

# GAMING THE MIND

England & Wales · Charity number 1186983

## Details

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**Status** Registered

**Legal form** CIO

**Registered** 2019-12-17

**Register** [View on the Charity Commission register](#)

## Contact

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**Address** 62 Strathyre Avenue  
London  
SW16 4RG

**Phone** 07957499518

**Email** [info@gamingthemind.org](mailto:info@gamingthemind.org)

**Website** <https://gamingthemind.org/>

## Activities

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**Objects:** THE PROMOTION OF MENTAL HEALTH, THROUGHOUT ENGLAND AND WALES, AMONG PEOPLE WHO PLAY VIDEO GAMES OR WORK IN THE VIDEO GAME INDUSTRY, BY RAISING MENTAL HEALTH AWARENESS, DECREASING STIGMATISATION AND INCREASING SUPPORT.

**Activities:** We promote positive mental health within the gaming community and the games industry by raising awareness of mental health challenges and reducing the stigma surrounding these issues.

## Classification

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- **How:** Makes Grants To Individuals, Makes Grants To Organisations, Provides Services, Provides Advocacy/advice/information, Sponsors Or Undertakes Research
- **What:** Education/training, The Advancement Of Health Or Saving Of Lives
- **Who:** Other Defined Groups, The General Public/mankind

## Geography

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- Throughout England And Wales

## Finances

Period end	Income	Expenditure	Assets	Employees
2025-03-31	£10,479	£5,971	-	-
2024-03-31	£14,647	£4,044	-	-
2023-03-31	£11,801	£1,848	-	-
2022-03-31	£1,094	£579	-	-
2021-03-31	£415	£99	-	-

## Trustees

Name	Role	Appointed
Dr Atheeshaan Arumuham		2023-02-23
Dr Donald Servant		2019-11-28
Dr Frances Debell		2019-11-28
Dr Kunika Kakuta		2026-01-21
Dr Marcus P J Tan		2023-02-23
Dr Stephen Kaar		2019-11-28
Hamilton Morrin		2019-11-28

**GAMING THE MIND**

England & Wales - Charity number 1186983

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# Accounts

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Trustees' Report and Accounts  
for the period from 1<sup>st</sup> April 2024 to 31<sup>st</sup> March 2025  
for  
Gaming the Mind  
Registered charity no. 1186983

Date of approval: 21<sup>st</sup> January 2026

Report of the Trustees  
for the Year Ended 31<sup>st</sup> March 2025

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

**Objectives and activities**

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

During this financial year, we have again provided input to public events aimed at people who play video games and/or work in the games industry. We have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing bespoke written resources on mental health, signposting to other sources of support and engaging in psychoeducation to increase awareness of mental illness and decrease stigma.

In terms of other mental health promotion activities, Gaming the Mind has continued to work with game developers and video game design students to advise on game content with the aim of furthering the charity's aims, held journal clubs for mental health professionals and students, produced resources on mental health and gaming and engaged via media outlets to promote psychoeducation and mental wellbeing in the video games community. These activities were undertaken alongside Gaming the Mind creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

During the period Gaming the Mind planned its inaugural conference for September 2025, with the aim of bringing together a range of speakers in order to share learning and experience on the intersection of gaming and mental health, and further the charity's mental health promotion aims.

Gaming the Mind has also continued to donate video game hardware and software for therapeutic use by patients.

**Achievements and performance**

The charity has continued to receive positive verbal and written feedback from event attendees and consumers/recipients of the charity's outputs, and to grow its presence within the video games community and amongst professionals as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness. This has enabled greater collaboration and liaison with relevant professionals and individuals which has helped to further the charity's aims.

**Explanation of finances, income and expenditure**

The charity has a current account and has continued to operate charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received donations as well as income from commercial partners in connection with Gaming the Mind's charitable activities (facilitating spaces for mental health promotion and wellbeing at gaming events). Expenditure during the period was for costs associated with these activities, general running costs of the charity (e.g. website costs, printing costs and relevant insurance), donated items and expenses associated with planning the charity's first conference.

## **Public benefit**

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

## **Trustees**

The six trustees in place at the end of the previous financial year (2023/2024) continued their roles into the next financial year.

## **Fundraising and future plans**

As in the previous year, to date Gaming the Mind's fundraising has primarily been via collaborations with relevant commercial organisations, however direct fundraising from the public has continued. As the charity's profile continues to grow the trustees continues to review sources of fundraising and new opportunities.

Future plans for using funds raised include:

- Creating further bespoke materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Expanding the provision of equipment to facilitate therapeutic gaming experiences to improve the mental health of those experiencing physical and/or mental ill-health;
- Hosting a regular conference on the intersections between gaming and mental health, with aims of learning, development and mental health promotion;
- Ultimately employing a person to manage day-to-day charity matters including engaging with the public and industry.

## **Training**

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the trustees. The trustees reassess the training and support needs of volunteers on an ongoing basis, taking into account feedback from volunteers and other stakeholders.

## **2. FINANCIAL REVIEW**

The charity had a cash surplus for the year of £4,508. At the end of the financial period this is added to the surplus brought forward giving a figure to carry forward of £25,896 which is available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern.

No major events have occurred since the end of the reporting period.

## **3. STRUCTURE, GOVERNANCE AND MANAGEMENT**

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28<sup>th</sup> November 2019. During the financial year 2024/25 there were six trustees of Gaming the Mind, four of whom have been in position since the charity was founded on 17<sup>th</sup> December 2019.

#### 4. REFERENCE AND ADMINISTRATIVE DETAILS

**Registered charity name/number (England & Wales):**

Gaming the Mind  
1186983

**Principal office:**

62 Strathyre Avenue  
London SW16 4RG

**Trustees (as at 31<sup>st</sup> March 2025):**

Dr Atheeshaan Arumuham  
Dr Frances Debell  
Dr Stephen Kaar  
Dr Hamilton Morrin  
Dr Donald Servant  
Dr Marcus Tan

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).

Approved by the board of trustees on 21<sup>st</sup> January 2026 and signed on its behalf by:




Dr Frances Debell – Trustee

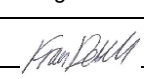
Dated: 21<sup>st</sup> January 2026

Accounts

for the Year Ended 31<sup>st</sup> March 2025

 <b>CHARITY COMMISSION FOR ENGLAND AND WALES</b>	Gaming the Mind		1186983		<b>CC16a</b>	
	<b>Receipts and payments accounts</b>					
	For the period from	01/04/2024	To	31/03/2025		
<b>Section A Receipts and payments</b>						
	<b>Unrestricted funds</b>	<b>Restricted funds</b>	<b>Endowment funds</b>	<b>Total funds</b>	<b>Last year</b>	
	to the nearest £	to the nearest £	to the nearest £	to the nearest £	to the nearest £	
<b>A1 Receipts</b>						
Donations/grants	419	-	-	419	847	
Charitable activities	10,060	-	-	10,060	13,800	
Other	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total (Gross income for AR)</b>	<b>10,479</b>	<b>-</b>	<b>-</b>	<b>10,479</b>	<b>14,647</b>	
<b>A2 Asset and investment sales, (see table).</b>						
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	
<b>Total receipts</b>	<b>10,479</b>	<b>-</b>	<b>-</b>	<b>10,479</b>	<b>14,647</b>	
<b>A3 Payments</b>						
Charitable events costs	1,596	-	-	1,596	1,597	
Items for charitable activities (console donation etc.)	228	-	-	228	1,896	
Charity running costs	497	-	-	497	551	
Conference expenses (charitable activity)	3,650	-	-	3,650	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>5,971</b>	<b>-</b>	<b>-</b>	<b>5,971</b>	<b>4,044</b>	
<b>A4 Asset and investment purchases, (see table)</b>						
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	
<b>Total payments</b>	<b>5,971</b>	<b>-</b>	<b>-</b>	<b>5,971</b>	<b>4,044</b>	
<b>Net of receipts/(payments)</b>	<b>4,508</b>	<b>-</b>	<b>-</b>	<b>4,508</b>	<b>10,603</b>	
<b>A5 Transfers between funds</b>	-	-	-	-	-	
<b>A6 Cash funds last year end</b>	<b>21,388</b>	-	-	<b>21,388</b>	<b>10,784</b>	
<b>Cash funds this year end</b>	<b>25,896</b>	<b>-</b>	<b>-</b>	<b>25,896</b>	<b>21,387</b>	

## Section B Statement of assets and liabilities at the end of the period

Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
<b>B1 Cash funds</b>	Nat West Bank: Current Account	25,896	-	-
		-	-	-
		-	-	-
	<b>Total cash funds</b>	<b>25,896</b>	<b>-</b>	<b>-</b>
	(agree balances with receipts and payments account(s))	OK	OK	OK
		<b>Unrestricted funds to nearest £</b>	<b>Restricted funds to nearest £</b>	<b>Endowment funds to nearest £</b>
<b>B2 Other monetary assets</b>	Details	-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
<b>B3 Investment assets</b>	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
<b>B4 Assets retained for the charity's own use</b>	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
<b>B5 Liabilities</b>	Details	Fund to which liability relates	Amount due (optional)	When due (optional)
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name		Date of approval
		Dr Frances Debell		21/01/2026

**GAMING THE MIND**

England & Wales - Charity number 1186983

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# Accounts

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Trustees' Report and Accounts  
for the period from 1<sup>st</sup> April 2023 to 31<sup>st</sup> March 2024  
for  
Gaming the Mind  
Registered charity no. 1186983

Date of approval: 22<sup>nd</sup> January 2025

Report of the Trustees  
for the Year Ended 31<sup>st</sup> March 2024

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

**Objectives and activities**

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

During this financial year, we have again provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. We have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing bespoke written resources on mental health, signposting to other sources of support and engaging in psychoeducation to increase awareness of mental illness and decrease stigma.

In terms of other mental health promotion activities, Gaming the Mind has continued to work with game developers and video game design students to advise on game content with the aim of furthering the charity's aims, held journal clubs for mental health professionals and students, produced resources on mental health and gaming and engaged via media outlets to promote psychoeducation and mental wellbeing in the video games community. These activities were undertaken alongside Gaming the Mind creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

Gaming the Mind has also donated video game hardware and software for therapeutic use by patients in a hospital setting.

**Achievements and performance**

The charity has received positive verbal and written feedback from event attendees and consumers/recipients of the charity's outputs, and has continued to grow its presence within the video games community and amongst professionals as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness.

**Explanation of finances, income and expenditure**

The charity has a current account and has continued to operate charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received various donations as well as monies received from commercial partners in connection with Gaming the Mind engaging in charitable activities. Expenditure during the period was for costs associated with these activities, general running costs of the charity (e.g. website costs, printing costs and relevant insurance) and donated items.

**Public benefit**

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

## **Trustees**

The six trustees in place at the end of the previous financial year (2022/2023) continued their roles into the next financial year.

## **Fundraising and future plans**

As in the previous year, to date Gaming the Mind's fundraising has primarily been via collaborations with relevant organisations, however direct fundraising from the public has continued to grow year on year. As the charity's profile continues to grow the trustees continues to review sources of fundraising and new opportunities.

Future plans for funds raised include:

- Creating further bespoke materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Expanding the provision of equipment to facilitate therapeutic gaming experiences to improve the mental health of those experiencing physical and/or mental ill-health;
- Ultimately employing a person to manage day-to-day charity matters including engaging with the public and industry.

## **Training**

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the trustees. The trustees reassess the training and support needs of volunteers on an ongoing basis, taking into account feedback from volunteers and other stakeholders.

## **2. FINANCIAL REVIEW**

The charity had a cash surplus for the year of £10,604. At the end of the financial period this is added to the surplus brought forward giving a figure to carry forward of £21,388 which is available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern.

No major events have occurred since the end of the reporting period.

## **3. STRUCTURE, GOVERNANCE AND MANAGEMENT**

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28<sup>th</sup> November 2019. During the financial year 2023/24 there were six trustees of Gaming the Mind, four of whom have been in position since the charity was founded on 17<sup>th</sup> December 2019.

## **4. REFERENCE AND ADMINISTRATIVE DETAILS**

### **Registered charity name/number (England & Wales):**

Gaming the Mind  
1186983

**Principal office:**

Institute of Psychiatry  
PO63 16 DE CRESPIGNY PARK  
LONDON  
SE5 8AF

**Trustees (as at 31<sup>st</sup> March 2024):**

Dr Atheeshaan Arumuham  
Dr Frances Debell  
Dr Stephen Kaar  
Dr Hamilton Morrin  
Dr Donald Servant  
Dr Marcus Tan

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).

Approved by the board of trustees on 22<sup>nd</sup> January 2025 and signed on its behalf by:




Dr Frances Debell – Trustee

Dated: 22<sup>nd</sup> January 2025

Accounts

for the Year Ended 31<sup>st</sup> March 2024

	CHARITY COMMISSION FOR ENGLAND AND WALES	Gaming the Mind	1186983		
<b>Receipts and payments accounts</b>				<b>CC16a</b>	
	For the period from	01/04/2023	To	31/03/2024	
<b>Section A Receipts and payments</b>					
	<b>Unrestricted funds</b> to the nearest £	<b>Restricted funds</b> to the nearest £	<b>Endowment funds</b> to the nearest £	<b>Total funds</b> to the nearest £	<b>Last year</b> to the nearest £
<b>A1 Receipts</b>					
Donations/grants	847	-	-	847	292
Charitable activities	13,800	-	-	13,800	11,509
Other		-	-		-
	-	-	-	-	
	-	-	-	-	
	-	-	-	-	
	-	-	-	-	
<b>Sub total (Gross income for AR)</b>	14,647	-	-	14,647	11,801
<b>A2 Asset and investment sales, (see table).</b>					
	-	-	-	-	
	-	-	-	-	
<b>Sub total</b>	-	-	-	-	-
<b>Total receipts</b>	14,647	-	-	14,647	11,801
<b>A3 Payments</b>					
Charitable events costs	1,597	-	-	1,597	1,235
Items for charitable activities (console donation etc.)	1,896			1,896	
Charity running costs	551			551	613
<b>Sub total</b>	4,044	-	-	4,044	1,848
<b>A4 Asset and investment purchases, (see table)</b>					
	-	-	-	-	
	-	-	-	-	
<b>Sub total</b>	-	-	-	-	-
<b>Total payments</b>	4,044	-	-	4,044	1,848
<b>Net of receipts/(payments)</b>	10,604	-	-	10,604	9,953
<b>A5 Transfers between funds</b>	-	-	-	-	-
<b>A6 Cash funds last year end</b>	10,784	-	-	10,784	10,784
<b>Cash funds this year end</b>	21,388	-	-	21,388	20,737

## Section B Statement of assets and liabilities at the end of the period

Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
<b>B1 Cash funds</b>	Nat West Bank: Current Account	21,388	-	-
		-	-	-
		-	-	-
	<b>Total cash funds</b>	<b>21,388</b>	<b>-</b>	<b>-</b>
	(agree balances with receipts and payments account(s))	OK	OK	OK
		<b>Unrestricted funds to nearest £</b>	<b>Restricted funds to nearest £</b>	<b>Endowment funds to nearest £</b>
<b>B2 Other monetary assets</b>	Details	-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
<b>B3 Investment assets</b>	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
<b>B4 Assets retained for the charity's own use</b>	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
<b>B5 Liabilities</b>	Details	Fund to which liability relates	Amount due (optional)	When due (optional)
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name		Date of approval
		Dr Frances Debell		22/01/2025

**GAMING THE MIND**

England & Wales - Charity number 1186983

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# Accounts

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Trustees' Report and Accounts  
for the period from 1<sup>st</sup> April 2022 to 31<sup>st</sup> March 2023  
for  
Gaming the Mind  
Registered charity no. 1186983

Date of approval: 18<sup>th</sup> January 2024

Report of the Trustees  
for the Year Ended 31<sup>st</sup> March 2023

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

**Objectives and activities**

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

During this financial year, we have provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. We have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing original written resources on mental health, signposting to other sources of support and engaging in psychoeducation to increase awareness of mental illness and decrease stigma.

In terms of other mental health promotion activities, Gaming the Mind has continued to work with game developers and video game design students to advise on game content with the aim of furthering the charity's aims, held journal clubs for mental health professionals and students, produced resources on mental health and gaming and engaged via media outlets to promote psychoeducation and mental wellbeing in the video games community. These activities were undertaken alongside Gaming the Mind regularly creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

**Achievements and performance**

The charity has received positive verbal and written feedback from event attendees and consumers of the charity's outputs, and has continued to grow its presence within the video games community and amongst professionals as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness.

**Explanation of finances, income and expenditure**

The charity has a current account and has continued to operate charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received various donations as well as monies received from commercial partners in connection with Gaming the Mind engaging in charitable activities. Expenditure during the period was for costs associated with these activities as well as general running costs of the charity (e.g. website costs, printing costs and relevant insurance).

**Public benefit**

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

**Trustees**

The five trustees in place at the end of the previous financial year (2021/2022) continued their roles into the next financial year. Dr Sachin Shah stepped down as trustee on 21<sup>st</sup> February 2023 and was

thanked for his work as trustee since the charity was founded; Dr Shah will now focus on his key operational role in the charity. Two new trustees, Dr Atheeshaan Arumham and Dr Marcus Tan, were appointed by the trustees on 23<sup>rd</sup> February 2023 and are welcomed in providing additional relevant skills and experience to the running of the charity.

### **Fundraising and future plans**

As in the previous year, to date Gaming the Mind's fundraising has primarily been via collaborations with relevant organisations, however direct fundraising from the public has continued to grow year on year. As the charity's profile continues to grow the trustees continues to review sources of fundraising and new opportunities.

Future plans for funds raised include:

- Creating further original materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Providing equipment to facilitate therapeutic gaming experiences to improve the mental health of those experiencing physical and/or mental ill-health;
- Ultimately employing a person to manage day-to-day charity matters including engaging with the public and industry.

### **Training**

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the trustees. The trustees reassess the training and support needs of volunteers on an ongoing basis, taking into account feedback from volunteers and other stakeholders.

## **2. FINANCIAL REVIEW**

The charity had a cash surplus for the year of £9,953. At the end of the financial period this is added to the surplus brought forward giving a figure to carry forward of £10,784 which is available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern.

No major events have occurred since the end of the reporting period.

## **3. STRUCTURE, GOVERNANCE AND MANAGEMENT**

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28<sup>th</sup> November 2019. At the beginning of the financial year there were five trustees of Gaming the Mind, with one trustee stepping down from their role in February 2023. The remaining four trustees had been in position since the charity was founded on 17<sup>th</sup> December 2019, and continued to act throughout this financial year. During the financial year, two new trustees were appointed by the board (as described above) leaving a total of six trustees in place as at 31<sup>st</sup> March 2023.

#### 4. REFERENCE AND ADMINISTRATIVE DETAILS

**Registered charity name/number (England & Wales):**

Gaming the Mind  
1186983

**Principal office:**

Institute of Psychiatry  
PO63 16 DE CRESPIGNY PARK  
LONDON  
SE5 8AF

**Trustees (as at 31<sup>st</sup> March 2023):**

Dr Atheeshaan Arumuham  
Dr Frances Debell  
Dr Stephen Kaar  
Dr Hamilton Morrin  
Dr Donald Servant  
Dr Marcus Tan

(Dr Sachin Shah stepped down as trustee on 21<sup>st</sup> February 2023.)

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).


Approved by the board of trustees on 18<sup>th</sup> January 2024 and signed on its behalf by:




Dr Frances Debell – Trustee

Dated: 18<sup>th</sup> January 2024

Accounts  
for the Year Ended 31<sup>st</sup> March 2023

	CHARITY COMMISSION FOR ENGLAND AND WALES	Gaming the Mind	1186983	<b>CC16a</b>	
	<b>Receipts and payments accounts</b>				
	For the period from	01/04/2022	To	31/03/2023	
<b>Section A Receipts and payments</b>					
	Unrestricted funds to the nearest £	Restricted funds to the nearest £	Endowment funds to the nearest £	Total funds to the nearest £	Last year to the nearest £
<b>A1 Receipts</b>					
Donations/grants	292	-	-	292	95
Charitable activities	11,509	-	-	11,509	999
Other		-	-		-
	-	-	-	-	
	-	-	-	-	-
	-	-	-	-	-
<b>Sub total (Gross income for AR)</b>	<b>11,801</b>	<b>-</b>	<b>-</b>	<b>11,801</b>	<b>1,094</b>
<b>A2 Asset and investment sales, (see table).</b>					
	-	-	-	-	
	-	-	-	-	-
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>Total receipts</b>	<b>11,801</b>	<b>-</b>	<b>-</b>	<b>11,801</b>	<b>1,094</b>
<b>A3 Payments</b>					
Charitable activities	1,235	-	-	1,235	
Charity running costs	613			613	579
<b>Sub total</b>	<b>1,848</b>	<b>-</b>	<b>-</b>	<b>1,848</b>	<b>579</b>
<b>A4 Asset and investment purchases, (see table)</b>					
	-	-	-	-	
	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>Total payments</b>	<b>1,848</b>	<b>-</b>	<b>-</b>	<b>1,848</b>	<b>579</b>
<b>Net of receipts/(payments)</b>	<b>9,953</b>	<b>-</b>	<b>-</b>	<b>9,953</b>	<b>515</b>
<b>A5 Transfers between funds</b>	-	-	-	-	-
<b>A6 Cash funds last year end</b>	<b>831</b>			<b>831</b>	<b>316</b>
<b>Cash funds this year end</b>	<b>10,784</b>	<b>-</b>	<b>-</b>	<b>10,784</b>	<b>831</b>

## Section B Statement of assets and liabilities at the end of the period

Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
<b>B1 Cash funds</b>	Nat West Bank: Current Account	10,784	-	-
		-	-	-
		-	-	-
	<b>Total cash funds</b>	<b>10,784</b>	<b>-</b>	<b>-</b>
	(agree balances with receipts and payments account(s))	OK	OK	OK
		<b>Unrestricted funds to nearest £</b>	<b>Restricted funds to nearest £</b>	<b>Endowment funds to nearest £</b>
	<b>Details</b>	<b>to nearest £</b>	<b>to nearest £</b>	<b>to nearest £</b>
<b>B2 Other monetary assets</b>		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
	<b>Details</b>	<b>Fund to which asset belongs</b>	<b>Cost (optional)</b>	<b>Current value (optional)</b>
<b>B3 Investment assets</b>			-	-
			-	-
			-	-
			-	-
			-	-
	<b>Details</b>	<b>Fund to which asset belongs</b>	<b>Cost (optional)</b>	<b>Current value (optional)</b>
<b>B4 Assets retained for the charity's own use</b>			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
	<b>Details</b>	<b>Fund to which liability relates</b>	<b>Amount due (optional)</b>	<b>When due (optional)</b>
<b>B5 Liabilities</b>			-	
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name		Date of approval
		Dr Frances Debell		18/01/2024

**GAMING THE MIND**

England & Wales - Charity number 1186983

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# Accounts

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Trustees' Report and Accounts  
for the period from 1<sup>st</sup> April 2021 to 31<sup>st</sup> March 2022  
for  
Gaming the Mind  
Registered charity no. 1186983

Date of approval: 23<sup>rd</sup> January 2023

Report of the Trustees  
for the Year Ended 31<sup>st</sup> March 2022

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

**Objectives and activities**

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

During this financial year, we have provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. Such events included the Yorkshire Games Festival, Comic-Con, Mayamada's 'GamePad' event, a Showcode hackathon and an event at the Science Museum in London. At these events we have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing information on sources of support and participating in panel discussions aimed at psychoeducation, increasing awareness of mental illness and decreasing stigma. It is notable that this financial year saw a return to more in-person events following changes to Covid-19 pandemic restrictions, allowing a wider range of opportunities to engage with the video games community and wider public.

The charity has also produced two unique mental health promotion written resources which have been used and distributed in quiet rooms and sold at cost to industry partners for provision to a wider public audience.

In terms of other mental health promotion activities, Gaming the Mind has worked with game developers to advise on game content with the aim of furthering the charity's aims, held journal clubs for mental health professionals and students, engaged with students of video game design during an educational session on mental health, produced a video resource guiding people on using an online game (Minecraft) safely, and engaged with various media outlets to promote psychoeducation and mental wellbeing in the video games community. These activities were undertaken alongside Gaming the Mind regularly creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

**Achievements and performance**

The charity has received positive verbal and written feedback from event attendees and consumers of the charity's outputs, and has continued to grow its presence within the video games community and amongst professionals as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness. One of the trustees (Dr Sachin Shah) received a nomination for the award of RCPsych Psychiatric Communicator of the Year 2022.

**Explanation of finances, income and expenditure**

The charity has a bank account and all trustees are authorised signatories able to administer this. Two trustees must sign for withdrawals up to £1000 and three trustees are required over this level. We have also continued to operate charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received money from various sources including the Maudsley Charity (South London and Maudsley NHS Trust) and commercial partners hosting Gaming the Mind at their events. Expenditure during the period was for costs associated with insurance,

producing information resources created by the charity, and audiovisual equipment and related items to facilitate the creation of podcasts and other media.

### **Public benefit**

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

### **Trustees**

Dr Chun Chiang Sin Fai Lam's resignation was accepted by the board of Trustees on 1<sup>st</sup> March 2022, and he was thanked for his work in setting up the charity and acting as Trustee during his term. The five remaining founding trustees continued in their roles throughout the financial year ending 31<sup>st</sup> March 2022. The Trustees will continue to review the skills and experience mix of the board and consider a process for appointing one or more further Trustees as appropriate.

### **Fundraising and future plans**

To date Gaming the Mind's fundraising has primarily been via collaborations with relevant organisations, and direct fundraising from the public has grown somewhat during this financial year. As the charity's profile continues to grow and we increasingly build our public face, we hope to continue to increase the level of direct fundraising from the public alongside pursuing opportunities for funding from organisations we collaborate with.

Future plans for funds raised include:

- Creating further bespoke materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Equipment to facilitate and improve the user experience of our podcasting, social media engagement and educational activities;
- Equipment to facilitate therapeutic gaming experiences for those experiencing mental ill-health;
- Ultimately employing a person to manage day-to-day charity matters including roles in engaging with the public and industry.

### **Training**

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the Trustees. Training including training around safeguarding issues and protocols, and ensuring that volunteers have appropriate DBS checks where required. This training ensures that the charity is as effective as possible in carrying out its activities and that volunteers get the most out of their experience with the charity. The Trustees reassess the training and support needs of volunteers on an ongoing basis, taking into account volunteer feedback.

## **2. FINANCIAL REVIEW**

The charity had a cash surplus for the year of £515. At the end of the financial period this is added to the surplus brought forward giving a figure to carry forward of £831 which is available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern.

No major events have occurred since the end of the reporting period.

### 3. STRUCTURE, GOVERNANCE AND MANAGEMENT

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28<sup>th</sup> November 2019. At the beginning of the financial year there were six trustees of Gaming the Mind, however one stepped down from this post on 1<sup>st</sup> March 2022. The remaining five trustees have been in position since the charity was founded on 17<sup>th</sup> December 2019, with terms of appointment of either 3 or 4 years. According to the provisions of its governing document, the charity must have between a minimum of 3 and a maximum of 12 trustees at any time. Any new trustees must be appointed by a resolution passed at a properly convened meeting of the existing trustees, with an appointment term of 3 years. In deciding on appointing an individual as a trustee, the existing trustees must have regard to the skills, knowledge and experience needed for the effective administration of the CIO.

### 4. REFERENCE AND ADMINISTRATIVE DETAILS

**Registered charity name/number (England & Wales):**

Gaming the Mind  
1186983

**Principal office:**

Institute of Psychiatry  
PO63 16 DE CRESPIGNY PARK  
LONDON  
SE5 8AF

**Trustees (as at 31<sup>st</sup> March 2022):**

Dr Stephen Kaar  
Dr Donald Servant  
Dr Sachin Shah  
Dr Hamilton Morrin  
Dr Frances Debell

(Dr Chun Chiang Sin Fai Lam stepped down as trustee on 1<sup>st</sup> March 2022.)

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).


Approved by the board of trustees on 23<sup>rd</sup> January 2023 and signed on its behalf by:




Dr Frances Debell – Trustee

Dated: 23<sup>rd</sup> January 2023

Accounts  
for the Year Ended 31<sup>st</sup> March 2022

	CHARITY COMMISSION FOR ENGLAND AND WALES		Gaming the Mind		1186983	<b>CC16a</b>
	<b>Receipts and payments accounts</b>					
	For the period from	01/04/2021	To	31/03/2022		
<b>Section A Receipts and payments</b>						
	<b>Unrestricted funds</b>	<b>Restricted funds</b>	<b>Endowment funds</b>	<b>Total funds</b>	<b>Last year</b>	
	to the nearest £	to the nearest £	to the nearest £	to the nearest £	to the nearest £	
<b>A1 Receipts</b>						
Science Museums Group	500	-	-	500	-	
South London & Maudsley NHS Trust	499	-	-	499	-	
Amazon Europe	95	-	-	95	-	
Paypal	0	-	-	0	0	
Take This (non-profit organisation)	-	-	-	-	365	
Melanin Gamers	-	-	-	-	50	
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total (Gross income for AR)</b>	<b>1,094</b>	<b>-</b>	<b>-</b>	<b>1,094</b>	<b>415</b>	
<b>A2 Asset and investment sales, (see table).</b>						
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	
<b>Total receipts</b>	<b>1,094</b>	<b>-</b>	<b>-</b>	<b>1,094</b>	<b>415</b>	
<b>A3 Payments</b>						
Website costs	-	-	-	-	99	
Charity insurance	158	-	-	158	-	
Stationery and printed materials	143	-	-	143	-	
Audiovisual equipment and software	277	-	-	277	-	
<b>Sub total</b>	<b>579</b>	<b>-</b>	<b>-</b>	<b>579</b>	<b>99</b>	
<b>A4 Asset and investment purchases, (see table)</b>						
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	
<b>Total payments</b>	<b>579</b>	<b>-</b>	<b>-</b>	<b>579</b>	<b>99</b>	
<b>Net of receipts/(payments)</b>	<b>515</b>	<b>-</b>	<b>-</b>	<b>515</b>	<b>316</b>	
<b>A5 Transfers between funds</b>	-	-	-	-	-	
<b>A6 Cash funds last year end</b>	316	-	-	316	-	
<b>Cash funds this year end</b>	<b>831</b>	<b>-</b>	<b>-</b>	<b>831</b>	<b>316</b>	

Section B Statement of assets and liabilities at the end of the period				
Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
<b>B1 Cash funds</b>	Nat West Bank: Current Account	831	-	-
		-	-	-
		-	-	-
	<b>Total cash funds</b>	<b>831</b>	<b>-</b>	<b>-</b>
	(agree balances with receipts and payments account(s))	OK	OK	OK
	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
<b>B2 Other monetary assets</b>		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
<b>B3 Investment assets</b>			-	-
			-	-
			-	-
			-	-
			-	-
	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
<b>B4 Assets retained for the charity's own use</b>			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
	Details	Fund to which liability relates	Amount due (optional)	When due (optional)
<b>B5 Liabilities</b>			-	
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name	Date of approval	
		Dr Frances Debell	23/01/2023	

**GAMING THE MIND**

England & Wales - Charity number 1186983

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# Accounts

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Trustees' Report and Accounts  
for the period from 17<sup>th</sup> December 2019 to 31<sup>st</sup> March 2021

for

Gaming the Mind

Registered charity no. 1186983

Date of approval: 6<sup>th</sup> January 2022

Report of the Trustees  
for the Year Ended 31<sup>st</sup> March 2021

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

**Objectives and activities**

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

From the charity being founded in December 2019 to the end of March 2021, we have provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. This includes the GamePad online gaming event in June 2020, The International Games Summit (TIGS) online conference on mental health awareness in July 2020, the Women in Games conference in September 2020, and EGX/PAX online games convention in September 2020. At these events we have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing information on sources of support and participating in panel discussions aimed at psychoeducation, increasing awareness and decreasing stigma.

In terms of other mental health promotion activities, Gaming the Mind has presented to healthcare professionals on mental health and video gaming during an NHS Trust's academic day, contributed to a governmental inquiry on the impact of loot boxes in video games, held a journal club for mental health professionals, contributed to a position paper on virtual placements in psychiatry authored by the Association of University Teachers of Psychiatry and engaged with various media outlets to promote psychoeducation and mental wellbeing for the video games community. These activities were alongside Gaming the Mind regularly creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

Since Covid-19 lockdown measures were first introduced in March 2020, a number of planned gaming events which we had been scheduled to attend were cancelled, with the effect of reduced opportunities for fundraising and raising the charity's profile. Where events were not cancelled they were generally turned into online events, which has to some extent reduced our expenses involved in providing input to these events. As a result of the pandemic we have focused more on virtual and online engagement and resources, however it is hoped that in-person events will return and allow a wider range of opportunities to engage with the video games community and wider public in future.

**Achievements and performance**

The charity has received positive verbal and written feedback from event attendees and consumers of the charity's outputs, and has steadily grown its presence within the video games community as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness.

**Explanation of finances, income and expenditure**

After the charity was founded we set up a bank account. All trustees are authorised signatories who can administer the bank account, which is set up so two trustees must sign for withdrawals up to £1000 and three trustees are required over this level. We have also opened charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received a sum of money from the US non-profit organisation Take This for assistance we provided in running virtual 'quiet rooms' at the 2020 EGX/PAX online event for gamers, and a sum from Melanin Gamers after the charity appeared on that community's 'Self-care Sunday' broadcast on Twitch (an online livestreaming service). Expenditure during the period was for costs associated with the charity's website (<https://gamingthemind.org/>).

### **Public benefit**

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

### **Trustees**

The six founding trustees have remained in place throughout the financial year and to date.

### **Fundraising and future plans**

To date Gaming the Mind's fundraising has mainly been through collaboration with other not-for-profit organisations working towards similar objectives. As the charity's profile grows we hope to increase the level of direct fundraising from the public including via Amazon Smile, Paypal and Tiltify. We also plan to hold events that will raise funds from the video games community in future.

Future plans for funds raised include:

- Creating further bespoke materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Equipment to facilitate and improve the user experience of our podcasting, social media engagement and educational activities;
- Ultimately the strategy is for the charity to recruit an employee to manage day-to-day charity matters including engagement with the public and industry.

### **Training**

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the trustees. This is to ensure that the charity is as effective as possible in carrying out its activities and that volunteers get the most out of their experience with the charity. The trustees reassess the training and support needs of volunteers on an ongoing basis taking into account volunteer feedback in doing so.

## **2. FINANCIAL REVIEW**

The charity had a cash surplus at the end of the financial period which is carried forward and available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern. The focus of the charity in the financial year 2021-2022 will be on expanding sources of income with the aim of achieving more regular income that will allow a corresponding expansion of our activities.

No major events have occurred since the end of the reporting period.

## **3. STRUCTURE, GOVERNANCE AND MANAGEMENT**

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28<sup>th</sup> November 2019. The six trustees of Gaming the Mind remain the same as when it was founded as a charity on 17<sup>th</sup> December 2019, and their terms of appointment are all either 3 or 4 years. According to the provisions of its governing document, the charity must have between a minimum of 3 and a maximum of 12 trustees at any time. Any new trustees must be appointed by a resolution passed at a properly convened meeting of the existing trustees, with an appointment term of 3 years. In deciding on appointing an individual as a trustee, the existing trustees must have regard to the skills, knowledge and experience needed for the effective administration of the CIO.

#### 4. REFERENCE AND ADMINISTRATIVE DETAILS

**Registered charity name/number (England & Wales):**

Gaming the Mind  
1186983

**Principal office:**

Institute of Psychiatry  
PO63 16 DE CRESPIGNY PARK  
LONDON  
SE5 8AF

**Trustees:**

Dr Stephen Kaar  
Dr Chun Chiang Sin Fai Lam  
Dr Donald Servant  
Dr Sachin Shah  
Dr Hamilton Morrin  
Dr Frances Debell

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).

Approved by the board of trustees on 6<sup>th</sup> January 2022 and signed on its behalf by:




Dr Frances Debell – Trustee

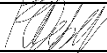
Dated: 6<sup>th</sup> January 2022

Accounts

for the Year Ended 31<sup>st</sup> March 2021

	<b>CHARITY COMMISSION FOR ENGLAND AND WALES</b>	Gaming the Mind		1186983		<b>CC16a</b>
		<b>Receipts and payments accounts</b>				
For the period from	17/12/2019	To	31/03/2021			
<b>Section A Receipts and payments</b>						
	<b>Unrestricted funds</b>	<b>Restricted funds</b>	<b>Endowment funds</b>	<b>Total funds</b>	<b>Last year</b>	
	to the nearest £	to the nearest £	to the nearest £	to the nearest £	to the nearest £	
<b>A1 Receipts</b>						
04/12/2020 (from Take This, non-profit organisation)	365	-	-	365	-	
15/03/2021 (from Melanin Gamers)	50	-	-	50	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total (Gross income for AR)</b>	<b>415</b>	<b>-</b>	<b>-</b>	<b>415</b>	<b>-</b>	
<b>A2 Asset and investment sales, (see table).</b>						
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	
<b>Total receipts</b>	<b>415</b>	<b>-</b>	<b>-</b>	<b>415</b>	<b>-</b>	
<b>A3 Payments</b>						
15/12/2020 (Wordpress website costs)	99	-	-	99	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>99</b>	<b>-</b>	<b>-</b>	<b>99</b>	<b>-</b>	
<b>A4 Asset and investment purchases, (see table)</b>						
	-	-	-	-	-	
	-	-	-	-	-	
<b>Sub total</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	
<b>Total payments</b>	<b>99</b>	<b>-</b>	<b>-</b>	<b>99</b>	<b>-</b>	
<b>Net of receipts/(payments)</b>	<b>316</b>	<b>-</b>	<b>-</b>	<b>316</b>	<b>-</b>	
<b>A5 Transfers between funds</b>	-	-	-	-	-	
<b>A6 Cash funds last year end</b>	-	-	-	-	-	
<b>Cash funds this year end</b>	<b>316</b>	<b>-</b>	<b>-</b>	<b>316</b>	<b>-</b>	

## Section B Statement of assets and liabilities at the end of the period

Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
<b>B1 Cash funds</b>	Nat West Bank: Current Account	316	-	-
		-	-	-
		-	-	-
	<b>Total cash funds</b>	<b>316</b>	<b>-</b>	<b>-</b>
	(agree balances with receipts and payments account(s))	OK	OK	OK
		<b>Unrestricted funds to nearest £</b>	<b>Restricted funds to nearest £</b>	<b>Endowment funds to nearest £</b>
<b>B2 Other monetary assets</b>		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		<b>Fund to which asset belongs</b>	<b>Cost (optional)</b>	<b>Current value (optional)</b>
<b>B3 Investment assets</b>			-	-
			-	-
			-	-
			-	-
			-	-
		<b>Fund to which asset belongs</b>	<b>Cost (optional)</b>	<b>Current value (optional)</b>
<b>B4 Assets retained for the charity's own use</b>			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
		<b>Fund to which liability relates</b>	<b>Amount due (optional)</b>	<b>When due (optional)</b>
<b>B5 Liabilities</b>			-	
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name		Date of approval
		Dr Frances Debell		06/01/2022