PROBLEM GAMBLING TREATMENT & SUPPORT ADVISORY COMMITTEE (PGTSAC)

Meeting Summary

DATE/TIME: Wednesday, October 18, 2023 11:00 AM – 1:00 PM ET **LOCATION:** VCSB, 10128 W. BROAD ST., GLEN ALLEN, VA 23060

Member	Representing	Present	Present	Back-up	Absent
		In-Person	Virtual	Present	
Anne Rogers (Chair)	Dept. Behavioral Health	х			
	Development Services				
Dr. Carolyn Hawley (Vice-	Va. Council on Problem Gambling	х			
Chair)					
Jim Bebeau	Community Service Boards		х		
Colleen Carracio	Casinos	х			
Tony Russell	Virginia Lottery	х			
Chrissy Thurmond	Sports betting		х		
David Lermond	Virginia Racing Commission	х			
Michael Menefee	Dept. of Agriculture and Consumer	х			
	Services, Office of Charitable and				
	Regulatory Programs				
Jamie Sanko	Historical Horse Racing	х			
Bill Aramony	Charitable Gaming Permit Holder		х		х

General Assembly Representatives Present:

Paul Krizek, Virginia House of Delegates, and Bryce Reeves, Virginia Senate

Others Present: Michelle Suberly present as a back-up for Bill Aramony, and 22 members from the general public.

- I. Welcome and introduction of members in the room occurred so those online would know who all was in attendance.
- II. Message on Recovery from Problem Gambling by guest Tom Dozier. He shared about his recovery and how the path to recovery may be different for each person. He is a member of the Virginia Council for Problem Gambling (VCPG).
- III. A presentation or overview was shared by the following organizations:
 - a. VCPG shared that their aim is to increase public awareness of problem gambling, ensure the widespread availability of treatment for problem gamblers and their families, and to encourage research and programs for prevention and education. Between 2019 and 2022 intake calls from the helpline increased by 177%. They said the lead reasons for people calling with problems are their involvement in slot machines, casinos, and sport betting. The presentation is included in the appendix. VCPG stated they have a need for additional funding for awareness activities.
 - b. VA Partnership for Gaming & Health (VPGH) shared that this is a collaborative whose aims are to develop and sustain treatment and peer recovery networks, provide reimbursement for care, increase access and use of services, and provide continuing education and training. They have 61 licensed treatment providers who have been trained and 4 recovery organizations in the network. VPGH stated they hope to hire one peer per region, they have 2 now and will be receiving funds for more and are also hoping to receive additional funding

for reimbursements. The presentation is included in the appendix.

- c. Virginia Lottery shared there are 800 active people in their Voluntary Exclusion Program. They provided information of what the exclusion program is about. Showed a breakdown by length of exclusion, age (with 31-40 year olds enrolling the most) and gender (males largest group). Since insemination of sports betting and casinos over \$3.8 million has gone to the Problem Gambling Treatment and Support Fund. The presentation is included in the appendix.
- d. Danville Pittston Community Service Board Executive Director shared for all CSB's \$1.6 million has gone into prevention work from the CSB's. This includes hiring staff, doing outreach and awareness, school-based interventions, merchant education, providing training and promoting the 1-800 number, partnering with other CSB's to work across the regions.
- e. Sports Betting representative, DraftKings, said DraftKings has a lived experience program that they use for providing education. They have a site they use to promote responsible gambling, DKsaferplay.com.
- f. VRC & Historical Horse Racing shared a Responsible Gambling report to those onsite. The report is included in the appendix. They have a self-exclusion program that a person can choose to only exclude from their facilities (76 are on that) for a year or more as well as including the Lottery's list. They have never removed anyone from their list prior to their time being up. Their screening system picks up most (99%), but there are times if the ID has different address etc. they sometimes need to do a secondary check. Six sites and two racetracks.
- g. Casino representative, Rivers Casino, shared brochures on their responsible gambling program and Virginia's self-exclusion program. These are located all over the casino. Staff receive an RG training when they first start and will be retrained annually. They have their own exclusion list for those wanting to only exclude from their site plus they use the Lottery's. They ensure those that put themselves on the exclusion list are aware, not inebriated, and must sign the form.
- h. Charitable Gaming Office, there are about 400 places allowed for bingo and charitable gaming. Membership organizations with Charitable Gaming, a person participating must either be a member or be with a member of that organization. People overseeing charitable gaming in locations must be trained through Virginia Department of Agriculture and Consumer Services, Charitable Gaming Office. To be paid to manage a game, one must be trained, otherwise they can only be a volunteer. They are looking to increase their trainings available.
- i. Department of Behavioral Health and Developmental Services, Problem Gambling Prevention shared that Problem Gambling Awareness month was made permanent through a resolution by Delegate Krizek and Senator Reeves. All CSB's promoted the helpline, for those choosing to gamble, how to do it safer, and many have conducted merchant education to include promoting the helpline number. Also, DBHDS worked with the Department of Education to provide information to help them develop their Standards of Learning. Current FY24 allocation is \$2.3 million. The presentation and

handouts are included in the appendix.

- IV. Legislative Updates There may be a bill on banning skill games.
- V. Group Norms & Purposes Dr. Hawley will email this to the committee to respond to.
- VI. Wrap-up & Adjourn Next meeting is January 23

Presentations and Handouts Attached