://osf.io/3m7ar/#!). This study aims to identify what policies and interventions could be adapted from public health to address the gambling-related harms identified in this review .

The Office for Health Improvement and Disparities will work in partnership with other government departments and key stakeholders to develop a workplan to:

- address the knowledge gaps identified in this review
- improve data collection
- deliver effective and implementable responses to gambling-related harms

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Gambling Act 2005

A Statement of Licensing Principles for the Bradford District 2019-2021

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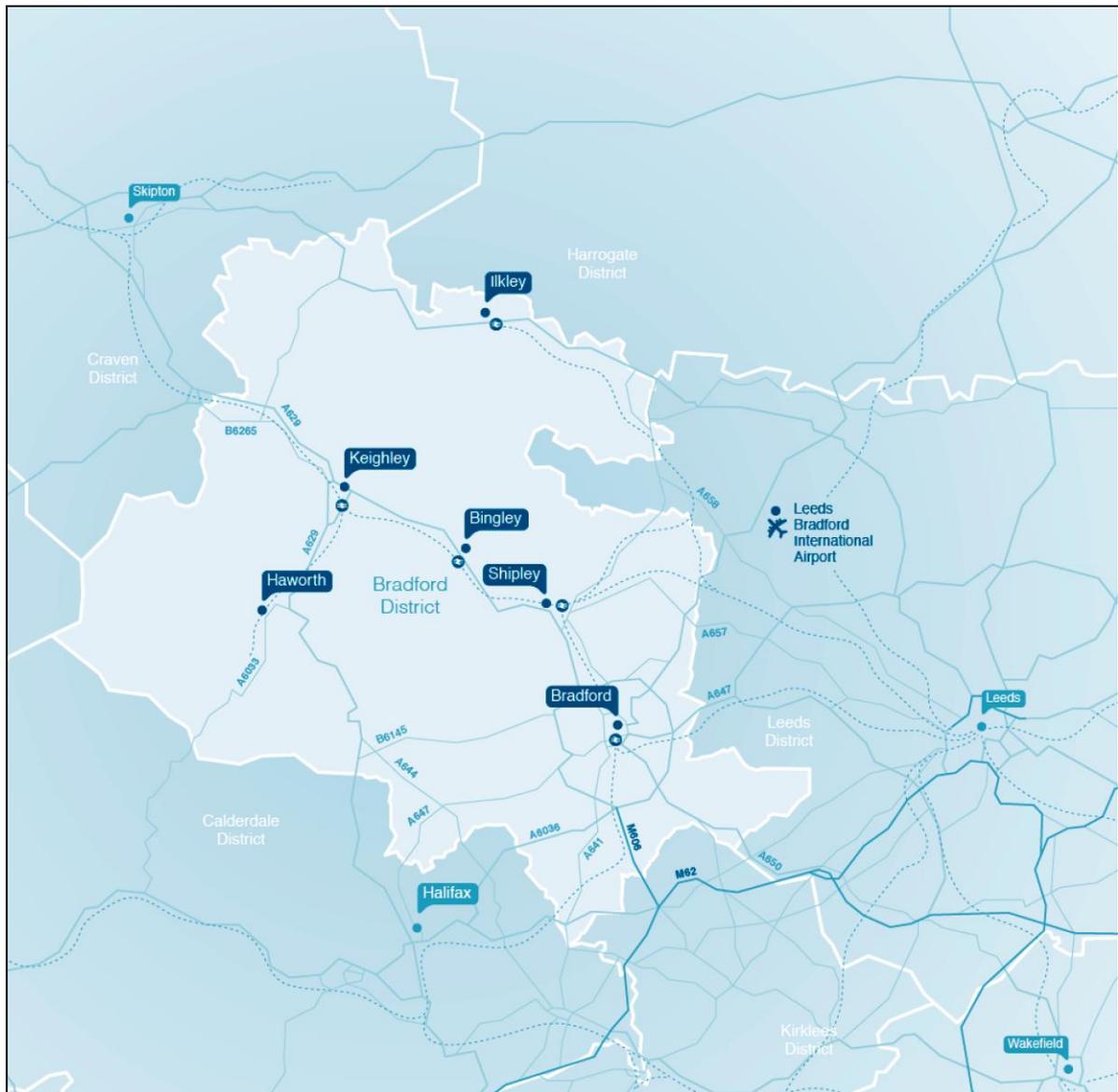
CITY OF BRADFORD METROPOLITAN DISTRICT COUNCIL
STATEMENT OF LICENSING PRINCIPLES
GAMBLING ACT 2005

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1. The Bradford District

1.1 The Bradford District covers 143 square miles and has internationally recognised landscapes including Bronte Country and Ilkley Moor, as well as unique urban landscapes such as Little Germany, City Park and the UNESCO World Heritage Site at Saltaire. The district hosts the Worth Valley heritage railway and Five Rise Locks on the Leeds-Liverpool Canal. Bradford is a UNESCO Creative City of Film and home to the Alhambra Theatre, the National Science & Media Museum and the UK's first IMAX cinema.



Bradford is the fifth largest local authority in England in terms of population after Birmingham, Leeds, Sheffield and Manchester, with a population of over 532,000 people. Bradford also has the highest percentage of under 18s for a city authority in the country. By mid-2026 the population of Bradford District is projected to grow to 543,000.

Bradford also has an ethnically diverse population, with Bradford having the largest proportion of people of Pakistani ethnic origin (20%) in England.

There are 30 electoral wards within the district, with higher populations being generally concentrated in and around the centre of Bradford and the areas with the smaller population totals are generally located in the outer rural areas. City ward has highest population total with 25,000 people followed by Little Horton with 22,480 people and Tong with 22,350 people. Wharfedale ward has the smallest population with 11,890 people followed by Worth Valley with 14,320 people and Wibsey with 14,740 people.

1.2 Bradford District and Council Plans – 2018-2020

The Bradford District Plan, supported by the Bradford District Partnership, sets out the long-term shared ambition for the district:

“We want to make Bradford District a great place for everyone - a place where all our children have a great start in life, where businesses are supported to create good jobs and workers have the skills to succeed, a place where people live longer and have healthier lives and all our neighbourhoods are good places to live with decent homes for everyone”.

The Bradford Council Plan sets out the Council’s commitment to achieve the ambitions and priorities for the district. The Council’s six priorities are:

- Better skills, more good jobs and a growing economy
- Decent homes that people can afford to live in
- A great start and good schools for all our children
- Better health, better lives
- Safe, clean and active communities
- A well-run council, using all our resources to deliver our priorities

This statement of Licensing Principles seeks to promote the licensing objectives within the overall context of the ambitions and priorities for the Bradford District.

2. The Licensing Authority’s General Approach to Licensing under the Gambling Act 2005

- 2.1 The Licensing Authority recognises the important role that well regulated, varied and safe entertainment can play in promoting the vitality and viability of the district’s city, town and village centres, particularly the evening economy. It is also aware that tastes and trends change over time and that, in the light of increasing competition within the entertainment industry, any licensing system must be sufficiently flexible and responsive to new initiatives from the licensing industry and individuals.
- 2.2 The Licensing Authority takes a positive approach to the licensing and regulation of events and betting and gaming establishments and will take care to help businesses, event organisers and others meet their legal obligations without unnecessary expense. However, the Licensing Authority will take firm action, including prosecution where appropriate, against those who flout the law or act irresponsibly.

- 2.3 This Statement of Licensing Principles acknowledges the role of licensing in contributing to the Community Strategy. Of particular relevance are the strategies that aim to secure safer communities and a prosperous district. The emphasis of these strategies on the need to work in partnership with all agencies with a role to play in licensing is of particular importance. Careful consideration has also been given to the Licensing Authority's obligations under section 17 of the Crime and Disorder Act 1998, which places a duty on all local authorities to consider crime and disorder reduction while exercising their duties.

3. Licensing Functions Covered by this Policy

- 3.1 This policy relates to the regulation of all those activities involving betting or gaming that are the responsibility of the Licensing Authority under the Act, namely:

- Casino premises licences
- Bingo premises licences
- Betting Premises Licences (including track betting)
- Adult Gaming premises licences
- Licensable Family Entertainment Centres
- Club Gaming and Club Machine permits
- Gaming machine permits in unlicensed Family Entertainment Centres
- Gaming machine permits in premises licensed to sell alcohol
- Prize Gaming permits
- Provisional statements
- Processing of Temporary Use notices
- Processing of Occasional Use notices
- Registration of Small Lotteries

4. Achievement of Licensing Principles

- 4.1 Every application will be considered on its merits; however the Licensing Authority has a duty under the Gambling Act 2005 to carry out its functions having regard to the three broad licensing principles. These are:-

- 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

- 4.2 Applicants that do not seek to be consistent with these principles when submitting an application for a premises licence are likely to receive objections from an interested party or a responsible authority. The Licensing Authority may have no alternative but to refuse an application where an objection has been made, unless adequate proposals consistent with the licensing principles are included in the application.

The Licensing Authority will however, as far as possible, assist applicants on how best to adequately address these matters or where further advice and information can be obtained.

- 4.3 Overall, in making decisions about premises licences and temporary use notices, the Licensing Authority's general approach will be to aim to permit the use of premises for gambling in so far as is appropriate and:
- in accordance with any relevant codes of practice issued under the Act;
 - in accordance with the guidance issued by the Gambling Commission;
 - in accordance with this Statement of Licensing Principles; and
 - is consistent with achievement of the licensing objectives.
- 4.4 The Licensing Authority will also take account of these principles when considering applications for various types of permits under the Act. However, the licensing Authority takes the view that it can also take account of wider considerations when considering applications for permits, as opposed to premises licences, where they raise an issue of legitimate concern that is not adequately addressed by other legislation. This Statement of Licensing Principles also outlines the Licensing Authority's general approach when considering applications for various permits.
- 4.5 Various factors need to be considered when addressing licensing objectives and the weight attached to each objective will vary depending on the circumstances. Applicants will only be expected to address issues that are in their direct control but are encouraged to co-operate with official agencies in establishing precautions or taking action that addresses the licensing objectives (with regard to gambling premises licence applications) or any other relevant matter (with regard to applications for gambling permits).

5. Preventing Gambling from Being a Source of or Associated with Crime and Disorder

- 5.1 The Licensing Authority recognises the wide variety of premises which will require a licence or a permit for gaming or gambling facilities. These include casinos, betting shops, bingo halls, pubs, clubs and amusement arcades. It also recognises public concern in ensuring that gambling is not associated with crime and disorder. It is essential therefore, that applicants for premises licences or permits fully address issues concerning what precautions may be necessary to ensure the prevention of crime and disorder.
- 5.2 The Licensing Authority will only expect applicants to take such action or precautions that are in their control, but would advise applicants to take appropriate advice from the police before making their licence or permit applications. These may include, for example, provision of appropriate lighting outside the premises, installation of CCTV cameras, non-shatter glass on windows or the provision of door supervisors.
- 5.3 If an application for a licence or permit is received in relation to premises which are in an area noted for particular problems with organised crime, the Licensing Authority will, in consultation with the police or other relevant Responsible Authority, consider whether specific controls need to be applied to prevent gambling in those premises from being a source of crime and/or disorder.

- 5.4 Anyone applying to the Licensing Authority for a premises licence will have to hold a gambling operating licence from the Gambling Commission before a premises licence can be issued. Those involved in managing the premises or supervising gambling activities will also require a personal licence from the Gambling Commission. Therefore, the Council will not generally be concerned with the suitability of an applicant for a premises licence or permit.

The Gambling Commission is responsible for considering such issues in connection with consideration of gambling operating and personal licences. However, where concerns about a person's suitability come to the attention of the Licensing Authority, those concerns will be brought to the attention of the Gambling Commission for their investigation.

6. Ensuring Gambling is Conducted in a Fair and Open way

- 6.1 The Licensing Authority will not generally itself investigate whether gambling is being conducted in a fair and open way at any premises. It is accepted that the Gambling Commission will look into these issues when looking into the suitability of individuals to hold Operating or Personal licences (issued by the Gambling Commission). If information is brought to the attention of the Licensing Authority that raise issues of unfair practices, then these will be referred to the Gambling Commission for investigation.
- 6.2 The only exception to the above is with regard to the consideration of permits for track betting. Betting track operators do not need an operating licence from the Gambling Commission. It may therefore be necessary for the Licensing Authority to impose conditions on a licence relating to the suitability of the environment in which betting takes place.
- 6.3 Applicants are also encouraged to address positively the need to secure reasonable access and safety for people with disabilities who wish to visit their premises. In this regard licensees are reminded of their obligations under the Equality Act 2010.
- 6.4 Further guidance and assistance to help a service provider meet the general needs of disabled customers and in meeting the requirements of the Equality Act is available from the Equality and Human Rights Commission website at www.equalityhumanrights.com.

7. The Protection of Children and other Vulnerable People from being Harmed or Exploited by Gambling

- 7.1 With limited exceptions, the access of children and young persons to gambling premises or facilities, which are considered to be largely adult only environments, will not be permitted.
- 7.2 The Licensing Authority will consult with the Bradford Safeguarding Children Board about any application where there may be concerns over access by children or vulnerable persons to relevant premises.
The Licensing Authority will judge the merits of each separate application before deciding whether to impose conditions to protect children on particular categories of premises. This may include such requirements as:

- Supervision of entrances of premises;
- Segregation of gambling areas from areas frequented by children;
- Supervision of gaming machines in non-adult gambling specific premises;
- Adoption of a proof of age policy
- Appropriate training and supervision of those employed or engaged in the welfare of children while they are on the premises

- 7.3 Although the licensing principle relates to the protection of children from being harmed or exploited by gambling, the Bradford Safeguarding Children Board works with other statutory authorities who will engage with the gambling trade to promote risk management in relation to child sexual exploitation. Information and advice on this work is available on the Bradford Safeguarding Children Board website: www.bradfordscb.org.uk
- 7.4 The Licensing Authority can provide advice to assist licensees to identify risk and report concerns at gambling premises where children have access, so that children remain safe and businesses operate responsibly. The Licensing Authority encourages operators of gambling premises where children have access to:
- ensure that they are fully aware of the signs of child sexual exploitation and to understand that the sexual exploitation of a child is sexual abuse and a crime; and
 - raise the awareness of their staff about child sexual exploitation and provide intelligence to the appropriate authorities about concerns and about perpetrators who may be operating in their premises.
- 7.5 Licensees should demonstrate that they have effective policies and procedures in place to prevent underage gambling.
- 7.6 The Act provides for a code of practice on access to casino premises by children and young persons and the Licensing Authority will work closely with the Police to ensure the implementation of the code of practice and appropriate enforcement of the law and any conditions of licence.
- 7.7 The Licensing Authority does not seek to prohibit particular groups of adults from gambling, in the same way that it seeks to prohibit children, but it will assume for regulatory purposes, that “vulnerable persons” include:
- People who gamble more than they want to;
 - People who gamble beyond their means;
 - People who may not be able to make an informed or balanced decision about gambling due to a mental impairment, or intoxication by alcohol or drugs.
- 7.8 The Care Act 2014 imposes a requirement on a local authority to “make enquiries if it has reasonable cause to suspect that an adult in its area, whether or not ordinarily resident there, has needs for care and support, is experiencing, or is at risk of, abuse or neglect, and as a result of those needs is unable to protect himself or herself against the abuse or neglect or the risk of it”.

The local authority must make whatever enquiries it thinks necessary to enable it to decide whether any action should be taken in the adult's case (whether under this Part or otherwise) and, if so, what and by whom. "Abuse" includes financial abuse; and for that purpose "financial abuse" includes having money or other property stolen, being defrauded, being put under pressure in relation to money or other property, and having money or other property misused.

- 7.9 Problem gambling can affect anyone at any time. Whilst rates of problem gambling among all adults in Britain tend to be less than 1% (1.4% in large metropolitan areas such as Bradford), there are some groups that are more likely to experience problems. These groups could all be considered vulnerable to gambling problems. Bradford Council already works with many of these groups however operators should consider these groups in their Local Risk Assessments, especially in relation to identifying the people in these groups, and mitigating harm experienced by them.
- 7.10 In 2016 Leeds Beckett University researched problem gambling in Leeds (Problem Gambling in Leeds; Kenyon, Ormerod, Parsons and Wardle, 2016). This research looked specifically at identifying groups of society that could be considered vulnerable to problem gambling:

Young people – Rates of problem gambling among young people who gamble are higher than older adults. Young people are less likely to gamble generally, but those that do are more likely to experience difficulties with their behaviour (Wardle, 2015).

Bradford is the youngest city in the UK, with more than 124,000 people aged under 16 (23.7%), with our children coming from a range of economic, cultural and ethnic backgrounds.

Minority ethnic groups – There is evidence that individuals from Asian or Black backgrounds are more vulnerable to gambling problems (Wardle, 2015).

The results of the 2011 Census showed that 20% of the Bradford District population identified themselves as Pakistani, 2.6% Indian, 2.5% mixed heritage, 1.9% Bangladeshi, 1.8% Black and 3.6% from other ethnic groups.

Unemployed and constrained economic circumstance – Generally those of lower income are less likely to gamble, but those that do spend a higher proportion of their income on gambling. This is highlighted as a concern given the lesser ability of lower income households to protect themselves from financial instability (Brown et al, 2011).

There is evidence that those in debt and those using money lenders and/or pawnbrokers are more likely to be problem or at risk gamblers (Meltzer et al, 2012). The relationship between constrained economic circumstances and gambling problems is likely to be complex and multi-faceted. It may be mediated by other economic opportunities and personal feelings about how well off you are compared with others.

Despite this complexity, there is a consistent body of evidence showing that, for whatever reason, those who are unemployed and who gamble are more likely to experience adverse outcomes from their gambling than those in paid employment.

Area deprivation – There are a number of British surveys that have consistently shown that those living in more deprived areas are more likely to experience problems with their gambling behaviour. This was despite having roughly similar levels of past year gambling participation to those who live in less deprived areas.

Wardle (2015) looked at the distribution of machines and licensed betting offices and argues that there was clear and consistent evidence of a spatial skew, whereby high density machine zones or areas with licensed betting offices are more deprived than others. Recent research has shown that among gamblers who held loyalty cards, rates of problem gambling (28%) were higher among those who lived within 400 metres of a concentration of betting offices than those who did not (22%) (Astbury & Wardle, 2016).

Bradford has wide variation in deprivation across the district with 27% of the districts population living in the 10% most deprived areas in England and 6% of the population living in the 10% least deprived areas in England. Bradford is also ranked the 5th most income deprived local authority in England.

Homeless – The rates of problem gambling are higher among those who are homeless than those who are not. Although studies are small, they show that there is a significant relationship with gambling preceding homelessness. Little is known about why rates of problem gambling among homeless population groups is higher than the general population but given associations with other mental health conditions, homeless people should be considered a vulnerable group.

Mental ill health – There is a strong association between mental ill health and problem gambling. Associations were found between problem gambling and general anxiety disorder, phobia, obsessive compulsive disorder, panic disorders, eating disorders, psychosis, attention deficit hyperactivity disorder, post-traumatic stress disorder, harmful and hazardous levels of alcohol consumption and drug addiction. Overall three quarters of problems gamblers seeking treatment also experience co-morbid mental health disorders.

Being a problem or at risk gambler is associated with latter onset of major depressive disorder, alcohol use and dependence, drug use and experience of any mental disorder. Illegal drug use and experience of any mental disorder is also associated with the subsequent onset of at risk and problem gambling. These findings seem to confirm that the conclusion that the relationship between problem gambling and mental ill health may be cyclical.

Substance abuse/misuse – The evidence base relating to the relationship between substance abuse/misuse and experience of problem gambling broadly measures that of mental ill health. Evidence from British based surveys has shown that rates of problem gambling were higher among those with alcohol dependence (3.4%) or drug dependence (4.4%) than the general population (0.74%) (Wardle, 2015). A systemic review of those seeking treatment for gambling problems showed that 15% also experience alcohol dependence and 7% have other substance abuse disorders (Dowling et al, 2015).

There is strong evidence that alcohol and substance misuse are associated with problem gambling. As with other mental health conditions, these conditions can occur at the same time.

Personality traits/cognitive distortions – There is a strong body of evidence highlighting the relationship between various personality traits, such as cognitive distortions or impulsivity, with problem gambling. Cognitive distortions, such as erroneous perceptions of gambling and illusion of control are well established risk factors for problem gambling (Johansson et al, 2009). However little research has been conducted to explore the complex interaction of personality traits with other factors and their combined influence on the experience of broader gambling harms. Certain personality traits and/or cognitive distortions are just one potential aspect of vulnerability which is likely to be affected by a range of other factors.

Problem gamblers seeking treatment – Because this group is in the process of attempting to recover from gambling problems they should be treated as a vulnerable group in their own right (Wardle, 2015).

8. Local Risk Assessments – Premises Licensing

- 8.1 Under the Gambling Commission’s Licensing Conditions and Codes of Practice (LCCP), operators with premises licenses are required to produce local risk assessments under the LCCP Social Responsibility Code. These local risk assessments are specific to the potential harm that gambling premises can have on one or more of the licensing objectives under the Act. They are specific to the premises, the local area and the local community.
- 8.2 Gambling operators are required to assess the local risks to the licensing objectives posed by the provision of gambling facilities at each of their premises and to have policies, procedures and control measures in place to mitigate those risks. This is intended to provide a well evidenced and transparent approach to considering and implementing measures to address the risks associated with gambling.
- 8.3 The LCCP social responsibility code requires operators to undertake a risk assessment for all new applications. The code also requires operators to review (and to update as necessary) their local risk assessment to take account of any significant changes to local circumstances or significant changes to the premises or when a variation to the existing premises licence is undertaken by the licensee.
- 8.4 The social responsibility code within the LCCP encourages local authorities, the Commission and the industry to work in partnership to address local issues and concerns. The risk based approach provides a better understanding of, and enables a proportionate response, to risk.
- 8.5 The Licensing Authority recommends the following factors are considered by operators when undertaking local risk assessments:
 - (i) The local area:
 - The types of premises and their operation in the area.
 - Whether the premises is in an area of deprivation.
 - Whether the premises is in an area subject to high levels of crime and/or disorder.
 - The demographics of the area in relation to vulnerable groups.

- The range of facilities in the local area such as other gambling outlets, banks, post offices, refreshment and entertainment type facilities.
- Known problems in the area such as problems arising from street drinkers, youths participating in anti-social behaviour, drug dealing activity, etc.
- The proximity of churches, mosques, temples or any other place of worship.

(ii) The gambling operation

- Policies and procedures which have been put in place to meet the requirements of the business, the Act and specific code provision within the LCCP
- The gambling products it provides in the premises.
- The facilities to enable gambling within premises.
- The staffing levels within the premises.
- The level and requirement for staff training.
- The security and crime prevention arrangements it has in place.
- How it advertises locally and on the premises.
- The marketing material within premises.
- The display and provision of information to customers.

(iii) The design and layout of the premises

- The location of gambling facilities
- The design and location of cashier counters
- The design of the exterior of the premises to enable staff to view the entrance to the premises to prevent access by children.
- CCTV cameras

(iv) Protection of children and vulnerable people, including people with gambling dependencies (and the impact on families).

- Training of staff in brief intervention when customers show signs of excessive gambling, the ability of staff to offer brief intervention and how the manning of premises affects this.
- Information held by the licensee regarding self-exclusions and incidences of underage gambling.
- Arrangements in place for local exchange of information regarding self-exclusion and gaming trends.
- Gaming trends that may coincide with days for financial payments such as pay days or benefit payments.
- Arrangements for monitoring and dealing with under age persons and vulnerable persons, which may include dedicated and trained personnel, leaflets, posters, self-exclusion schemes, window displays and advertisements not to entice passers-by.
- The provision of signage and documents relating to games rules, gambling care providers and other relevant information be provided in both English and the other prominent first language for that locality.
- The proximity of premises that may be frequented by vulnerable people such as hospitals, residential care homes, medical facilities, doctor surgeries, council one stop shops, addiction clinics or help centres, places where alcohol or drug dependent people may congregate.

- The proximity of institutions, places or areas where children and young people frequent such as schools, youth clubs, parks, playgrounds and entertainment venues such as bowling allies, cinemas, etc.
- The proximity of places where children congregate such as bus stops, cafes, shops.
- Areas that are prone to issues of youths participating in anti-social behaviour, including activities such as graffiti, tagging, underage drinking etc.

8.6 The Licensing Authority will assess the risks identified and the measures implemented to mitigate those risks. Some control measures identified in the assessment may be put forward as conditions to be attached to the licence to address any significant local risks. A copy of the risk assessments should be held on the premises and be available for inspection by licensing officers.

9. Adult Gaming Centres

9.1 Anyone wishing to operate an adult gaming centre will require an adult gaming centre premises licence from the Licensing Authority. The Licensing Authority will specifically have regard to the need to protect children and vulnerable persons from harm or being exploited by gambling and will expect the applicant to satisfy the authority that there will be sufficient measures to ensure that persons under 18 do not have access to the premises. Appropriate licence conditions may cover issues such as:

- Proof of age schemes and age scheme training for staff
- CCTV
- Door supervisors
- Supervision of entrances / machine areas
- Physical separation of areas
- Location of entry
- Notices/signage
- Specific opening hours
- Change machines
- Advertising sources of help for problem gamblers

9.2 As regards the protection of vulnerable persons, the licensing authority will expect licensees to adopt measures including the use of “self-exclusion schemes”, provision of prominent information leaflets and helpline telephone numbers of organisations who provide advice and support to people affected by gambling problems, such as GamCare.

The Licensing Authority recommends that licence holders support and are in partnership with GamCare.

10. Licensed Family Entertainment Centres

10.1 Anyone wishing to operate a family entertainment centre will require a family entertainment centre premises licence from the Licensing Authority.

The licensing authority will specifically have regard to the need to protect children and vulnerable persons from harm or being exploited by gambling and will expect the applicant to satisfy the authority that there will be sufficient measures to ensure that persons under 18 years do not have access to the adult only gaming machine areas. Appropriate licence conditions may cover issues such as:

- Proof of age schemes and age scheme training for staff
- CCTV
- Door supervisors
- Supervision of entrances and/or machine areas
- Physical separation of areas
- Location of entry
- Notices / signage
- Specific opening hours

10.2 Measures including the use of self-barring schemes, provision of prominent information leaflets and helpline telephone numbers for organisations such as GamCare will be expected to be taken by licensees in order to protect children and vulnerable persons.

10.3 The Licensing Authority will also take appropriate advice from the Gambling Commission concerning any conditions that apply to relevant operator licences stipulating the way in which the area containing any category C machines should be delineated. Account will also be taken of any mandatory or default conditions required to be attached to premises licences falling into this category.

11. Bingo Premises

11.1 Commercial bingo halls will require a bingo premises licence from the Council. Amusement arcades providing prize bingo will require a prize gaming permit from the Council.

11.2 In each of the above cases it is important that where children are allowed to enter premises licensed for bingo, in whatever form, they are not allowed to participate in any bingo game, other than on category D machines. When considering applications of this type the Council will therefore take into account, among other things, the location of the games or machines, access to those areas, general supervision of the premises and the display of appropriate notices.

11.3 A limited number of gaming machines may also be made available at bingo licensed premises. Where category C or above machines are available in premises to which children are admitted, the Licensing Authority will seek to ensure that:

- all such machines are located in an area of the premises separated from the remainder of the premises by a physical barrier which is effective to prevent access other than through a designated entrance;
- only adults are admitted to the area where these machines are located;
- access to the area where the machines are located is supervised;
- the area where the machines are located is arranged so that it can be observed by staff of the operator or the licence holder; and
- at the entrance to, and inside any such area there are prominently displayed notices indicating that access to the area is prohibited to persons under 18.

- 11.4 Bingo may be provided at clubs and institutes either in accordance with a permit or providing that the limits in section 275 of the Act are complied with.

These restrictions limit the aggregate stake or prizes within any seven days to £2000, and require the Gambling Commission to be notified as soon as is reasonably practicable if that limit is breached. Stakes or prizes above that limit will require a bingo operators licence from the Gambling Commission and a premises licence issued from the Licensing Authority.

12. Betting Premises

- 12.1 Anyone wishing to operate a betting office will require a betting premises licence from the Licensing Authority. Children and young persons will not be able to enter premises with a betting premises licence. Betting premises will be able to provide a limited number of gaming machines and some betting machines.
- 12.2 The Licensing Authority has the power to restrict the number of betting machines, their nature and the circumstances in which they are made available. It will not generally exercise this power unless there are good reasons to do so taking into account, among other things, the size of the premises and the level of management and supervision exercised, especially where vulnerable people are concerned. Each application will be considered on its own individual merits.
- 12.3 The Council is aware of the concerns surrounding gaming machines that permit high volumes of betting activity by individuals, for example Fixed Odds Betting Terminals (FOBTs). Applicants should consider where such gaming machines are located to ensure adequate supervision and compliance with relevant Licence Conditions and Codes of Practice.
- 12.4 Measures including the use of self-exclusion schemes, provision of prominent information leaflets and helpline telephone numbers for organisations such as GamCare will be expected to be taken by licensees in order to protect vulnerable persons.
- 12.5 Operators who own several betting shops across the District's licensing area, are encouraged to forward to the licensing team details of a senior representative who is able to act as a single point of contact with the Licensing Authority should any issues of concern arise relating to any of the operators premises.

13. Betting Tracks

- 13.1 Only one premises licence can be issued for any particular premises at any time unless the premises are a 'track'. A track is a site where races or other sporting events take place.
- 13.2 Track operators are not required to hold an 'operators licence' granted by the Gambling Commission. Therefore, premises licences for tracks, issued by the Licensing Authority, are likely to contain detailed requirements for premises licence holders about their responsibilities in relation to the proper conduct of the betting facilities. Track premises licence holders will also be expected to ensure that betting areas are properly administered and supervised.

- 13.3 Although there will primarily be a betting premises licence for the track, there may be a number of subsidiary licences authorising other gambling activities to take place. Unlike betting offices, a betting premises licence in respect of a track does not give an automatic entitlement to use gaming machines.
- 13.4 When considering whether to exercise its power to restrict the number of betting machines at a track the Council will consider the circumstances of each individual application and, among other things, will consider the potential space for the number of machines requested, the ability of track staff to supervise the machines, especially if they are scattered around the site, and the ability of the track operator to prevent children and young persons and vulnerable people betting on the machines.
- 13.5 There may also be other specific considerations with regard to the protection of children and vulnerable persons from being harmed or exploited by gambling and this authority would expect the premises licence applicants to demonstrate suitable measures to ensure that children do not have access to adult only gaming facilities. It should be noted in this regard that children and young persons will be permitted to enter track areas where facilities for betting are provided on days when sports events e.g. association football or rugby league, take place, although they are still prohibited by law from entering areas where gaming machines (other than category D machines) are provided.

Appropriate licence conditions may include:

- Proof of age schemes and age scheme training for staff
- CCTV
- Door supervisors
- Supervision of entrances / machine areas
- The location of gaming machines

- 13.6 Measures including the use of self-exclusion schemes, provision of information leaflets and helpline telephone numbers for organisations such as GamCare will be expected to be taken by licensees in relation to the protection of children and vulnerable people.
- 13.7 Licensing authorities have a power under the Gambling Act 2005 to restrict the number of betting machines, their type and the circumstances in which they are made available, by attaching a licence condition to a track betting premises licence. It may be necessary to impose such restrictions particularly where the floor area covered by the machines is extensive.
- 13.8 In line with the Gambling Commission's guidance the Licensing Authority is also likely to attach a condition to track premises licences requiring the track operator to ensure that the rules are prominently displayed in or near the betting areas, or that other measures are taken to ensure that they are made available to the public, such as made available in leaflet form from the track office.

14. Casinos

- 14.1 Bradford Council has not passed a “no casino” resolution under Section 166 of the Gambling Act 2005, but is aware that it has the power to do so. Should the Council decide in the future to pass such a resolution, this policy statement will be updated with details of that resolution.
- 14.2 Part 17 of the Gambling Commission Guidance for local authorities sets out the particular issues that licensing authorities should take into account in relation to the suitability and layout of casino premises. This guidance will be considered by the licensing authority determining applications or reviewing casino licences. Consideration will also be given to the Commission’s code of practice on access to casinos by children and young people
- 14.3 When considering the number, nature and circumstances of betting machines proposed in premises, the licensing authority will, as per the Gambling Commission’s guidance, take into account the size of the premises, the number of counter positions available for person-to-person transactions, and the ability of staff to monitor the use of the machines by children and young persons (it is an offence for those under 18 to bet) or by vulnerable people.
- 14.4 Measures including the use of self-exclusion schemes, provision of prominent information leaflets and helpline telephone numbers for organisations such as GamCare will be expected to be taken by licensees in order to protect vulnerable persons.
- 14.5 The Licensing Authority will also, where appropriate, encourage and if necessary attach conditions requiring operators to provide parts of the casino premises that are located separate from gambling facilities and provide other authorised forms of entertainment or relaxation. It is considered that this will allow customers opportunities to have a break from gambling during their visit.

15. Travelling Fairs

- 15.1 The Licensing Authority will ensure that, where category D machines and/or equal chance prize gaming without a permit is to be made available for use at travelling fairs, that those facilities are merely incidental to the activities of the travelling fair.
- 15.2 The licensing authority will also consider whether the applicant falls within the statutory definition of a travelling fair.
- 15.3 It should be noted that there is a 27 day statutory maximum for the land being used as a fair per calendar year. This relates to the piece of land on which the fairs are held, regardless of whether it is the same or different travelling fairs occupying the land on each occasion.

The Licensing Authority will work with its neighbouring authorities to ensure that land, which crosses district boundaries, is monitored so that the statutory limits are not exceeded.

16. Unlicensed Family Entertainment Centre Gaming Machine Permits

- 16.1 Where a premises does not hold a Premises Licence but wishes to provide gaming machines, it may apply to the licensing authority for this permit. It should be noted that the applicant must show that the premises will be wholly or mainly used for making gaming machines available for use.
- 16.2 An application for a permit will be considered only if the Licensing Authority is satisfied that the premises will be used as an unlicensed Family Entertainment Centre, and that West Yorkshire Police have been consulted on the application.

Each application will be considered on its own merits; however the following broad principles will be followed when applications are considered.

- The Licensing Authority will consider whether the applicant is suitable to hold a permit for an unlicensed family entertainment centre. In this regard any evidence of previous convictions that would raise questions about the applicant's suitability would be considered carefully.
- The proximity of the premises to facilities frequented by large numbers of children, e.g. schools and youth centres, and any evidence that this might contribute to problems related to truancy or other social problems.
- The steps proposed to be taken by the applicant to ensure that managers and staff working in the facility are trained in the general awareness of cases where children in their premises are truanting and how staff should deal with unsupervised children, or those whose behaviour on the premises may give rise to concern.
- The licensing objectives (set out in paragraph 3.1).

16.3 It should be noted that the Licensing Authority cannot attach conditions to this type of permit.

16.4 It should be noted that with regard to renewals as opposed to grants of these permits, the Licensing Authority may refuse an application for renewal of a permit only on the grounds that an authorised local authority officer has been refused access to the premises without reasonable excuse, or that renewal would not be reasonably consistent with pursuit of the licensing objectives.

17. (Alcohol) Licensed Premises Gaming Machine Permits

17.1 There is provision in the Act for premises licensed to sell alcohol for consumption on the premises, to automatically have 2 gaming machines of categories C and/or D. The premises merely need to notify the licensing authority. The Licensing Authority may remove the automatic authorisation in respect of any particular premises if:

- provision of the machines is not reasonably consistent with the pursuit of the licensing objectives;

- gaming has taken place on the premises that breaches a condition of Section 282 of the Gambling Act (e.g. that gaming has been provided in such a way that does not comply with any relevant code of practice issued by the Gambling Commission about the location and operation of the machines);
 - the premises are mainly used for gaming; or
 - an offence under the Gambling Act has been committed on the premises.
- 17.2 If a premises wishes to have more than 2 machines, then the Licensing Authority will consider any such application based upon the licensing objectives, the guidance issued by the Gambling Commission, and any other relevant matters.
- 17.3 The Licensing Authority will determine on a case by case basis what other relevant factors apply, but generally particular regard will be given to the need to protect children and vulnerable persons from harm or being exploited by gambling. The applicant will be expected to satisfy the authority that there will be sufficient measures to ensure that under 18 year olds do not have access to any adult only gaming machines. Measures which will satisfy the authority that there will be no access may include positioning the adult machines within sight of the bar area so they can be easily supervised, or specific staff responsible for ensuring that these machines are not being used by those under 18. Advisory notices and signage may also be required.
- 17.4 As regards the protection of vulnerable persons, applicants will be expected to provide information leaflets and helpline telephone numbers for organisations such as GamCare.
- 17.5 It is recognised that alcohol licensed premises operators may apply for a premises licence for their non-alcohol licensed area. Any such application would need to be applied for and dealt with as an adult entertainment centre premises licence.
- 17.6 It should be noted that the licensing authority can decide to grant the application with a smaller number of machines and/or a different category of machines than that applied for.
- 17.7 Permit holders must comply with any code of practice issued by the Gambling Commission about the location and operation of any machine.

18. Prize Gaming Permits

- 18.1 The Gambling Act 2005 states that a licensing authority may prepare a statement of principles that they propose to apply in exercising their functions relating to prize gaming permits which may, in particular, specify matters that the authority propose to consider in determining the suitability of the application permit.
- 18.2 The licensing authority has not prepared a statement of principles. Each application will be treated on its own merits having regard to guidance issued by the Gambling Commission guidance.

19. Club Gaming and Club Gaming Machines Permits

- 19.1 Members Clubs and Miners' Welfare institutes (but not Commercial Clubs) may apply for a Club Gaming Permit or a Club Machine Permit.
- 19.2 The Club Gaming Permit will enable the premises to provide up to 3 gaming machines (categories B3A, B4, C or D, only one of which may be a B3A machine), equal chance gaming and games of chance.
- 19.3 A Club Machine Permit will enable the premises to provide up to 3 gaming machines (categories B3A, B4, C or D, only one of which may be a B3A machine).

Commercial Clubs may site up to 3 machines from categories B4, C or D only, with a Club Machine Permit.

- 19.4 The Licensing Authority may only refuse an application on one or more of the following grounds;
- the applicant does not fulfill the requirements for a members' or commercial club or miners' welfare institute and therefore is not entitled to receive the type of permit for which it has applied;
 - the applicant's premises are used wholly or mainly by children and/or young persons;
 - an offence under the Act or a breach of a permit has been committed by the applicant while providing gaming facilities;
 - a permit held by the applicant has been cancelled in the previous ten years; or
 - an objection has been lodged by the Gambling Commission or the police.

Where permits are refused, applicants will be informed of the reasons for this.

20. Temporary Use Notices

- 20.1 There are a number of statutory limits for temporary use notices for premises. In the Act "premises" is defined as including "any place". In considering whether a place falls within the definition of "premises" or "a set of premises", for the purpose of the Act, the Licensing Authority will consider, amongst other things, the ownership, occupation and control of the premises.
- 20.2 The Licensing Authority may decide to challenge a succession of notices where it appears that their cumulative effect would be to permit regular gambling in a place that should properly be considered as one premises and therefore covered by an appropriate premises licence.

21. Occasional Use Notices

- 21.1 The Licensing Authority will monitor very carefully in order to ensure that the statutory limit on occasional use notices of 8 days in a calendar year is not exceeded and that each event will take place at premises that can lawfully be defined as a "track". Further guidance can be found in the Useful Terminology part of this Statement of Principles.

22. Licensing Hours

- 22.1 The Licensing Authority recognises that fixed and artificially early closing times in certain areas can lead to peaks of disorder and disturbance on the streets when large numbers of people tend to leave licensed premises at the same time. It accepts that a variety of opening hours related to the circumstances, and the requirements of different licensees may assist in reducing friction at late night food outlets, taxi ranks and other sources of transport in areas where customers tend to gather.
- 22.2 However, generally speaking the hours of gambling premises will be restricted by default conditions as set out in Regulations made under the Gambling Act 2005 concerning Mandatory and Default Conditions. The Licensing Authority, however, reserves the right, where it is lawfully able to do so, to further restrict such hours where it is necessary in order to achieve the licensing objectives. For example, it may be necessary to further restrict the hours of opening in premises very near schools during periods when large amounts of children may be in the vicinity of the premises and there is evidence of a truancy problem in the area associated with particular gambling premises.

23. Effective Enforcement

- 23.1 The Licensing Authority will properly investigate any complaints received about the running of premises where they are relevant and/or relate to the three Licensing Principles.
- 23.2 The Licensing Authority adopts a multi-agency approach to the enforcement of licensing breaches.
Consideration will be given as to the appropriate powers that should be used to address a problem where other agencies like the Police, Fire Authority or Gambling Commission also have their own powers. Formal enforcement will always be a last resort.
- 23.3 The Licensing Authority will have regard to the Regulators Code and any guidance issued under the Legislative and Regulatory Reform Act 2006 when taking enforcement action by being:
- **Proportionate:** The Licensing Authority will only intervene when necessary, remedies will be appropriate to the risk posed, and the costs of complying identified and minimised.
 - **Consistent:** Rules and standards will be implemented fairly.
 - **Accountable:** Any decisions will be justifiable and reasons for taking action given, with any right of appeal clearly explained.
 - **Transparent:** Licence conditions will be kept simple and user friendly and reasons will always be given for decisions.
 - **Targeted:** Any action or requirements will be focused on risk, with previous compliance records recognised where appropriate.
- 23.4 The main enforcement and compliance role for the licensing authority in terms of the Gambling Act 2005 will be to ensure compliance with the Premises Licences

and other permissions which it may authorise. The Gambling Commission will be the enforcement body for Operator and Personal Licences. Concerns about manufacture, supply or repair of gaming machines will also be dealt with by the Gambling Commission.

24. Exchange of Information

- 24.1 The Licensing Authority recognises that it will receive much personal information from applicants, those alleged to contravene the legislation, or from those making representations. It will need to share some of this information with bodies such as the Gambling Commission or Responsible Authorities in order to effectively administer the system in the public interest. The Council therefore accepts the need to set out the principles upon which it has agreed to share this information where appropriate.
- 24.2 The licensing Authority will ensure that the General Data Protection Regulations will not be contravened when exchanging information. The Licensing Authority will also have regard to any Guidance issued by the Gambling Commission to Local Authorities on this matter, as well as any relevant regulations issued by the Secretary of State under the powers provided in the Gambling Act 2005.
- 24.3 Details of applications and representations which are referred to a Licensing Panel for determination will be published in reports that are made publicly available in accordance with the Council's Constitution. Personal details of people making representations will be disclosed to applicants as required by the regulations.

25. Conditions of Licence

- 25.1 All premises licences are subject to mandatory and default conditions, which are usually sufficient to ensure premises are operated in line with the licensing objectives.
- 25.2 The Licensing Authority will only impose additional conditions that are necessary, having regard to the licensing principles or other relevant legitimate concerns. Conditions will also only be attached where they are;
- relevant to the need to make the proposed building suitable as a gambling facility;
 - directly related to the premises and the type of licence applied for;
 - fairly and reasonably related to the scale and type of premises; and
 - reasonable in all other respects.

Decisions upon individual conditions will be made on a case-by-case basis, although there will be a number of control measures the licensing authority will consider using should there be an evidence of risk to the licensing objectives. Such conditions may include, for example, the use of door supervisors, supervision of gaming and betting machines, appropriate signage for adult-only areas.

The licensing authority will also expect the licence applicant to offer their own suggestions as to ways in which the licensing objectives can be met effectively. Applicants are also advised to consider the Gambling Commission's guidance on Licence Conditions and Codes of Practice.

25.3 The Licensing Authority will not attach conditions where the matter at issue can be more appropriately addressed by other legislation. A particular condition will not be attached in the following circumstances;

- any condition on a premises licence which makes it impossible to comply with an operating licence condition imposed by the Gambling Commission
- conditions of premises licences relating to gaming machine categories, numbers, or method of operation
- conditions which provide that membership of a club or body be required (the Gambling Act 2005 specifically removes the membership requirement for casino and bingo clubs and this provision prevents it being reinstated) and
- conditions in relation to stakes, fees, winning or prizes.

26. The Licensing Process

26.1 The Licensing Authority encourages individual applicants to address the licensing principles before submitting applications for premises licences having regard to the type of premises, the licensable activities to be provided, the operational requirements, the nature of the location and the circumstances of the local community.

Early consultation with the Police, Fire Authority, other responsible authorities and local residents or businesses is recommended as this will make it less likely that objections will be received to the application.

26.2 When determining applications the Licensing Authority will have regard to any guidance issued by the Gambling Commission, along with relevant Codes of Practice, the Licensing Principles and the relevant contents of this Statement of Principles. Any valid representations received from Interested Parties or Responsible Authorities will be considered.

26.3 An “Interested Party” is defined in the Act as a person who:

- lives sufficiently close to the premises to be likely to be affected by the activities taking place there;
- has business interests that might be affected by the authorised activities, or
- represents persons who satisfy paragraph (a) or (b)

In deciding whether a person is an Interested Party the licensing Authority will consider each case upon its merits. This authority will not apply a rigid rule to its decision making.

Interested parties can include trade associations, and residents associations, providing that they can show they represent someone who would be classed as an interested party in their own right. Elected councillors may represent interested parties, providing they are not members of the Licensing Committee. The term “business interests” will be given its widest possible interpretation so that it includes charities, religious establishments and medical practices located near premises.

In determining whether someone lives sufficiently close to a particular premises as to likely to be affected by the authorised activities, or has business interests likely to be affected, the Licensing Authority will take account of:

- the size of the premises
- the nature of the premises
- the nature of the authorised activities being proposed
- the distance of the premises from the person making the representation
- the characteristics of the complainant
- the potential impact of the premises

26.4 It is recognised that most decisions made under the legislation are administrative in nature and therefore not contentious. For the sake of efficiency, therefore, officers under delegated authority will make most decisions.

Only contentious applications or policy matters will be referred to the Licensing Committee or Licensing Panel. A scheme of delegation for dealing with various applications and decisions has been agreed and is set out below.

27. Scheme of Delegation of Functions

27.1 The delegation of functions in relation to Gambling Act Licensing matters is as follows:

| <u>Matter to be dealt with</u> | <u>Full Council</u> | <u>Full Committee</u> | <u>Licensing Panel</u> | <u>Officers</u> |
|--|---------------------|-----------------------|--|---|
| Three year Gambling Policy | X | | | |
| Policy not to permit casinos | X | | | |
| Fee setting – when appropriate | | X | | |
| Application for premises licence: - Grant - Variation - Transfer - Provisional statement | | | Where representations have been received and not withdrawn | Where no representations received/representations have been withdrawn |
| Application to review premises licence | | | X | |
| Application for club gaming/club machine permits | | | Where objections have been made and not withdrawn | Where no objections made/objections have been withdrawn |
| Cancellation of club gaming/club machine permits | | | X | |

| <u>Matter to be dealt with</u> | <u>Full Council</u> | <u>Full Committee</u> | <u>Licensing Panel</u> | <u>Officers</u> |
|--|---------------------|-----------------------|---|---|
| Applications for other permits | | | Where objections have been made and not withdrawn | Where no representations received/representations have been withdrawn or no more than two permits in alcohol licensed premises are applied for. |
| Cancellation of licensed premises gaming machine permits | | | | X |
| Consideration of temporary use notice | | | | X |
| Decision to give a counter notice to a temporary use notice | | | X | |
| Decision on whether a complaint is irrelevant frivolous or vexatious | | | | X |
| Decision as Responsible Authority to call for a review of a Premises Licence | | | | X |

27.2 The Licensing Panel can decide to refer a decision to the Licensing Committee for a decision where it considers that it is appropriate to do so.

27.3 Decisions made generally under the legislation are covered by the Member's Codes of Conduct.

28. The Consultation and Review Process

28.1 This Statement of Licensing Principles complies with the Licensing Authority's duties under the Gambling Act 2005 and account has been taken of the guidance issued by the Gambling Commission under section 349 of the Act, Codes of Practice issued under the Act and the broad objectives of gambling licensing set out in part 3 of this document.

28.2 The Licensing Authority has consulted with a wide range of stakeholders in reviewing this statement of principles. Consultees include the statutory consultees under the Gambling Act, representatives of local residents, local businesses and local voluntary organisations, trade representatives and industry associations, elected members of Council and other Council Services.

Careful consideration has been given to all responses received from individuals and bodies consulted before adoption of this Statement.

- 28.3 This policy statement comes into effect on the 31 January 2019 and will be operational for a period of 3 years thereafter. Its effectiveness in assisting in the achievement of the Licensing Objectives will be monitored during this period with a view to a further review before the 31 January 2021.

29. Responsible Authorities in the Bradford District

Licensing Authority, Argus Chambers, Hall Ings, Bradford, BD1 1HX

West Yorkshire Police, Licensing Section, Trafalgar House, Nelson Street, Bradford, BD5 0DX

West Yorkshire Fire & Rescue Service, Fire Protection, Oakroyd Hall, Birkenshaw, Bradford, BD11 2DY

Planning Services, Britannia House, Hall Ings, Bradford, BD1 1HX

Environmental Health, Britannia House, Hall Ings, Bradford, BD1 1HX

Bradford Safeguarding Children Board, c/o Child Protection Unit, Sir Henry Mitchell House, 4 Manchester Road, Bradford, BD5 0QL

HM Revenue & Customs, Excise Processing Teams, BX19 1GL

Gambling Commission, Victoria Square, Birmingham, B2 2BP

30. Helpful Terminology (A-Z)

Club Gaming and Machine Permits

Members clubs must have at least 25 members and be established and conducted “wholly or mainly” for purposes other than gaming, unless the gaming is permitted by separate regulations. Regulations have been made by the Secretary of State relating to bridge and whist clubs, which replicate the position under the Gaming Act 1968. A members’ club must be permanent in nature, not established to make commercial profit, and controlled by its members equally. Examples include working men’s clubs, branches of Royal British Legion and clubs with political affiliations.

Before granting the permit the Licensing Authority will need to satisfy itself that the premises meet the requirements of a members’ club and may only grant the permit if the majority of members are over 18.

Codes of Practice

Means any relevant codes of practice issued under section 24 of the Gambling Act 2005. These are issued by the Gambling Commission and set out the Commission’s expectations on the standards that the operators of gambling facilities will be expected to adhere to.

Conditions

A premises licence may be granted subject to different conditions, and these may be in respect of different parts of the premises and different licensable activities. Gambling Commission guidance provides that only conditions which should be imposed on a premises licence are those which are necessary for the promotion of the licensing principles.

Accordingly, if the existing law already places certain statutory responsibilities on an employer or operator of premises, it cannot be necessary to impose the same or similar duties on the premises licence holder”. Conditions must be proportionate to the size, style, characteristics and activities taking place at the premises concerned and must not effectively prevent the authorised gambling activity from reasonably taking place. No conditions can be imposed when issuing permits save for any necessary restrictions on numbers of machines.

Gambling

“Gambling” is defined in the Act as either gaming, betting or taking part in a lottery:-

- gaming means playing a game of chance for a prize
- betting means making or accepting a bet on the outcome of a race, competition, or any other event; the likelihood of anything occurring or not occurring; or whether anything is true or not
- a lottery is where persons are required to pay in order to take part in an arrangement, during the course of which one or more prizes are allocated by a process which relies wholly on chance.

Gambling Commission

The Gambling Commission regulates gambling in the public interest.

It does so by keeping crime out of gambling by ensuring that gambling is conducted fairly and openly and by protecting children and vulnerable people. The Commission provides independent advice to the government about the manner in which gambling is carried out, the effects of gambling, and the regulation of gambling generally.

The Commission has issued Guidance under Section 25 regarding the manner in which local authorities exercise their licensing functions under the Act and, in particular, the principles to be applied by local authorities. The Commission will also issue one or more codes of practice under Section 24 of the Act about the manner in which facilities for gambling are provided, which may also include provisions about the advertising gambling facilities.

The Gambling Commission is responsible for issuing Personal Licences and Operators Licences under the Gambling Act and can be contacted at www.gamblingcommission.gov.uk

Gaming Machine Age Restrictions

Persons under 18 year of age are prohibited from playing on category A, B and C machines. There is no limit with regard to category D machines. However the Secretary of State has powers to impose restrictions on types of category D machines if it is deemed necessary in the future. Holders of licences and permits must also comply with relevant Gambling Commission codes of practice on location and access to machines by under 18 year olds.

Gambling Operating Licences

A licence required by individuals or companies who wish to establish a gambling operation. A licence is required separately for both remote (e.g. mobile phone or internet gambling) and non remote gambling. These licences are issued by the Gambling Commission and must be in place before the Licensing Authority can issue a premises licence.

Gambling Personal Licences

A licence granted to an individual who physically works in a gambling establishment and can influence how gambling is provided in the establishment or how the actual gambling facilities work. For example it would cover mangers of facilities, but also might cover a croupier working in a casino. These licensing are issued by the Gambling Commission.

Gambling Premises Licences

A licence granted in respect of any premises, which authorizes the premises to be used for one or more licensable activity.

Has effect until revoked, surrendered or death, insolvency of the holder. Applications are dealt with by the local authority for the area where the premises are situated.

Interested Parties and Responsible Authorities

The Act creates two categories of people/bodies that can make representations to a licensing authority about an application for a licence.

“Interested parties” are persons or businesses living/situated sufficiently close to the premises as to be likely to be affected by the authorised activities; or persons representing them (see paragraph 25,4).

“Responsible authorities” include the licensing authority, police, fire, enforcing authority for health and safety, planning authority, Gambling Commission, bodies responsible for child protection and vulnerable people and Her Majesty’s Customs and Revenues Service. Only these groups can make representations about an application for a premises licence.

Licensable Activities

Activities that must be licensed under the Act: Those activities requiring a licence from the Licensing Authority are listed in paragraph 2.1.

Licensing Authority

Those Local authorities who are responsible for exercising licensing functions under the Gambling Act 2005 (i.e. Bradford Council). Licensing Authorities determine gambling premises licences, most permit applications, and small lottery registrations.

Licensing Committee

This is a committee of at least 10 but not more than 15 members of the local authority. It may appoint one or more sub-committees consisting of three members.

Licensing Objectives

The objectives of licensing set out in the Act: Preventing gambling from being a source of crime and disorder or being associated with crime and disorder; ensuring gambling is conducted in an open and fair way; protecting children and other vulnerable persons from being harmed or exploited by gambling.

The Licensing Authority must, among other things, carry out its functions under the Act having regard to the licensing objectives.

Mandatory and Default Conditions

A mandatory condition is one that must by law be automatically attached to all premises licence of a defined category issued by the Licensing Authority. A default condition is one that will automatically apply unless the Licensing Authority considers that there are grounds for excluding it.

Non-Commercial Gaming

Non-commercial gaming and betting (where no parts of the proceeds are for private gain) may be subject to certain exemptions. Further advice should be sought from the Council’s Licensing Team where appropriate.

Occasional Use Notices

Procedures set out in the Act allow applications to be made to provide betting at tracks on no more than 8 days in a calendar year without the need for a premises licence. Tracks include sports stadium, and not just dog or horse race tracks.

This procedure would be useful for occasional uses of fields for point to point races because the “track” or sporting event does not need to be a permanent fixture.

Permits

Permits are required for the provision of gambling facilities in certain circumstances where premises are exempt from the need of a gambling premises licence. For example, premises that have gaming machines that are restricted to category D type machines do not require a Family Entertainment Centre Premises licence. They do, however require a permit from the Licensing Authority. Similarly, premises licenced to sell alcohol will require a permit. Certain types of registered members clubs also require permits, as opposed to premises licences.

Premises

In the Act, "premises" is defined as including "any place". Section 152 therefore prevents more than one premises licence applying to any place.

But a single building could be subject to more than one premises licence, provided they are for different parts of the building and the different parts of the building can be reasonably regarded as being different premises. This approach has been taken to allow large, multiple unit premises such as a pleasure park, pier, track or shopping mall to obtain discrete premises licences, where appropriate safeguards are in place. However, the Licensing Authority will pay particular attention if there are issues about sub-divisions of a single building or plot in order to ensure that mandatory conditions relating to access between premises are observed.

The Gambling Commission states in its Guidance to Licensing Authorities that: “In most cases the expectation is that a single building / plot will be the subject of an application for a licence, for example, 32 High Street. But, that does not mean 32 High Street cannot be the subject of separate premises licences for the basement and ground floor, if they are configured acceptably. Whether different parts of a building can properly be regarded as being separate premises will depend on the circumstances. The location of the premises will clearly be an important consideration and the suitability of the division is likely to be a matter for discussion between the operator and the licensing officer.

However, the Commission does not consider that areas of a building that are artificially or temporarily separated, for example by ropes or moveable partitions, can properly be regarded as different premises.”

The licensing authority takes particular note of the Gambling Commission’s Guidance to Licensing Authorities which states that: licensing authorities should take particular care in considering applications for multiple licences for a building and those relating to a discrete part of a building used for other (non-gambling) purposes. In particular account will be taken of the following:

- The third licensing objective seeks to protect children from being harmed by gambling. In practice that means not only preventing them from taking part in gambling, but also preventing them from being in close proximity to gambling. Therefore premises should be configured so that children are not invited to participate in, have accidental access to or closely observe gambling where they are prohibited from participating.
- Entrances to and exits from parts of a building covered by one or more premises licences should be separate and identifiable so that the separation of different premises is not compromised and people do not “drift” into a gambling area. In this context it should normally be possible to access the premises without going through another licensed premises or premises with a permit.
- Customers should be able to participate in the activity specified on the premises licence.

The Guidance also gives a list of factors which the licensing authority should be aware of, which may include:

- Do the premises have a separate registration for business rates
- Is the premises’ neighbouring premises owned by the same person or someone else?
- Can each of the premises be accessed from the street or a public passageway?
- Can the premises only be accessed from any other gambling premises?

This authority will consider these and other relevant factors in making its decision, depending on all the circumstances of the case.

Private Gaming

Private gaming in private dwellings and on domestic occasions is exempt from licensing or registration providing that no charge is made for participating only equal chance gaming takes place; and it does not occur in a place to which the public have access. Domestic betting between inhabitants of the same premises or between employees of the same employer is also exempt.

Provisional Statements

This procedure allows a prospective developer to apply for a statement from the Licensing Authority that premises they may be interested in would be likely to obtain a premises licence were they to proceed with their investment. Only current holders of (or applicants for) an Operators Licence from the Gambling Commission can apply for a Provisional Statement. A statement can also be obtained for premises that have an existing gambling premises licence, but the proposal is to provide a different type of gambling facility. For example, an operator may be considering turning a bingo hall into a casino but wants to first clarify if it is worth proceeding, and without the need to apply for a full premises licence immediately.

Ready for gambling

The Guidance states that a licence to use premises for gambling should only be issued in relation to premises that the licensing authority can be satisfied are going to be ready to be used for gambling in the reasonably near future, consistent with the scale of building or alterations required before the premises are brought into use.

If the construction of a premises is not yet complete, or if they need alteration, or if the applicant does not yet have a right to occupy them, then an application for a provisional statement should be made instead.

In deciding whether a premises licence can be granted where there are outstanding construction or alteration works at a premises, this authority will determine applications on their merits, applying a two stage consideration process. First, whether the premises ought to be permitted to be used for gambling and second, whether appropriate conditions can be put in place to cater for the situation that the premises are not yet in the state in which they ought to be before gambling takes place.

Relevant Representations

The Gambling Act does not use the term “objections”. Instead interested parties and responsible authorities may be able to make relevant representations about an application for a licence.

Representations must relate to the licensing objectives and where made by an interested party must not be frivolous or vexatious. When considering representation from an interested party or responsible authority the local authority need only consider relevant representations. However, the Licensing Authority can also consider other factors not raised by other parties where these are relevant to achievement of the licensing principles.

Restrictions on Access to Premises

Casinos

- The principal access entrance to the premises must be from a street (as defined at 7.23 of the Guidance)
- No entrance to a casino must be from premises that are used wholly or mainly by children and/or young persons
- No customer must be able to enter a casino directly from any other premises which holds a gambling premises licence

Adult Gaming Centre

- No customer must be able to access the premises directly from any other licensed gambling premises

Betting Shops

- Access must be from a street (as per para 7.23 Guidance to Licensing Authorities) or from another premises with a betting premises licence
- No direct access from a betting shop to another premises used for the retail sale of merchandise or services. In effect there cannot be an entrance to a betting shop from a shop of any kind and you could not have a betting shop at the back of a café – the whole area would have to be licensed.

Tracks

- No customer should be able to access the premises directly from:
 - a casino

- an adult gaming centre

Bingo Premises

- No customer must be able to access the premise directly from:
 - a casino
 - an adult gaming centre
 - a betting premises, other than a track

Family Entertainment Centre

- No customer must be able to access the premises directly from:
 - a casino
 - an adult gaming centre
 - a betting premises, other than a track

Part 7 of the Gambling Commission's Guidance to Licensing Authorities contains further guidance on this issue, which this authority will also take into account in its decision-making.

Review of Licences

Where a premises licence is in force an interested party or responsible authority may apply to the licensing authority for it to be reviewed. The authority must hold a hearing to review the licence and as a result must take any necessary steps, having regards to the licensing principles, such as the modification of conditions; exclusion of licensable activities; suspension of the licence for up to three months; or the revocation of the licence. For example, the Police could apply to the licensing authority for the premises licence to be reviewed if they had concerns that premises were a base for criminal activity or are putting children at risk. Review applications can be rejected if they are deemed frivolous, vexatious, irrelevant to any licensing principles, repetitious, or clearly on grounds that would not warrant any action being taken against the premises.

Reviews can also be initiated by the Licensing Authority itself where it has cause for concern about the running of individual premises.

Self-Exclusion Schemes

Many major betting outlets support self-exclusion schemes. This is an initiative where a customer recognises that they are at risk of becoming a problem gambler, or are gambling more than they wish or can afford to. That person can agree with the manager of gambling premises that they should be refused access to use the gambling facilities for a specified period and any credit or other accounts with the facility are cancelled or suspended. The period of such self-exclusion is usually at least six months and staff are informed of the restrictions that have been put in place.

Statement of Licensing Principles

Each licensing authority must every three years determine and publish a statement of principles setting out its approach to licensing gambling premises and facilities. There is a requirement to consult on the policy and keep it under review.

Temporary Use Notices

Where a holder of an Operators licence proposes to use other premises (the definition of which includes any place) for gambling where there is not a gambling premises licence in place, it is possible to use a temporary use notice. For example, the holder of a betting operating licence could apply to provide betting facilities at a snooker tournament. There is a 21 day limit on the total period per year that any premises can be used under temporary use permit(s).



Report of the Chair of the Corporate Overview and Scrutiny Committee for the meeting to be held on Thursday 13 January 2022

Y

Subject:

Corporate Overview and Scrutiny Committee –Work Programme 2021/22.

Summary statement:

This report includes topics for the Corporate Overview and Scrutiny Committee work programme for 2021/22.

EQUALITY & DIVERSITY:

Community Cohesion and Equalities related issues are part of the work remit for this Committee.

Cllr Nazam Azam
Chair – Corporate Overview and Scrutiny
Committee

Report Contact: Mustansir Butt
Overview and Scrutiny Lead
Phone: (01274) 432574
E-mail: mustansir.butt@bradford.gov.uk

Portfolio:

**Corporate
Community Safety**

Overview & Scrutiny Area:

Corporate

1. SUMMARY

- 1.1 This report includes the Corporate Overview and Scrutiny Committee work programme for 2021/22, which is attached as appendix 1 to this report.
- 1.2 Also attached as Appendix 2, is the unscheduled topics to be considered by the Corporate Overview & Scrutiny Committee in 2021/22.

2. BACKGROUND

- 2.1 The Council constitution requires all Overview and Scrutiny Committees to produce a work programme.

3. OTHER CONSIDERATIONS

- 3.1 The Corporate Overview and Scrutiny Committee has the responsibility for “the strategies, plans, policies, functions and services directly relevant to the corporate priority about customer services and e-government, that improve the Councils ability to deliver, govern and change, community cohesion and all other corporate matters not falling within the responsibility of any other Overview and Scrutiny Committee.” (Council Constitution, Part 2, 6.2.1).
- 3.2 The remit of this Committee also includes:
 - the co-ordination of the discharge of the Overview and Scrutiny role within the Council and in relation to external bodies;
 - supporting the Executive through its contribution towards the improvement of the Council’s performance;
 - co-ordinating the development of the Overview and Scrutiny role within the Council.
- 3.3 Best practice published by the Centre for Public Scrutiny suggests that “work programming should be a continuous process”. It is important to review work programmes, so that important or urgent issues that arise during the year are able to be scrutinised. Furthermore, at a time of limited resources, it should also be possible to remove areas of work which have become less relevant or timely. For this reason, it is proposed that the Committee’s work programme be regularly reviewed by members of the committee throughout the municipal year.
- 3.4 The work programme as agreed by the Committee will form the basis for the Committee’s work during the year, but will be amended as issues arise during the year.
- 3.5 Members of Corporate Overview and Scrutiny Committee are currently undertaking a detailed scrutiny reviews into Domestic Violence across the District.

4. FINANCIAL & RESOURCE APPRAISAL

- 4.1 None.

5. RISK MANAGEMENT AND GOVERNANCE ISSUES

5.1 None.

6. LEGAL APPRAISAL

6.2 None.

7. OTHER IMPLICATIONS

7.1 SUSTAINABILITY IMPLICATIONS

None.

7.2 GREENHOUSE GAS EMISSIONS IMPACTS

None.

7.3 COMMUNITY SAFETY IMPLICATIONS

A key priority of work for this Committee related to the Overview and Scrutiny of the strategies, plans, policies, functions and services directly relevant to the priority of Safer and Stronger Communities.

As well as this, the Corporate Overview and Scrutiny Committee is also the authority's Crime and Disorder Committee under the provisions of Section 19 of the Police and Justice Act 2006.

7.4 HUMAN RIGHTS ACT

None.

7.5 TRADE UNION

None.

7.6 WARD IMPLICATIONS

Work of this Overview and Scrutiny Committee has ward implications, but this depends on that nature of the topic.

7.7 IMPLICATIONS FOR CHILDREN AND YOUNG PEOPLE

None.

7.8 ISSUES ARISING FROM PRIVACY IMPACT ASSESMENT

None.

8. NOT FOR PUBLICATION DOCUMENTS

None.

9. OPTIONS

9.1 The Committee may choose to add to or amend the proposed items to be included in the 2021-22 work programme for the committee.

9.2 Members may wish to consider any detailed scrutiny reviews that it may wish to conduct.

10. RECOMMENDATIONS

10.1 The Committee may choose to add to or amend the topics included in the 2021-22 work programme for the committee.

10.2 That members consider any detailed scrutiny reviews that they may wish to conduct.

11. APPENDICES

Appendix One – 2021-22 Work Programme for the Corporate Overview and Scrutiny Committee.

Appendix Two – Unscheduled Topics.

Appendix Three – Amended Elective Home Education Scrutiny Review Terms of Reference.

12. BACKGROUND DOCUMENTS

Council Constitution.

2020-21 Corporate Overview and Scrutiny Committee Work Programme.

Democratic Services - Overview and Scrutiny

Corporate O&S Committee

Scrutiny Lead: Mustansir Butt tel - 43 2574

Work Programme

| Agenda Items | Description | Report Author | Comments |
|---|--|---|---|
| Thursday, 22nd July 2021 at City Hall, Bradford. | | | |
| Chair's briefing 01/07/21. Report deadline 08/07/21. | | | |
| 1) 2019-20 Annual Performance Outturn. | | Philip Witcherley. | |
| 2) Finance Position Statement for 2019-20. | | Chirs Chapman/Andrew Cross. | |
| 3) First Quarter Financial Position Statement. | | Chris Chapman/Andrew Cross. | |
| 4) Insurance Long Term Tender Agreement. | | Mark St Romaine. | |
| 5) Draft 2021-21 Corporate Overview & Scrutiny Work Programme. | | | |
| Thursday, 16th September 2021 at City Hall, Bradford. | | | |
| Chair's briefing 26/08/21. Report deadline 02/09/21. | | | |
| 1) Bradford District Anti-Poverty Co-ordination Group/Period Hygiene Poverty. | A more focused report in 12 months relating to how peoples lives are being improved through the work of the Anti-Poverty Coordinating groups. For Period and Hygiene Poverty to ialso include more detailed information relating to service needs and response | Kevin Brain/Michelle Taylor/Sarah Possingham. | Corporate Overview and Scrutiny Committee recommendation from Thursday 16 January 2020. Deferred from 8 April 2021 cancelled meeting. |
| 2) VCS Infrastructure Procurement Strategy. | £2m Procurement Contract. | Mahmood Mohammed. | Constitutional Requirement. |
| 3) Work Planning. | There is a need to regularaly review the work programme, in order to prioritse and manage the work. | Mustansir Butt. | |
| Tuesday, 5th October 2021 at City Hall, Bradford. | | | |
| Report deadline 24/09/21. | | | |
| 1) VCSE Infrastructure Procurement. | Members requested a full and completed specification, with aims, options and recommendations. | Mahmood Mohammed/Ian Day/Jason Longhurst. | Constitutional Requirement. Also recomemndation from Corporate Overview & Scrutiny Committee on Thursday 16 September 2021. |

Corporate O&S Committee
Scrutiny Lead: Mustansir Butt tel - 43 2574
Work Programme

| Agenda Items | Description | Report Author | Comments |
|--|--|---|--|
| Tuesday, 5th October 2021 at City Hall, Bradford. | | | |
| Report deadline 24/09/21. | | | |
| 2) Network Infrastructure Development for Bradford Council. | | Paul Wilson. | Constitutional Requirement. |
| Thursday, 14th October 2021 at City Hall, Bradford. | | | |
| Chair's briefing 21/09/21. Report deadline 30/09/21. | | | |
| 1) Equalities Objectives. | | Khalida Ashrafi. | Corporate Overview & Scrutiny Committee recommendation from Thursday 24 September 2020. |
| 2) Bradford Council Workforce Development Strategy 2015-21. | | Anne Lloyd. | Corporate Overview & Scrutiny Committee recommendation from Thursday 22 October 2020. |
| 3) Progress against the Managing Attendance Scrutiny Review recommendations. | | Anne Lloyd. | Corporate Overview & Scrutiny Committee recommendation from Thursday 22 October 2020. |
| 4) Draft Fireworks Scrutiny Review. | Key findings and recommendations. There is a need to regularly review the work programme, in order to prioritise and manage the work. | Mustansir Butt. | |
| 5) Work Planning. | | Mustansir Butt. | |
| Thursday, 11th November 2021 at City Hall, Bradford. | | | |
| Chair's briefing 21/10/21. Report deadline 28/10/21. | | | |
| 1) Armed Forces Covenant. | Further report on the work undertaken in line with the Council resolution be presented in 12 months. The findings of the Armed Forces Covenant be presented to this Committee within six months. | Gemma Paine. | Corporate Overview and Scrutiny Committee recommendation from Thursday 23 January 2020. To be considered in July 2021. |
| 2) Second Quarter Financial Position Statement. | | Chris Chapman/Andrew Cross. | |
| 3) Impower Contract. | Specifically focusing on key outcomes. To be considered in the New Municipal Year. | Joanne Hyde/Marium Haque/Iain Macbeath/Chris Chapman. | Corporate Overview & Scrutiny Committee recommendation from Thursday 3 December 2020. |

Corporate O&S Committee
Scrutiny Lead: Mustansir Butt tel - 43 2574
Work Programme

| Agenda Items | Description | Report Author | Comments |
|---|---|--|---|
| Thursday, 11th November 2021 at City Hall, Bradford. | | | |
| Chair's briefing 21/10/21. Report deadline 28/10/21. | | | |
| 4) Work Planning. | There is a need to regularly review the work programme, in order to prioritise and manage the work. | Mustansir Butt. | |
| Thursday, 9th December 2021 at City Hall, Bradford. | | | |
| Chair's briefing 18/11/21. Report deadline 25/11/21. | | | |
| 1) Private Hire and Hackney Carriage Service - Finance and Performance. | | Carol Stos. | Member request. |
| 2) Safer Communities Plan Performance. | | Ian Day/Michael Churley. | Corporate Overview & Scrutiny Committee recommendation from Thursday 19 November 2020. |
| 3) Work Planning. | There is a need to regularly review the work programme, in order to prioritise and manage the work. | Mustansir Butt. | |
| Thursday, 13th January 2022 at City Hall, Bradford. | | | |
| Chair's briefing 23/12/21. Report deadline 30/12/21. | | | |
| 1) District Plan. | Annual Report to be presented in 12 months and to also include actual targets against the District Plan. | Jenny Cryer/Sadia Hussain. | Corporate Overview and Scrutiny Committee recommendation from Thursday 23 January 2020. Following discussions with the Chair and Phil Witcherley - District plan priorities and how we are organising partnerships in the future COVID world. |
| 2) Gambling. | The Cross Departmental and Cross Organisational Plan be presented to this Committee in 6 months. The departments involved in the development of the Plan should include but not be limited to Public Health, Children's Social Care and probation/youth service | Sarah Muckle/Frances Towers/Sarah Exall. | Corporate Overview & Scrutiny recommendation from Thursday 16 January 2020. |

Corporate O&S Committee
Scrutiny Lead: Mustansir Butt tel - 43 2574
Work Programme

| Agenda Items | Description | Report Author | Comments |
|---|---|-----------------------------|---|
| Thursday, 13th January 2022 at City Hall, Bradford. | | | |
| Chair's briefing 23/12/21. Report deadline 30/12/21. | | | |
| 3) Work Planning. | There is a need to regularly review the work programme, in order to prioritise and manage the work. | Mustansir Butt. | |
| Thursday, 10th February 2022 at City Hall, Bradford. | | | |
| Chair's briefing 18/01/22. Report deadline 27/01/22. | | | |
| 1) Stonewall Quality Standard and the process and costs associated with this. | | Khalida Ashrafi/Anne Lloyd. | Corporate Overview & Scrutiny Committee recommendation from Thursday 14 October 2021. |
| 2) Implementation of Universal Credit across the District. | | Martin Stubbs. | Corporate Overview & Scrutiny Committee recommendation from Thursday 18 March 2021. |
| 3) Council Tax. | | Martin Stubbs. | Thursday 7 January 2021. |
| 4) Business Rates. | | Martin Stubbs. | Thursday 7 January 2021. |
| 5) ISG. | | Peter Keely/Ben Middleton. | |
| 6) Work Planning. | There is a need to regularly review the work programme, in order to prioritise and manage the work. | Mustansir Butt. | |
| Thursday, 10th March 2022 at City Hall, Bradford. | | | |
| Chair's briefing 17/02/22. Report deadline 24/02/22. | | | |
| 1) Prevent Programme for the District. | | Ian Day/Danielle King. | Corporate Overview & Scrutiny recommendation from Thursday 18 March 2021. |
| 2) People Can. | Detailed report specifically focusing on the added value of the People Can Programme across the District. | Mahmood Mohammed/Ian Day. | Corporate Overview and Scrutiny Committee recommendation from Thursday 12 March 2020. |
| 3) Progress against the Hate Crime Scrutiny Review recommendations. | | Ian Day/Rifaquet Ali. | Corporate Overview & Scrutiny Committee recommendation from Thursday 23 March 2021. |

Corporate O&S Committee

Scrutiny Lead: Mustansir Butt tel - 43 2574

Work Programme

Agenda Items

Thursday, 10th March 2022 at City Hall, Bradford.

Chair's briefing 17/02/22. Report deadline 24/02/22.

4) Quarterly Equality Performance Report.

5) Third Quarter Financial Position Statement.

6) Work Planning.

Description

There is a need to regularly review the work programme, in order to prioritise and manage the work.

Report Author

Khalida Ashrafi.

Chris Chapman/Andrew Cross.

Mustansir Butt.

Comments

Corporate Overview & Scrutiny Committee recommendation from Thursday 14 October 2021.

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Democratic Services - Overview and Scrutiny

Scrutiny Committees Forward Plan

Unscheduled Items

Corporate O&S Committee

| Agenda item | Item description | Author | Comments | |
|-------------|---|---|---|---|
| 1 | Verbal update from Bradford Councils representative on the West Yorkshire Police and Crime Panel. | Cllr Richard Dunbar/Cllr Tariq Hussain/Cllr Paul Sullivan. | Corporate Overview and Scrutiny Committee recommendation from Thursday 13 September 2018. | |
| 2 | Draft IT Strategy. | Dominic Barnes-Browne/Keith Hayes. | Request from Corporate Overview and Scrutiny Committee members. | |
| 3 | Hanson School's Financial Position. | Update on the School's Financial position be presnted to the Committee at a future meeting. | Marium Haque/Chris Chapman/Andrew Redding. | Corporate Overview and Scrutiny Committee recommendation from Thursday 6 February 2020. |
| 4 | Domestic Violence Scrutiny Review. | Mustansir Butt. | | |
| 5 | Stronger Communities Strategy. | Ian Day/Mahmood Mohammed. | Corpoarte Overview & Scrutiny Committee recommendation from Thursday 19 November 2020. Re-sechdud to June 2022 at the request of officers, as all the porjects will not have been evaluated due to the loss of the evaluator. | |
| 6 | That a report relating to the use of agency staff and contracted staff, in relation to the changing nature of their work and developmental opportunities, be presented to this Committee. | Anne Lloyd/Tahmima Tahir. | Corporate Overview & Scrutiny Committee recommendation from Thursday 14 October 2021. | |
| 7 | That quarterly Equality performance reports be presented to this Committee. | Khalida Ashrafi. | Corporate Overview & Scrutiny Committee recommendation from Thursday 14 October 2021. | |
| 8 | West Yorkshire Combined Authority. | Future updates be presneted to the Committee, focusing on work undertaken, governance, skills, transport and outcomes for residents of the Bradford District. | Jason Longhurst. | Corporate Overview & Scrutiny Committee recommendation from Tuesday 16 February 2021. |

Corporate O&S Committee

| Agenda item | Item description | Author | Comments |
|--|--|--------------------------|---|
| 9 Bradford District Community Safety Partnership Performance Report and Delivery Plan. | This Committee requests that Quarterly Performance Reports, which include a RAG rating, be presented to the Committee. | Ian Day/Michael Churley. | Corporate Overview & Scrutiny Committee recommendation from Thursday 9 December 2021. |