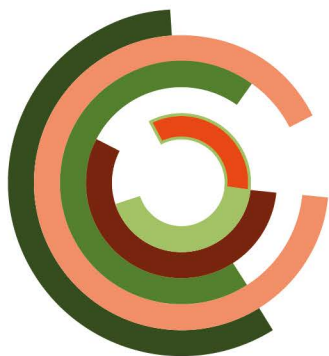


# GAMBLING: THE YOUNG BAME PERSPECTIVE FACTSHEET

## FINDINGS



- 58% had not gambled before
- 91% do not gamble regularly
- 69% feel gambling is dangerous
- 56% feel that young people cannot gamble responsibly
- 78% said they knew at what age people can legally gamble in Britain, but **only 35% were right**. Many believe the legal age limit is 18 as gambling is an adult activity, others say it is 21.

Other addictions, mental health problems and losing personal relationships were all cited as possible negative outcomes of problem gambling.

## CHILDREN AND YOUNG PEOPLE ARE UNSURE OF WHERE TO GET HELP



95% could not explain how and where they could get help – either for themselves or for someone else if they needed it but, almost all were sure help services exist. They just could not name these or state what they were.

**“I think... there is a website called ‘GamCare’, who are meant to be helping people apparently. I used to work in the bookies and we would try to refer people to them.”**

**“There’s a website... I think.”**

**GambleAware** wanted to look into how children and young people from BAME communities feel about gambling, as evidence suggests that people from these communities are less likely to gamble, but more likely to suffer gambling harms when they do.

## RELIGION AND CULTURE PLAY A HUGE ROLE



90% think gambling is seen differently within their ethnic culture compared to within White British culture.

This is because of the role community plays, how they were raised and the impact of their religion. Socio-economic factors such as not having enough disposable income and geography i.e. where they live and proximity to gambling operators.

75% say gambling is immoral.

**“Gambling is haram [in Islam]”**

*“Yeah, they [white people] see it as normal... it’s like normal for them... we are restricted by religion.”*



## RECOMMENDATIONS

1. Consultation with gambling education providers and gambling support organisations into how they can work together with community leaders to reach at risk or vulnerable individuals, who are in need of education or support surrounding gambling.
2. The development of an industry wide campaign, which includes gambling operators, to ensure people understand what the symptoms and signs of gambling harm are.
3. The development of further research into specific communities within the BAME umbrella to better understand how to effectively raise awareness of gambling harm and the support available.