

A system for classifying crimes related to gambling

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What this article is about

This article reviews studies that explored crimes related to gambling and proposed ways to sort these crimes. Based on the review, the authors present a system to classify gambling-related crimes that may be useful to policy makers, regulators, service providers, and researchers. Gambling-related crimes are crimes that are directly or indirectly linked to gambling. Directly-related crimes occur when someone breaks the law to pay for their gambling. Indirectly-related crimes are when someone breaks the law to pay off their gambling debts or to meet shortfalls of their living expenses.

The relationship between gambling and crime is complicated. Most studies have focused on two main relationships between gambling and crime. One relationship is how gambling behaviour is a feature of a criminal lifestyle. The other relationship is when a person's gambling problem makes them more likely to commit a crime. Research suggests that many people with problem gambling commit crimes such as fraud and stealing money from their employers. There is also evidence that gambling is linked to violent crimes. People with a gambling problem may be more likely to commit violent crimes such as intimate partner violence. Countries across the world tend to vary on what types of gambling-related crime they focus on depending on social concerns and priorities.

In this article, the authors propose a system to classify gambling-related crimes in a way that may be useful to regulatory bodies across the world. The authors then use UK as an example to illustrate how the system can be used to identify relevant laws and agencies for each type of crime.

Why is this article important?

Gambling and crime occur in countries all over the world. However, there is a lack of research exploring how gambling and crime are related, and how to sort and classify different types of crime. Also, the relationship between gambling and crime is not often considered when public policies are being made. In this article, the authors review research articles that investigated the relationships between gambling and crime. Based on the review, the authors propose a system to sort and classify gambling-related crimes into four main categories. The authors then illustrate the use of the system with the UK as an example. They identify the laws relevant to each type of crime, and the agencies responsible for enforcing the laws. This article could be useful to policy makers, regulators, service providers, and researchers.

What was done?

The authors went through four steps to properly sort crimes related to gambling into different categories. In the first step, they reviewed research articles to explore the relationships between gambling and crime. They also explored how researchers had classified gambling-related crime. The authors looked for research articles and review articles by searching online databases. They also looked for studies in printed journal articles. In the second step, the authors listed different types of crime related to gambling. In the third step, they sorted crimes related to gambling into different categories based on five questions (e.g., is the gambling legal?). In the fourth step, the authors identified the laws relevant to each

crime, the agencies responsible for enforcing the laws, if the crime happened on land or over the Internet, who committed the crime and who the victims are, what kind of harm is caused by the crime, and ways to determine how often these crimes occur.

The authors illustrate their system of classification using the UK as an example. They present the information in a table.

What you need to know

The authors propose four main categories to classify gambling-related crimes. These categories are: 1) illegal and unlicensed gambling; 2) non-compliance; 3) gambling-centred crime; and 4) criminogenic gambling. Illegal and unlicensed gambling refers to whether the gambling activities are against the law or are offered by a provider who is not licensed by the state. Non-compliance refers to when a provider has a gambling license but breaks the law. Gambling-centred crime is when the offer of gambling activities attracts crimes. These crimes include stealing money from betting shops or casino customers, money laundering, and bribery to obtain a license. Criminogenic gambling is when gambling addiction leads people to break the law. These crimes include violence against family and partners, and theft to fund gambling.

Using the UK as an example, the authors identify laws relevant to each category of gambling-related crimes, such as criminal law and health and safety legislation. They also identify a broad range of relevant agencies or groups that are responsible for enforcing the laws. These groups include gambling regulators, police forces, and crime agencies. People who commit gambling-related crimes include organized crime groups, licensees, individuals and gamblers with problem gambling. Gamblers, their family and friends, and society are often the victims of gambling-related crime. Harms caused by gambling-related crimes include financial loss, debt, trauma, and family problems. The authors also list many ways to measure the number of gambling-related crimes that happen. These include looking at convictions, reports, and prosecutions.

Who is it intended for?

Policy makers could use this article to understand factors that affect the relationship between gambling and crime. Gambling regulators could use this article to identify the appropriate agencies for certain resources when there are increases in specific gambling-related crimes. Prevention service providers could use this article to identify the groups of people who are more likely to commit gambling-related crimes. They could use this information to create programs for these at-risk groups. Future research could further explore ways of classifying gambling-related crimes.

About the researchers

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