

EXCLUSIONARY CRITERION

GAMBLING

Forum ETHIBEL position statement

Gambling is defined as an activity of engaging a game of chance, for money or other stakes. For the majority of people, gambling has no negative consequences. However, obsessive gambling can lead to severe individual and societal problems. Gambling can lead to difficulties related to financial problems and the ability to function properly at work, school with family or friends. On average, 2% of the population suffers from a gambling addiction or is prone to obsessive gambling.

Gambling is legal in most countries, albeit under strict conditions: a licence is typically needed to organise games of chance, run a casino or advertise gambling.

Taking the above-mentioned issues into account, Forum ETHIBEL decided to include gambling as an exclusionary criterion in its methodology.

Eligibility

Exclusion criterion	Sub-category	not eligible	case-by-case
Gambling	Gambling devices and organisation of gambling	>5%	0 -5%
	Distribution of gambling products/services	>10%	0 -10%

Definition

Forum ETHIBEL distinguishes between the following two categories in terms of gambling:

Gambling devices and organisation	Gambling is defined as the activity of playing a game of chance for money or other stakes. Gambling devices are for instance slot machines and table games (e.g. card games). Organisation of gambling includes the management of casinos, gambling websites, organising betting on such competitive events as animal races or sports matches.
Distribution and sales of gambling activities	This includes activities such as the sale of lottery tickets, provision of access to (online) betting services, gambling or casino operations.