**Simon Planzer (ed.):**

**Regulating Gambling in Europe – National Approaches to Gambling Regulation and Prevalence Rates of Pathological Gambling 1997 – 2010. Zurich 2011.**

This report relates to a larger research project examining the effectiveness of regulatory approaches to gambling across Europe. The idea for the project was born out of conversations with Dr. Shaffer during a research stay at the Division on Addictions at Harvard Medical School during 2009 and 2010. With the combination of expertise from the normative discipline of law, and empirical disciplines such as psychology and medicine this report offers new research perspectives to an old public health issue: pathological gambling.

Gambling regulators throughout Europe, and indeed the world, are faced with the question of how to keep the prevalence of pathological gambling to a minimum. In addition, regulators often need to pursue other goals too such as economic development and crime prevention. Aspects they need to decide upon include *inter alia*:

1) The type of licensing system.

2) Whether individuals should be penalised when playing illegal games.

3) Whether a minimum age to play should be introduced.

4) Whether restrictions on advertising should apply.

5) Whether money should be allocated to problem gambling issues.

This report summarises regulatory data relating to the aforementioned aspects along with information regarding the age of the market. With the kind support of GamblingCompliance, experts in national gambling law were identified across Europe including employees from the public sector (regulators, government officials) as well as the private sector (mainly practising lawyers). Many of them agreed to complete an online survey covering the regulatory aspects mentioned above. This report summarises regulatory data collected from 30 jurisdictions: the European Union (EU) Member States (except for Cyprus, Slovenia, and Sweden), all members of the European Free Trade Association (EFTA) as well as from Gibraltar and Jersey. The report covers the time period from January 1997 to March 2010, five types of games (sports betting, lottery, poker, table games, and electronic gaming machines) and it differentiates between the land-based and online forms of these games. Finally, it also contains all national prevalence studies that could be identified in the researched jurisdictions.

The purpose of this report is to make the data freely available both to public and private stakeholders as well as the general public. Hopefully, this initiative contributes to the strengthening of transparency of research and evidence-informed regulation.

Full report available at: <http://www.planzer-law.com>