

RESPONSIBLE GAMING AND CORPORATE SOCIAL RESPONSIBILITY

**International Masters
of Gaming Law Spring Conference**

April 29th, 2009

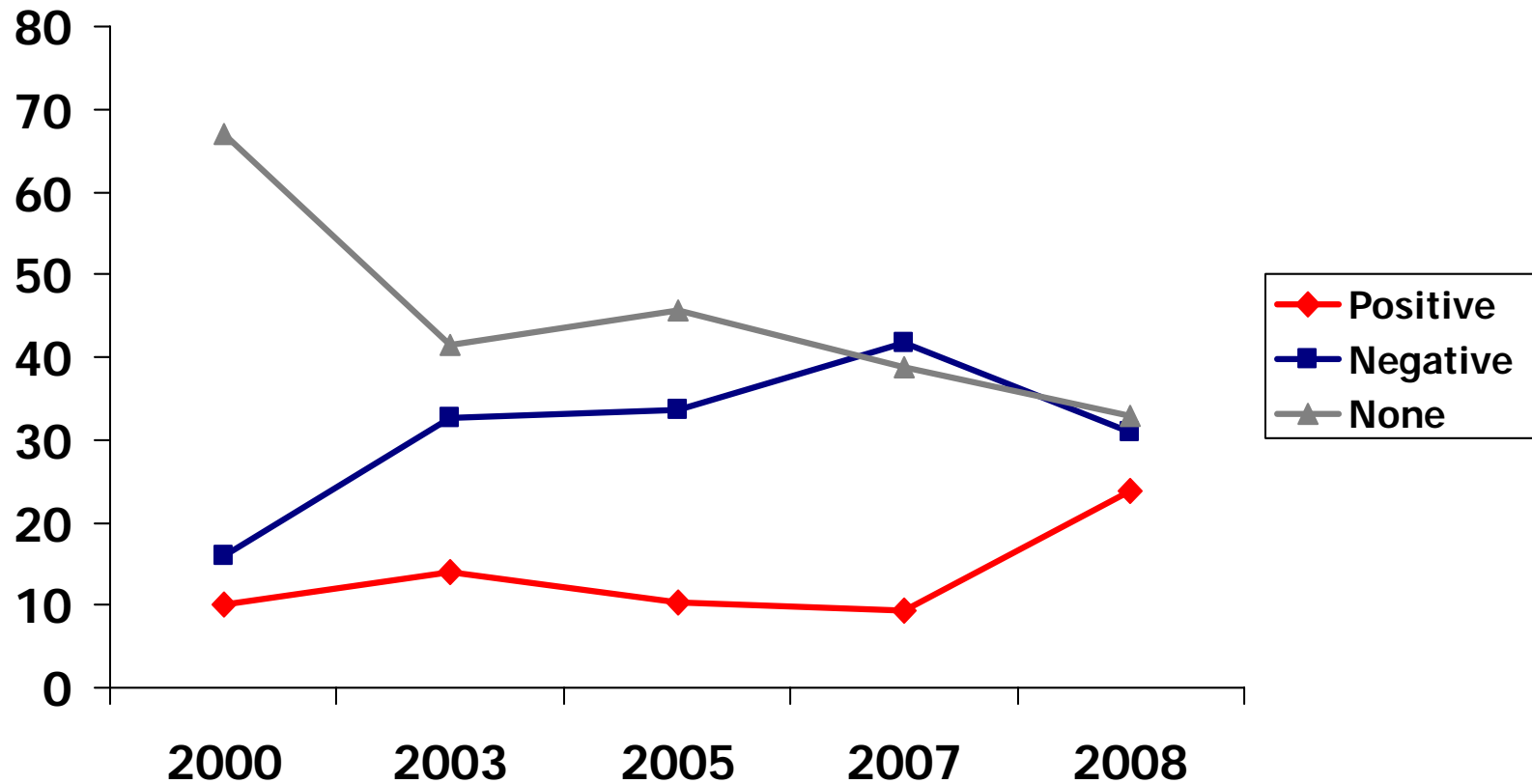
More Regulation

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1. **Is the management of gaming out of alignment with public sentiment and perceptions?**
2. **Is there reason to believe that real abuses exist and have not been fixed?**
3. **Is there a public appetite for greater government intervention?**
4. **Is there a precipitating incident?**
5. **Is there a potential that the courts will act?**
6. **Are there any standards in place?**

Effect on Community



Responsible Gambling Index

- **Four years in the making**
- **Consultation**
 - **Circulation to a wide number of interested parties**
 - **Four invitational forums**
 - **Gamblers, Gaming staff, RGRC staff,**
 - **Focus groups with frequent gamblers**
- **Investigation of the literature**
- **Several specific RGC analysis**
 - **Self-exclusion, EGM study, Card based play**
- **Piloted in February in BC**

Standards

- **Based on best evidence available and expert opinion**
- **In the end, standards are based on RGC's independent judgment**
- **All criteria are based on actual practice**
 - **Must be actually in place somewhere**
- **What is reasonable effort?**

RESPONSIBLE GAMBLING POLICIES

The venue/corporation demonstrates awareness of problem gambling and creates corporate policies and strategies to actively address it.

SELF-EXCLUSION

A well managed and communicated self-exclusion program is in place that facilitates access to counselling and other supports.

EMPLOYEE TRAINING

Staff understand the importance of RG and are knowledgeable about their role and the corporations expectations of their actions.

ASSISTING PATRONS WHO MAY HAVE PROBLEMS WITH GAMBLING

Assistance to patrons who may have problems with gambling is readily available, systematically provided and documented.

INFORMED DECISION MAKING

Venue provides substantial and readily available information to enable patrons to make informed decisions.

ADVERTISING AND PROMOTION

Advertising and promotion does not mislead or misrepresent products or target potential vulnerable patrons.

VENUE AND GAME FEATURES

Venue and game design promotes awareness of the passage of time, breaks in play, and the responsible use of alcohol.

ACCESS TO MONEY

Money and money services are provided to patrons in a responsible manner that does not encourage excessive spending.

Globe and Mail Comment on Sub-prime Crisis

**We can not blame others for our bad
decisions and screw-ups**

BUT

**we will punish those who made it too
easy for us to screw-up.**