



Problem Gambling Treatment and Support Advisory Committee

January 23, 2024



Meeting Guidelines

To help today's meeting run smoother



Mute

Please stay muted unless speaking to improve sound quality for other respondents



Video

If able and comfortable, please use video to help foster connection and greater communication



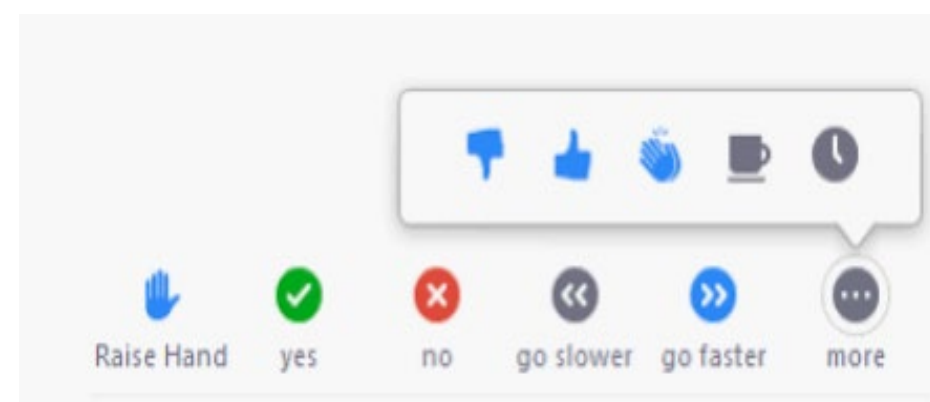
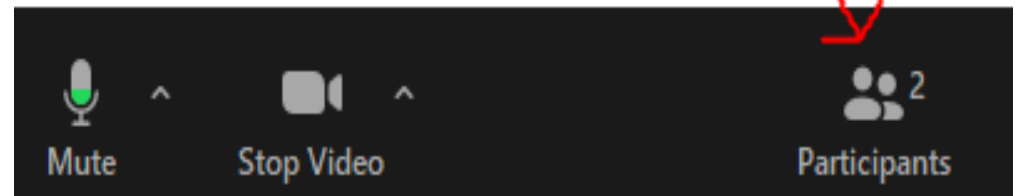
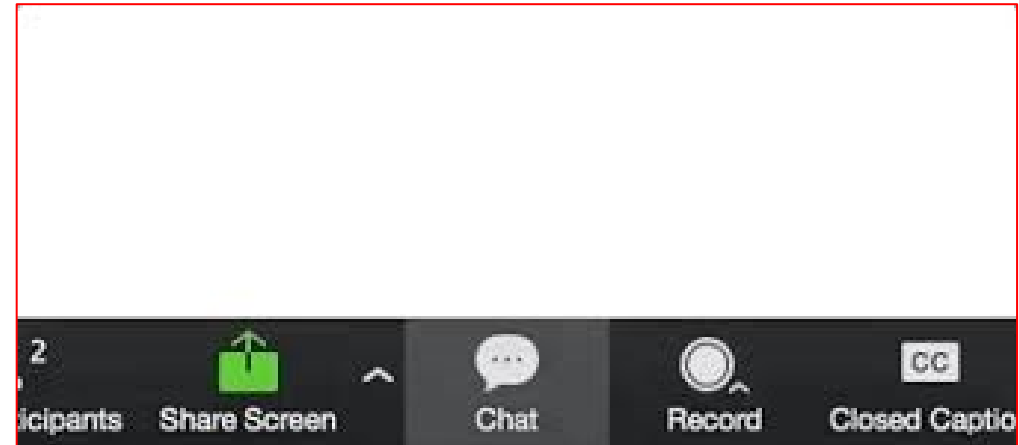
Speaking Up

Use the Hand Raised icon in the chat box if you would like to comment or ask a question of the larger group



Chat Box

Utilize the chat box for questions, suggestions/tips or comments; be sure to keep it open





Agenda

1

Welcome, Introductions, and Group Norms

2

Our Purpose: Why are we here?

3

Review of data

4

Group Discussion

5

Wrap Up and Next Steps

Getting to know each other



01

Name & Pronouns
(he/she/they/name)



02

Agency/Organization



03

What is your why? Why is this work important to you? Why is this work important to your organization/community?

Group Norms Agreement Discussion

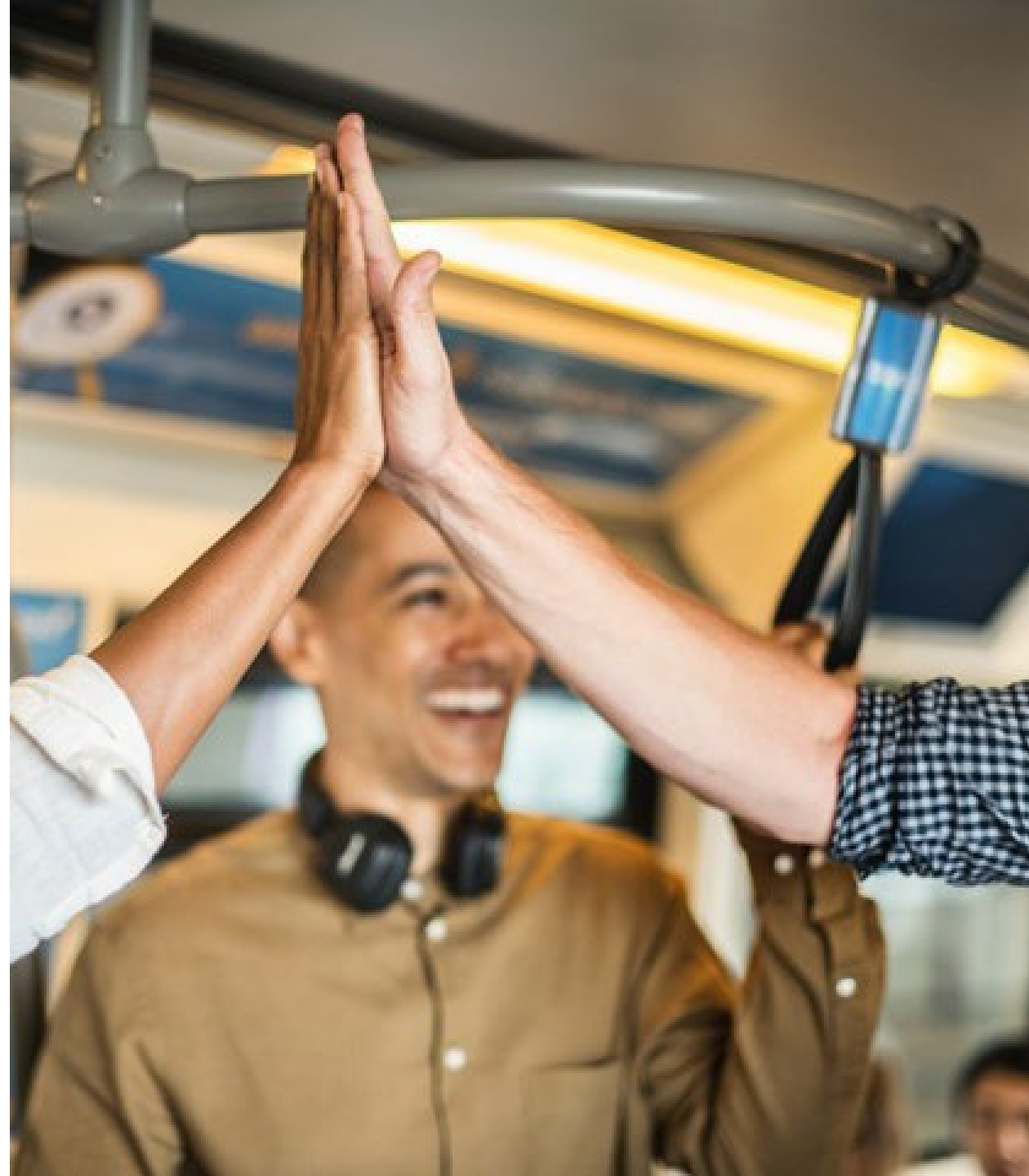
- ✓ Participate and share your thoughts, invite the sharing of all thoughts freely in a safe space. If you don't feel comfortable sharing in the meeting, send comments to Ailala
- ✓ Listen when others speak – seek first to understand
- ✓ Be respectful of each other
- ✓ Raise your concerns or problems you foresee
- ✓ Focus on problem solving and solutions
- ✓ Shared responsibility to create a positive outcome
- ✓ Add or take away group norms as needed



Our Purpose

To enable collaboration among prevention and treatment providers and operators of legal gaming in the Commonwealth on efforts to reduce the negative effects of problem gambling.

- ✓ Level setting & general direction and goals of group
- ✓ Review data and prioritize goals
- ✓ Identify the unique contribution of each committee member





Data from VA Community Readiness and Helpline

What does Community Readiness mean?

Dimensions of Community Readiness



Community Knowledge of Efforts



Community Climate



Leadership



Resources Related to the Issue



Community Knowledge About the Issue

Virginia 2021 Needs Assessment:
**Community Readiness
Assessment Guidebook**



Stages of Community Readiness

1

No Awareness

2

Denial/Resistance

3

Vague Awareness

4

Preplanning

5

Preparation

6

Initiation

7

Stabilization

8

Confirmation/Expansion

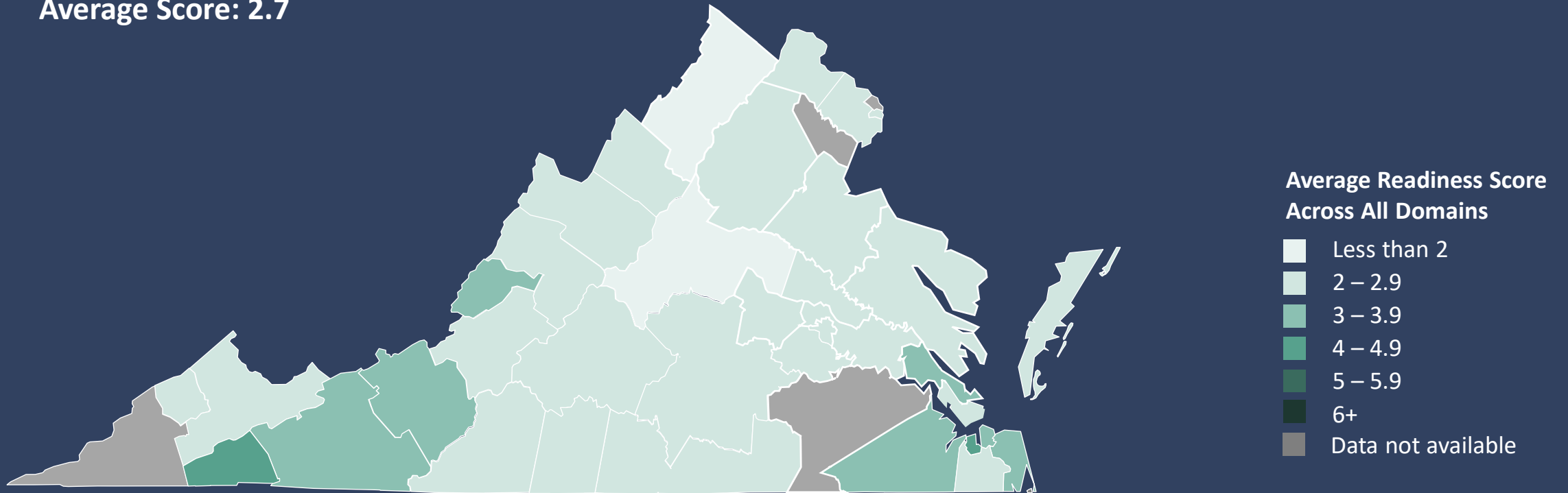
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High Level of Community
Ownership

Overall Average Community Readiness Score

By CSB Catchment Area

Average Score: 2.7



Breaking it Down

A few members of the community have heard about efforts, but the extent of their knowledge is limited.

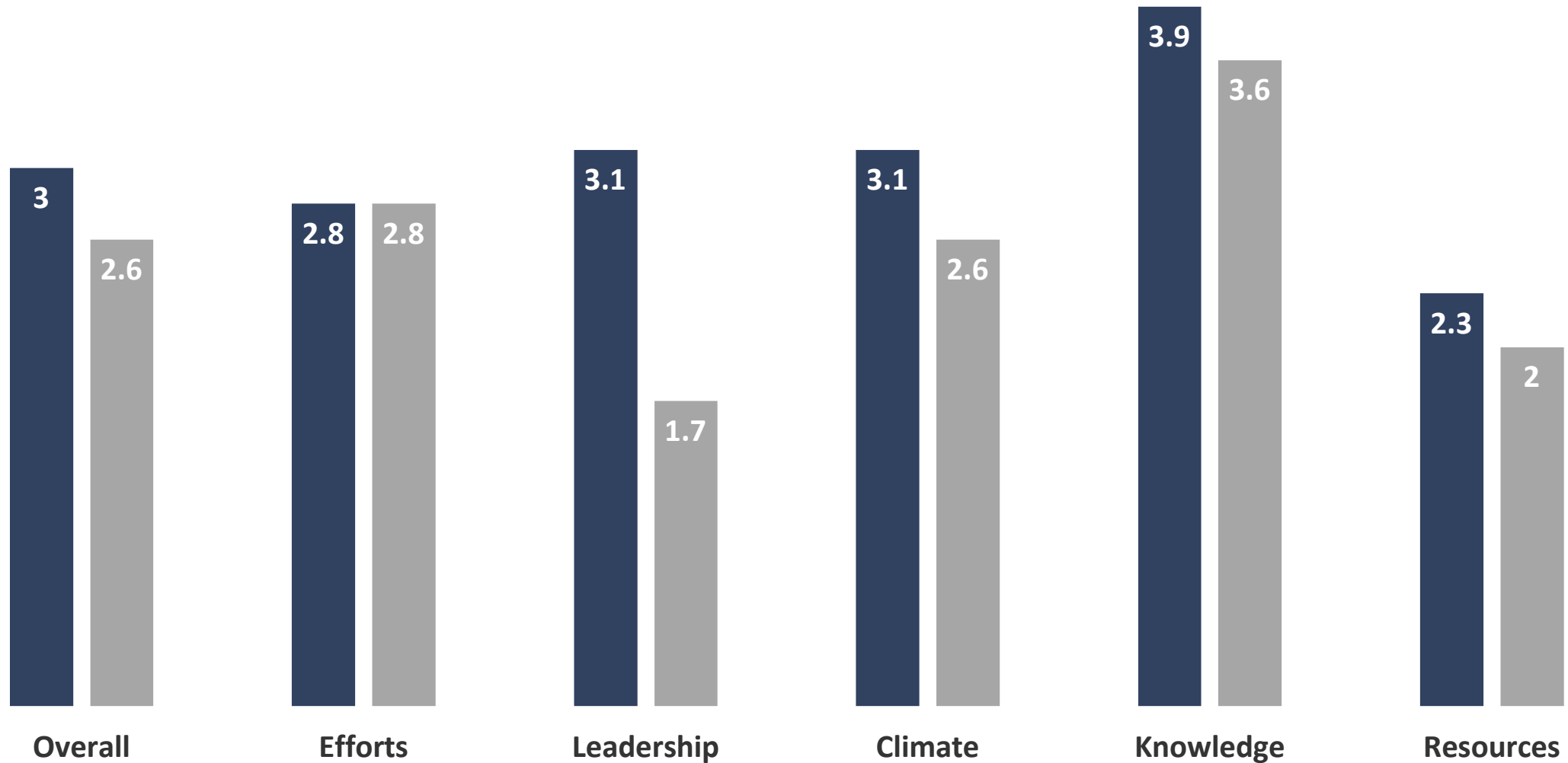
Leadership believes that gaming and gambling is not a concern in their community.

Community climate is neutral, disinterested, or believes that gaming and gambling does not alter the community as a whole.

Some community members have basic knowledge and recognize that gaming and gambling occurs locally, but information and/or access to information is lacking.

There are no resources available for dealing with gaming and gambling.

Average Community Readiness Scores among **CSBs with a current or planned Casino, Racino, or Rosie's Gaming Emporium** were higher across all but one domain when compared to those without a dedicated gambling establishment.





[http://bit.ly/
VAGambling
ProviderMap](http://bit.ly/VAGamblingProviderMap)

Recommendations and Strategies



Sustainable Funding

Dedicated and continuous funding for prevention efforts targeting problem gaming and gambling behaviors is needed to address the current and anticipated need that will arise out of increased availability of gaming and gambling activities across the state. Efforts should be integrated into the current prevention framework by adding problem gambling and gaming into the statewide prevention logic model and aligning strategies.



Merchant Education

Statewide merchant education efforts for tobacco retailers (Counter Tools) should be expanded to include lottery retailers, recognizing the significant overlap between tobacco and lottery retailers and need for improved advertising practices.



Information Dissemination

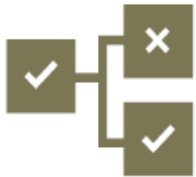
State and local efforts should engage in information dissemination efforts to educate the public about issues related to problem gambling, including risks, signs, and resources for support, as well as ensure that efforts to address problem gambling visible in the community.

Recommendations and Strategies (cont'd)



Expanded Protections for Consumers

With increased opportunities for gaming and gambling, efforts should be made to expand consumer protections through enforcement of ID checks and provision of training for staff at dedicated gaming and gambling establishments (Casinos, Racinos, Rosie's Gambling Emporium, and Racetracks) to recognize problem gambling behaviors and provide resources to consumers.



Advertising Regulations

State agencies and decision-makers should explore options for the regulation of gaming and gambling advertising, including placing restrictions on ad placements to minimize messaging impact on youth and restricting the number of ads per lottery retailer to minimize ad exposure in urban areas. Mandates on the inclusion of problem gambling support resources in advertising of gaming and gambling services and at charitable gaming events should also be considered.



Zoning Restrictions

State agencies and decision-makers should explore options for zoning restrictions to regulate saturation of gaming and gambling opportunities in localities, as well as proximity of gaming and gambling establishments to youth-serving organizations (e.g. schools, youth centers, etc.).

Recommendations and Strategies (cont'd)



Develop a Responsible Gambling Host Association

Establishment of an association of gambling hosts (e.g. Casinos, Racinos, Rosie's Gambling Emporiums, Racetracks, etc.) can serve to facilitate collaboration with state agencies (e.g. DBHDS, VA Council on Problem Gambling, Law Enforcement, etc.) and provide a central pathway for communication, education, and enforcement.



Youth Education

Community Service Boards should implement problem gaming and gambling prevention education efforts targeting youth in order to mitigate impact of gaming and gambling advertising on youth behaviors.



Group Discussion



Compare, Sift & Identify Themes

- ✓ What stands out to you in the data?
- ✓ How does (or not) this data resonate with your experiences?
- ✓ What context about your role/organization is important for us to understand related to this work?



Initial Priorities

- ✓ What have we not yet captured that is important as we move forward?
- ✓ What are your organization's strengths as it relates to this work?
- ✓ Based on the data and recommendations we just discussed, what do you see as the initial priorities?





Wrap Up / Next Steps