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# Visibility of age restriction warnings, harm reduction messages, and terms and conditions:

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Running head: Consumer protection information in gambling advertising

Visibility of age restriction warnings, harm reduction messages, and terms and

conditions: A content analysis of paid-for gambling advertising in the United Kingdom.

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Visibility of age restriction warnings, harm reduction messages, and terms and conditions: A content analysis of paid-for gambling advertising in the United Kingdom.

**Objective:** The inclusion and design of age restriction warnings, harm reduction messages, and terms and conditions (T&Cs) in gambling advertising is self-regulated in the United Kingdom. Our study examines the visibility and nature of this information in a sample of paid-for gambling adverts.

**Study design:** Content analysis of a stratified random sample of gambling adverts (n=300) in the United Kingdom from eight paid-for advertising channels (March 2018).

**Methods:** For each advert, we assessed whether any age restriction warnings, harm reduction messages, and T&Cs were present. If so, visibility was scored on a five-point scale ranging from Very poor ( $\leq 10\%$  of advert space) to Very good ( $\geq 25\%$  of advert), which had high interrater reliability. Descriptive information on position, design, and tone of language was recorded.

**Results:** One-in-seven adverts (14%) did not feature an age restriction warning or harm reduction message. In adverts that did, 84% of age restriction warnings and 54% of harm reduction messages had very poor visibility. At least one-in-ten adverts did not contain T&Cs. In adverts that did, 73% had very poor visibility. For age restriction warnings, harm reduction messages, and T&Cs, most appeared in small fonts and outside the main advert frame. Most harm reduction messages did not actually reference gambling-related harms.

**Conclusion:** Age restriction warnings, harm reduction messages, and T&Cs do not always appear in paid-for gambling advertising. When they do, visibility is often very poor and the messaging not clear. The findings do not support a self-regulatory approach to managing this information in gambling adverts.

**Keywords:** Gambling advertising; Gambling marketing; Harm reduction; Age warnings; Terms and conditions

# **HIGHLIGHTS**

- We examined age warnings, harm reduction messages, and T&Cs in UK gambling adverts.
- The sample included a variety of gambling types and paid-for advertising channels.
- At least one-in-ten adverts did not have age restriction warnings, harm reduction messages, or T&Cs.
- When present, messages had limited visibility compared to advertising content.
- Consumer protection messages should be standardised in UK gambling adverts.

# INTRODUCTION

While gambling is a popular recreational activity for many people, for some it can lead to significant problems that affect both the individual and others around them [1-3]. There is wide variation in past-year problem gambling rates in different countries across both Europe (0.12–3.4%) and the world (0.12–5.8%) [4]. In the United Kingdom (UK), an estimated 430,000 adults (approx. 0.7% of population) are problem gamblers and a further two million (3% of population) are at risk of gambling-related problems [5]. Understanding the drivers of such behaviour, and opportunities for prevention, is important given that higher-risk gambling is associated with individual, social, and economic concomitant harms [6]. In the UK, and elsewhere, there are calls for a comprehensive harm-reduction strategy that reflects the products, environment, and marketing that shapes gambling behaviour [1,7-9].

Given the reported links between marketing and gambling behaviour [10], including consumer protection information in advertising is a low cost and high-reach intervention that may help to mitigate gambling-related harm. Such information can include age restriction warnings, harm reduction messages, and terms and conditions. In the UK, there are legal age restrictions for gambling (≥16 years for lotteries and ≥18 years for other gambling) [11] and, therefore, age restriction warnings may plausibly reduce the perceived relevance of marketing to young people. Age restriction messages are particularly important as earlier initiation and increased gambling behaviour among children and adolescents is associated with a variety of adverse outcomes [12-14]. Although there is no legal mandate to include age warnings in gambling adverts in the UK, self-regulatory marketing codes remind operators that it is an offence under the Gambling Act (2005) to invite, cause, or permit an underage individual to gamble [11].

Harm reduction messages have the potential to moderate the promotional message by encouraging controlled or reduced gambling, highlighting negative consequences, and signposting support [15,16]. In the UK, there is no legal requirement to include harm reduction messages in gambling advertising and no standardised requirements on design, language, format, and placement, although harm-reduction phrases are suggested by self-regulatory marketing codes (e.g. "When the FUN stops, Stop" or "Know your limits and play within it") [17,18]. Research suggests that harm-reduction messages can promote moderate changes in gambling behaviour [19,20]. The efficacy and salience of messages, however, is dependent on the positioning design, content, and context, with those that are brief, easy to read, and direct being the most effective [19]. Research also indicates that harm reduction messages should vary, or may need to be tailored to different audiences, as reactions differ by age and degree of

gambling experience [20]. These differences relate to the language used, whether consumers must actively respond to remove the message, and message framing [20,21].

Advertised gambling products often display terms and conditions (T&Cs), which may be related to the ability to withdraw funds, eligibility to obtain bonuses and inducements, or time restrictions [22,23]. Although it is not a legal requirement in the UK for gambling marketing to contain T&Cs, complaints regarding transparency about the advertised product (e.g. a gamble or offer) are subject to laws on consumer rights and trading standards, which provide a de facto mandate for their inclusion [24]. The design, tone, positioning, and information included in T&Cs is at the discretion of the gambling operator and varies depending on the level and complexity of gamble or inducement promoted. Hing et al found that T&Cs can influence the perceived attractiveness of an advertised gamble among sports bettors [23]. It is suggested, however, that the manner in which such information is currently presented in marketing can lead consumers to overestimate the attractiveness of offers and underestimate the true cost of obtaining bonuses or inducements [23]. Research has found that gamblers are often exposed to persuasively presented incentives and inducements in advertising, which may encourage more frequent or higher-spend betting behaviour or stimulate impulse bets. [25-28]. Consequently, clear and easily comprehensible T&Cs, which accurately reflect the odds of winning or magnitude of potential returns, may be particularly important for discouraging higher-risk gambling and may have a particularly pronounced impact on problem gamblers.

In this study, we examine the presence and visibility of age restriction warnings, harm reduction messages, and T&Cs within paid-for of gambling advertising in the UK. We do so across a range of advertisement formats, including broadcast (e.g. television and radio) and non-broadcast (e-mail and outdoor), and across a range of gambling formats (e.g. sports betting and bookmakers to lotteries).

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# **METHODS**

# **Design and sample**

A content analysis was conducted on paid-for gambling advertising (*n*=300) from eight media channels in the UK (Table 1). Gambling adverts for print press, internet, television, radio, and e-mail were sampled from a two week period in 2018 (5–11<sup>th</sup> March and 12<sup>th</sup>–18<sup>th</sup> March), selected using six months of gambling advertising expenditure data. The weeks were chosen to reflect a week with high intensity of gambling advertising (i.e. the highest weekly expenditure in £GBP) and an adjacent week closest to the average weekly expenditure over

that six months. Ebiquity, a marketing and media consultancy agency [29], supplied the expenditure data, the advert 'creatives', and information on design and placement (e.g. day of week shown). The paid-for advert channels sampled were limited to those monitored by Ebiquity (i.e. not social media pages or smartphone apps). Spend data across the advertising channels sampled are reported elsewhere [30].

One-hundred-fifty adverts were randomly sampled from each week. These were chosen from a maximum of 370 adverts in week one (average intensity week) and 666 adverts in week two (high intensity week). Within each week, the random sample was stratified by the proportion of adverts reported through each channel (Table 1). For stratification purposes, adverts only available at a monthly level (direct mail, door drops, and outdoor) were divided across the two weeks and then randomly sampled. The type of gambling and the brand promoted was recorded by the research team when reviewing adverts.

# [TABLE 1]

# Visibility of age restriction warnings, harm reduction messages, and T&Cs

A coding protocol was developed to examine the presence and visibility of: (1) age restriction warnings; (2) harm reduction messages; (2) and T&Cs about the gamble(s) or offer(s) promoted. If present, the visibility of each feature was rated on a five-point scale ( $I=Very\ poor\ visibility\ to\ 5=Very\ good\ visibility$ ). For T&Cs, a 'non-applicable' option was included for adverts that did not promote a specific gamble or offer, and therefore T&Cs were not required.

Ratings were based on the relative space taken up by each feature within the advert (%) (Table 2). The visibility thresholds were developed, piloted, and revised by the research team by analysing gambling adverts from the advertising channels sampled. The concept of proportional thresholds was derived from other conceptually similar public health contexts, such as the size of warnings used on cigarette packs [31,32]. In this study, the upper threshold (>26% of advert space) was determined by purposively identifying adverts considered to have good visibility of harm-reduction features during initial codebook development. In development and piloting, descending increments of 5% were considered to adequately reflect the different sizes of age warnings, harm-reduction messages and T&Cs observed across adverts. We decided to use the same thresholds for all three features to ensure meaningful comparison. Although colour, font, and positioning also influence the degree of visibility for each feature, these were prohibitively complex, subjective, and time consuming to code. Visibility, in terms of relative space within the advert (%), provided a single metric that was

comparable across advertising formats. For radio advertising, visibility was based on the duration of each feature (in seconds).

In addition to quantitative coding, a free text response was provided for each item to enable the coders to record a rationale for their visibility score (e.g. how much relative space they estimated was taken up by each feature). The free text response also captured descriptive information on content and language used (e.g. whether websites or telephone helplines were provided in harm reduction messages) and illustrative detail on positioning (e.g. whether situated inside the main advert frame) and design (e.g. fonts and colours used).

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# [TABLE 2]

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# **Inter-rater reliability**

To establish inter-rater reliability, the two researchers who completed the main coding (NC and CM) independently rated two adverts from each advertising channel sampled (n=16 adverts; 5% of sample). Discrepancies in ratings, and the level of detail recorded in the free text responses, were resolved through discussion. There was agreement for 94% of adverts for the visibility of age restriction warnings (Cohen's  $\kappa$ =0.78, classed as moderate), 94% agreement for visibility of harm reduction messages ( $\kappa$ =0.78, moderate), and 100% agreement for visibility of the T&Cs ( $\kappa$ =1.00, absolute agreement).

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# Data analysis

- Data were analysed using SPSS Version 23 (Chicago, IL). Frequencies and proportions (%)
- 23 were computed for advertising format, whether the advert appeared midweek (defined as
- 24 Monday–Thursday) or at the weekend (Friday–Sunday), type of gambling advertised, and
- 25 gambling brands referenced. Frequencies and proportions (%) examined the visibility of age
- restriction warnings, harm reduction messages, and T&Cs. For each feature, the main themes
- 27 regarding size, positioning, font, positioning and text were summarised across all adverts,
- 28 based on narrative information reported in the free text responses.

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# **RESULTS**

# Sample characteristics

- 32 Most adverts sampled were from the print press (75%), with the remainder internet (9%),
- television (7%), radio (4%), e-mail (3%), direct mail (1%), door drops (1%) and outdoor
- adverts (<1%) (Table 1). Over half (54%) the adverts were first recorded midweek (i.e. Monday

- to Thursday). Most adverts were for bookmakers and sports betting companies (79%). One-in-
- 2 eleven adverts (9%) promoted lotteries, and the remainder promoted online machine gaming
- 3 (3%), online bingo (2%), casino or card games (1%), and football pools (1%). Six adverts (2%)
- 4 referenced multiple types of gambling (e.g. sports betting and casino). For seven adverts, it was
- 5 not clear what gambling format was promoted (2%). Across the adverts, 45 different gambling
- 6 brands were promoted. One-in-ten adverts (10%) referenced multiple brands, including
- 7 suggestions of price matching with named competitors and references to sporting events
- 8 sponsored by another gambling brand.

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# Visibility of age restriction messages

- One-in-seven adverts (14%) did not feature an age restriction warning (Table 3) (Figure 1). Of
- the adverts which did, 84% of age warnings were rated as 'very poor visibility' (<10% of advert
- space), with the free text responses indicating that most only took up 1-5% of space (Figure 2).
- 14 The limited visibility of age-restriction warnings was consistent across advertising channels.
- The free text responses indicated that most age restriction messages were small logos
- stating "18+" (or "16+" for lotteries) in the same banner as the harm reduction messages, or
- short phrases reported as part of the T&Cs (e.g. "Over 18s only"). Most age restriction
- messages appeared in small font sizes (relative to the advertising content), were positioned
- outside of the main frame of the advert (i.e. banners at the extremities), and juxtaposed in terms
- of colour or size against visually stimulating advert content (Figure 2).

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- 22 [TABLE 3]
- 23 [FIGURE 1]
- 24 [FIGURE 2]

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# Visibility of harm reduction messages

- One-in-seven adverts (14%) did not contain a harm reduction message (Table 3) (Figure 3). Of
- 28 those that did, approximately half (54%) of harm reduction messages were rated as 'very poor
- visibility' (<10% of advert space) (Figure 4) and almost a third (30%) as 'poor visibility'
- 30 (<15% of advert space).
- The free text responses indicated that most harm reduction messages were in small font
- 32 sizes (relative to the advert content), positioned outside the main frame of the advert (i.e.
- banners at the extremities) or juxtaposed against stimulating content (e.g. grey colours against
- more striking graphics) (Figure 4). Of the four adverts rated as 'acceptable visibility' (≥20%

of advert space), three were radio adverts during which the harm reduction messages were clearly narrated at the end. One internet banner advert had a harm reduction message rated as 'very good visibility' ( $\geq$ 26% of space), as the message took up the entire final frame of the advert (Figure 5). There were no substantive differences across the other advertising channels for harm reduction messages, with most having consistently poor or very poor visibility.

Phrases used in harm reduction messages included "BeGambleAware.org", "Play it safe", "Play responsibly", "Please bet responsibly", "Enjoy gambling responsibly", "Gamble responsibly", and "When the FUN stops, stop". Some adverts also signposted support, e.g. "For advice and information visit www.begambleaware.org" and "Need help? Call the National Gambling Helpline on 0808 0802 0133", mostly within the T&Cs. No adverts communicated negative consequences associated with higher-risk or problem gambling, or specific guidance on controlled gambling (e.g. limit setting or taking breaks).

- 14 [FIGURE 3]
- 15 [FIGURE 4]
- 16 [FIGURE 5]

# Visibility of Terms and Conditions (T&Cs)

Five per cent of adverts promoted a brand only (i.e. no gamble) and, therefore, T&Cs were not required. For the remainder of adverts that did require such information, 11% did not contain any T&Cs (Figure 6). Almost three-quarters of adverts (73%) had T&Cs rated as 'very poor visibility' (<10% of advert space) (Figure 7) and 11% were rated as 'poor visibility' (<15% of space).

The free text responses indicated that T&Cs were almost always presented in small fonts and neutral colours (e.g. black text on a white background), featured outside the main frame of the advert (i.e. banner at the bottom), contained information deemed complex or technical (e.g. stipulations on withdrawing free bets or bonuses), and were juxtaposed against stimulating advert content (Figure 7). Only a few adverts had T&Cs rated as 'acceptable' (2%), 'good' (3%), or 'very good' visibility (2%). In some radio adverts, for example, clear narration outlined the T&Cs for approximately 10 seconds at the end (typically a third of the advert), while some e-mail adverts contained an extensive list of T&Cs at the bottom of the message. There was little difference among other advertising channels (e.g. print press and television). Comparatively high visibility did not, however, always translate into ease of readability or comprehension. In one print advert, for example, although the T&Cs occupied around 20% of

- advert space, this contained a lot of complex information and was displayed in small font,
- 2 outside the main advert frame, and negatively juxtaposed against the marketing visuals (Figure
- 3 8). This pattern of presentation was also true for most e-mail advertising.

- 5 [FIGURE 6]
- 6 [FIGURE 7]
- 7 [FIGURE 8]

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# DISCUSSION

- 10 To our knowledge, this is first study to examine the presence and visibility of age restriction
- warnings, harm reduction messages, and T&Cs within paid-for of gambling advertising in the
- 12 UK. We found that these features were not present in at least one-in-ten gambling adverts.
- 13 Currently there is no legal mandate that gambling advertising in the UK must contain such
- 14 consumer protection features. This means that inclusion is at the discretion of gambling
- operators, who are free to decide on design, tone, language, format, and positioning, with no
- 16 explicit and harmonised guidance.

The design and positioning of consumer protection messages influences their efficacy, with those that are brief, easy to read, and direct, most likely to be effective [19-23]. Even when such features were present in this study, approximately three-quarters of adverts had age warnings and T&Cs with very poor visibility, and over half had harm reduction messages with very poor visibility. This included messages positioned outside the main advert frame, designs juxtaposed against stimulating content (i.e. neutral colours versus brighter evocative graphics), and information in small fonts. It has been suggested that gambling platforms and marketing are carefully designed to include subtle cues that initiate or increase gambling behaviour, something which literature has termed 'dark nudges' [33]. Our findings are consistent with this perspective, as most consumer protection features were subordinate to the advertising message and strategically placed where they will likely receive minimal attention in comparison to the marketing. The results therefore suggest that minimum standards of design may be necessary to increase the visibility of consumer protection messages in gambling advertising. Any attempts to revise or standardise such messages should be based on research which has tested optimal designs with consumers, as opposed to self-regulatory industry-led designs.

We also identified issues with the language used in consumer protection messages. For example, consistent with previous research, most adverts provided extensive and complex T&Cs concerning eligibility to participate or receive offers, and often did so in a way that

limited visibility [19]. Research has shown that consumers find it challenging to interpret the likelihood of winning on complex gambles (e.g. player to score and team to win), even before taking into account the emotional and attentional commitment needed to process the marketing content and stipulations of participation [34]. There is also evidence that how T&Cs are currently presented in marketing can lead consumers to overestimate the attractiveness of an offer and underestimate the true cost of obtaining bonuses or inducements [23]. Further research exploring consumers' comprehension and recall of T&Cs in gambling marketing, particularly in addition to processing the marketing content and gamble promoted, is a key research priority to improve the efficacy of current practice.

We found that no harm reduction messages explicitly discussed possible negative consequences of gambling (e.g. loss of time or money) or provided objective advice on controlled gambling (e.g. limit setting). Instead, most employed phrases from the current selfregulatory guidance, such as "When the FUN stops, stop", "Enjoy gambling responsibly" and "Play it safe" or simply stated telephone or web addresses to signpost sources of support [17,18]. These messages have been criticised for failing to provide objective guidance on controlling gambling, relying heavily on an individual's interpretation of responsibility, and encouraging gambling [35-38]. For example, the word 'Fun' was almost always displayed more prominently than the rest of the message, thus acting as a promotional cue (Figure 7). Research has also shown that the "When the FUN Stops, Stop" message – which appeared in approximately two-fifths of the adverts analysed – may be associated with increased gambling compared to when no harm reduction message is shown at all [36,38]. In addition, in terms of reasons for past four week gambling participation, the Gambling Commission [39] found that in 2018 only 29% did so for fun or enjoyment. For the benefit of consumers, appropriate harm reduction messages need to be developed and tested without the involvement of vested interests of the operators.

This study has several strengths. The findings are from a large stratified random sample of paid-for gambling advertising, and are based on a range of broadcast and non-broadcast advertising formats, gambling types, and gambling brands, thus increasing generalisability. The visibility thresholds were piloted on gambling advertising and the study had good interrater reliability. There are, however, some limitations and avenues for future research. First, we only considered the visibility of consumer protection features. Future research is required to examine the attention allocated to such messages by consumers and perceived salience and behavioural impact. This could eye-tracking studies to examine attention to paid to consumer protection messages [40] or research comparing industry self-regulatory messages to

alternative designs [41]. There is already some evidence about how to more effectively present T&Cs [23] and limitations around current harm reduction messages [38], albeit more evidence is needed to improve visibility and effectiveness across different media and gambling formats. Second, all advertising came from two weeks in March 2018 and the findings may not be representative of advertising at other points of the year. For example, as the weeks selected included ongoing sports seasons (e.g. football and horseracing), this understandably led to a high proportion of adverts for sports betting. It is plausible there may be a greater proportion of adverts for other forms of gambling at other stages of the year (e.g. lotteries and casinos), so comparative research would be beneficial. The sample was restricted to paid-for advertising, and the findings may not generalise to other forms of marketing, particularly emergent activities such as social media [30]. Sampling was only based on advertising spend, but data were not available on audience targeting or reach. Finally, adverts were only stratified by the number of adverts reported through each channel, but not proportional spend. 

# Conclusion

This is the first study to examine the visibility, design, content and positioning of age restriction warnings, harm reduction messages, and T&Cs in gambling advertising in the UK. The findings show that these features are not always present in gambling advertising and, even when they are, there are issues with respect to size, positioning, content and design. Given these limitations, additional regulatory steps should be considered to ensure that gambling advertising is accompanied by mandatory consumer protection messages. These messages should subscribe to minimum standards of design which ensure they are always easy-to-read, clearly visible, informative, and reflect the actual harms that can result from gambling rather than subjective messages. These messages should be objectively developed and tested through research and consultation with consumers and those involved in gambling harm reduction, and free from the vested interests of operators.

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NC was responsible for all data analysis. NC conceived and wrote the manuscript. All authors

were involved in revising and editing the manuscript, and have read and approved the final

version. FD was the principal investigator on the overall project, with support from MS.

21 **Conflict of interest:** The authors declare that they have no conflict of interest.

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Table 1. Sample of gambling adverts included, by week of selection and advertising channel

	Week One (5 <sup>th</sup> – 11 <sup>th</sup> March 2018) <sup>1</sup>			Week Two (12 <sup>th</sup> – 18 <sup>th</sup> March 2018) <sup>1</sup>			
Advert channel	n	% in week	n selected <sup>2</sup>	n	% in week	n selected <sup>2</sup>	Total
Print press	270	73	108	518	78	116	224
Internet	36	10	15	54	8	12	27
TV	32	9	13	39	6	9	22
Radio	13	4	6	21	3	5	11
Email/Media	7	2	3	23	3	5	8
Direct Mail <sup>3</sup>	5	1	2	5	1	1	3
Door drops <sup>3</sup>	6	2	2	5	1	1	3
Outdoor <sup>3</sup>	1	0	$1^4$	1	0	$1^4$	2
Total	370	100	150	666	100	150	300

#### Notes:

<sup>&</sup>lt;sup>1</sup> Week Two was the week with a high intensity of gambling marketing activity (i.e. the week with the highest weekly expenditure 30<sup>th</sup> October – 30<sup>th</sup> April 2018). Week one the adjacent week that reflected average marketing expenditure over the six months.

<sup>&</sup>lt;sup>2</sup> The number of marketing creatives selected from each week was determined by calculating the weekly proportion of each channel as a function of 150 creatives (i.e. 10% of adverts were internet in week one, which translated into 15/150 in the sample selected that week).

<sup>&</sup>lt;sup>3</sup> The number of creatives for these channels was only available at a monthly level. Because there was only a small number of creatives in March 2018, for stratification purposes the monthly total was divided across the two weeks.

<sup>&</sup>lt;sup>4</sup> This number rounded to zero in the percent calculation (see footnote 2). To ensure at least one creative from each channel was included it was purposefully rounded up and one creative was removed from the media channel with highest level of representation (print press).

**Table 2.** Coding protocol for age restriction warnings, harm reduction messages, and terms and conditions (T&Cs) in gambling adverts

Feature	Definition	Codes and visibility threshold
Age restriction warning	How much marketing space is afforded to information or warnings that the content is only appropriate for those above the minimum legal purchasing age for that form of gambling (≥16 years old for lotteries and ≥18 years old for other gambling)?	<ul> <li>No age restriction warning</li> <li>Very poor visibility (≤10% of space)</li> <li>Poor visibility (11-15% of space)</li> <li>Acceptable visibility (16-20% of space)</li> <li>Good visibility (21-25% of space)</li> <li>Very good (≥26% of space)</li> </ul>
Harm reduction	How much marketing space is afforded to information about controlled or reduced gambling (e.g. gamble responsibly) or signposting to help for higherrisk gambling (e.g. helpline)?	<ul> <li>No harm reduction message.</li> <li>Very poor visibility (≤10% of space)</li> <li>Poor visibility (11-15% of space)</li> <li>Acceptable visibility (16-20% of space)</li> <li>Good visibility (21-25% of space)</li> <li>Very good (≥26% of space)</li> </ul>
Terms and conditions (T&Cs)	How much marketing space is afforded to terms and conditions about the bet, gamble, offer, or inducements promoted (e.g. time limits on free bets, eligibility criteria, or restrictions on any cash withdrawals)?	<ul> <li>No terms and conditions.</li> <li>Not applicable – No gamble promoted</li> <li>Very poor visibility (≤10% of space)</li> <li>Poor visibility (11-15% of space)</li> <li>Acceptable visibility (16-20% of space)</li> <li>Good visibility (21-25% of space)</li> <li>Very good (≥26% of space)</li> </ul>

Table 3. Visibility of age restriction warnings, harm reduction messages, and terms and conditions (T&Cs) in gambling adverts

Feature <sup>1</sup>	%	n
Age restriction warning		
None present	14	42
Very poor visibility	84	252
Poor visibility	2	6
Acceptable visibility	-	-
Good visibility	-	-
Very good visibility	\-	-
	-	=
Harm reduction messages		
None present	14	42
Very poor visibility	54	163
Poor visibility	30	90
Acceptable visibility	1	4
Good visibility	-	-
Very good visibility	<1	1
Terms and conditions <sup>2</sup>		
None present	11	31
Very poor visibility	73	207
Poor visibility	11	30
Acceptable visibility	2	5
Good visibility	3	7
Very good visibility	2	5
Not applicable <sup>3</sup>	-	15

Notes:

<sup>&</sup>lt;sup>1</sup> Very poor visibility (≤10% of advertising space); Poor visibility (11-15% of space); Acceptable visibility (16-20% of space); Good visibility (21-25% of space); Very good visibility (≥26% of space).

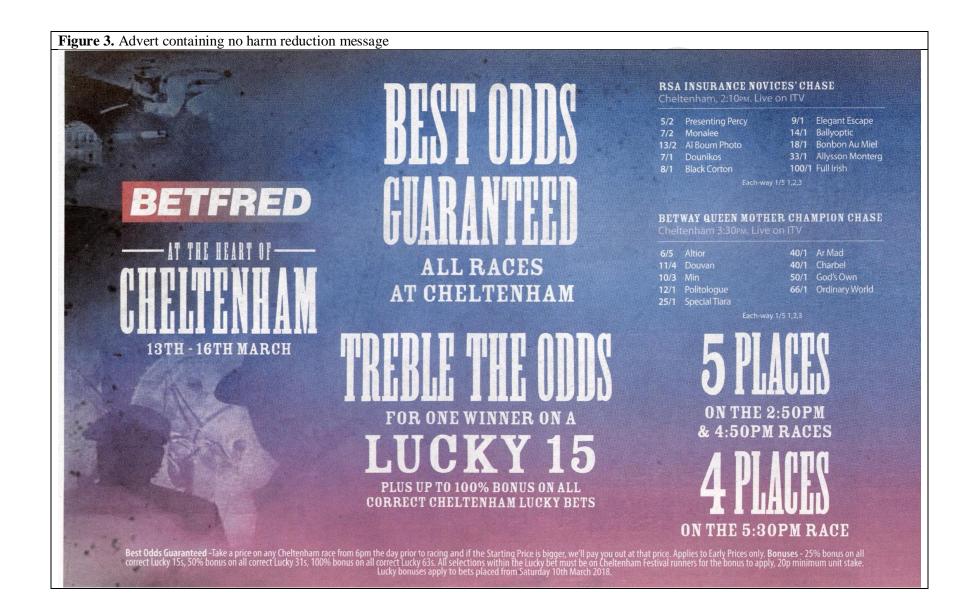
<sup>&</sup>lt;sup>2</sup> Percentages reported are valid, i.e. excluding advertising for which T&Cs were not applicable.

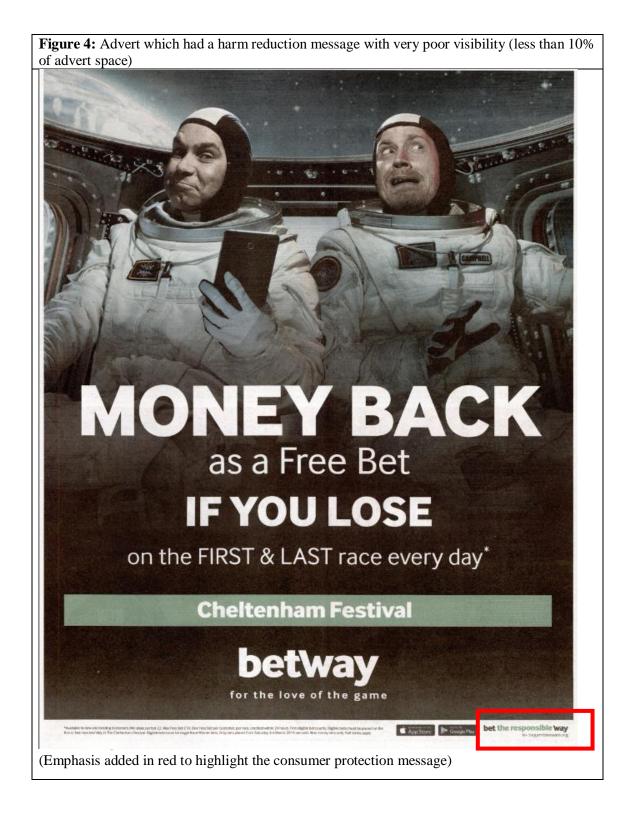
<sup>&</sup>lt;sup>3</sup> Not applicable = No specific gamble presented in the advertising (i.e. only about the brand) and thus no terms and conditions applicable.



Figure 1. Advert which did not feature an age restriction warning **CORAL** CARDIFF, MIDDLESBROUGH & BLACKBURN ALL TO WIN Max Bet £10. Available for a Limited Time. Available from 12.30pm Saturday. Bet void if any match abandoned. DOWNLOAD THE APP NOW App Store Google Play Price Boost: Offer Available from 12.30pm 10/03/18 for a limited time only. Max Bet £10, stake limits may apply. Singles only. The 'Was' price advertised is a guide price only, prices are subject to fluctuation.







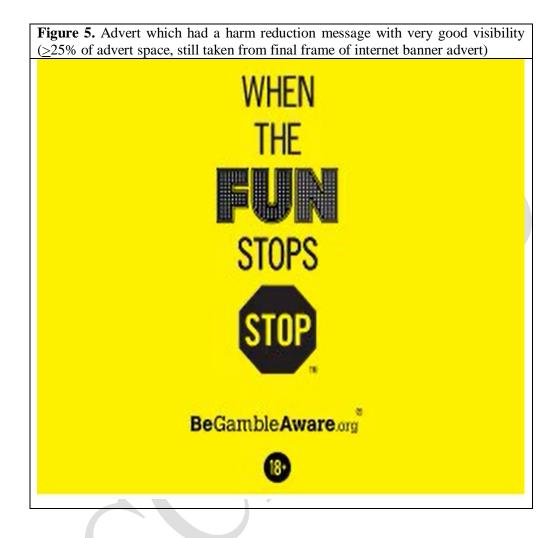


Figure 6. Advert which contained no terms and conditions (T&Cs)

WEDNESDAY ABCD SPECIAL
A. SAMCRO
B. PRESENTING PERCY
C. ALTIOR
D. CAUSE OF CAUSES



**Figure 8.** Advert which had terms and conditions (T&Cs) rated as acceptable visibility, but with potentially challenging presentation.

