## CITY COUNCIL

3 DECEMBER 2012



## **CABINET MINUTE 84 OF 13 NOVEMBER 2012**

## **GAMBLING ACT 2005 - THREE YEAR REVIEW OF THE STATEMENT OF PRINCIPLES**

The Director for Place submitted a written report on the three year review of the City Council's Gambling Act Statement of Licensing Policy and asked the Cabinet to recommend the draft policy to the City Council for adoption.

The report provided a summary of the main changes to the existing policy and proposed a revised three year policy to be effective from 31 January 2013.

The main changes, introduced as a consequence of revised guidance issued by the Gambling Commission and as a result of test purchase operations undertaken by the Public Protection Service, were –

- (a) additional requirements (adequate physical separation, screens and barriers) to limit the subdivision of premises which in turn would control the numbers of high value gaming machines allowed:
- (b) additional measures concerning the layout of individual premises, intended to reduce the risk of children being able to access age-restricted gambling activities; and
- (c) confirmation of the Council's position that non-payment of fees would result in the revocation of the licence.

Councillor Vincent (Cabinet Member for Environment) presented the proposals and indicated that following consultation, two responses were received from the public and further work would be undertaken on how the negative aspects of the policy affected residents.

Cabinet Members were advised that there was currently no evidence linking child poverty to gambling and that the issue would be built into the child poverty strategy.

Alternative options considered and reasons for the decision -

As set out in the report.

<u>The City Council is Recommended</u> to adopt the Gambling Act Statement of Licensing Policy contained in Appendix B to the report.

The full report in connection with this minute is available on the website

www.plymouth.gov.uk/democracy

or by contacting Democratic Support on 01752 304867