

Evaluation Criteria and Scoring Matrix for a Large Casino in Southampton

Heads of Benefit

1 LOCATION (one score only)

The Council has identified a preferred location for the casino and this is recognised in the Scoring Matrix. The criterion will be scored as follows:

A predominantly residential area	0 (zero)
An out of town mixed use / commercial area	50
An existing central Southampton mixed use / commercial area	250
Royal Pier Waterfront	500

2 PROBLEM GAMBLING (pass or fail)

This is effectively a 'pass' or 'fail' criteria in that applicants will be expected to demonstrate their ability to satisfy the criteria in which case they will receive 'full marks' for this criteria, however, should their proposals be considered to be less than satisfactory then they shall receive 'nil marks' for this criteria.

In order to achieve full marks, the applicant is expected to demonstrate that they have adequate policies and programmes in place tailored to identify and address problem gambling meet local problem gambling and vulnerable people issues. Evidence must be provided of where such policies and programmes have been applied elsewhere. The Applicant must also demonstrate a willingness to collaborate with local and national problem gambling groups and to provide SCC with monitoring information in this regard.

The Criterion will be scored as 0 or 1000

3 FINANCIAL

Applicants may consider making a financial contribution to SCC. It is envisaged that such an offer should be either (i) a lump sum payment upon award of licence; (ii) an annual minimum contribution; or, (iii) a combination of (i) and (ii). Should the annual contribution be linked to profit then the Licensing Authority expects this to be expressed as a percentage of Gross Gaming Revenue (GGR). All such financial offers to be index linked. The applicants' offers will be ranked and scored as follows:

Highest financial offer:

200

Other applicants proposing a financial offer will be scored on the basis of the following formula which provides a score commensurate to their ranking:

$$\text{Score} = (a / b) \times c$$

a = Maximum possible score achievable (i.e. 200)

b = Number of applicants proposing a financial offer

c = Ranked place of applicant.

Nil financial offer:

0 (zero)

CUMULATIVE SCORE

This score will comprise the sum total of scores for each applicant in all three Criteria and will be set out as follows (example maximum possible score provided for indicative purposes):

Applicant:	'A Casino'
1 Location Score	500
2 Problem Gambling Score	1000
3 Financial Score	200
CUMULATIVE SCORE	1700