



Pennsylvania Department of Drug and Alcohol Programs

Compulsive and Problem Gambling Annual Report

2019



ABOUT THIS DOCUMENT

The Pennsylvania Race Horse Development and Gaming Act requires the Department of Drug and Alcohol Programs (DDAP) to develop an annual report on the impact of the programs funded by the Compulsive and Problem Gambling Treatment Fund. This report fulfills these requirements for the State Fiscal Year (SFY) of July 1, 2018 – June 30, 2019.

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MESSAGE FROM THE SECRETARY



Raising awareness of the effects of problem gambling and educating individuals and their families on the treatment services for problem gambling is a vital part of our mission. The Department is committed to ensuring Pennsylvanians are aware of treatment options, while taking preventative action for future generations.

This report provides a picture of how the Department is utilizing funding from the Compulsive and Problem Gambling Treatment Fund to support those with a gambling disorder and their families.

If yourself or a loved one are in need of help, I encourage you to call the toll-free Pennsylvania Gambling Helpline at 1-800 GAMBLER or to access this helpline through the 24 hour internet chat or text options found on DDAP's website at:

<https://www.ddap.pa.gov/Get%20Help%20Now/Pages/Problem-Gambling.aspx>

OUR MISSION

The mission of DDAP is to engage, coordinate and lead the Commonwealth of Pennsylvania's effort to prevent and reduce drug, alcohol, and gambling addiction and abuse; and to promote recovery, thereby reducing the human and economic impact of the disease.

Compulsive and Problem Gambling Treatment Fund

Act 71 of 2004, The Pennsylvania Race Horse Development and Gaming Act, established the Compulsive and Problem Gambling Treatment Fund (CPGT) as a mandated annual transfer of dollars from the State Gaming Fund to DDAP. Act 1 of 2010 specified that the amount transferred annually be \$2,000,000 or an amount equal to .002 multiplied by the total gross terminal revenue of all active and operating licensed gaming entities, whichever is greater. DDAP uses CPGT funds to maintain a crisis counseling and referral hotline, promote awareness regarding recognition and prevention of compulsive and problem gambling, facilitate the availability of effective assistance programs for problem and compulsive gamblers and affected family members, and conduct studies to identify commonwealth citizens at risk of becoming problem or compulsive gamblers. Act 42 of 2017 expanded gaming to include a new category of mini casino licenses, interactive gaming, fantasy gaming, sports betting, truck stop gaming terminals, and airport gaming terminals. Over \$4.6 million was transferred to the CPGT fund during the period of July 1, 2018 through June 30, 2019 (SFY 2018-19).

DDAP distributed approximately \$4.4 million of the CPGT fund for compulsive and problem gambling prevention and treatment for SFY 2018-19. Approximately 83 percent of the total was provided to the SCAs for the purpose of problem gambling needs assessments, prevention programs, outreach programs, education programs, and other DDAP approved services. Nine percent was disbursed directly to gambling treatment providers to provide outpatient gambling counseling services to residents of the commonwealth. The remaining eight percent was used for administration, oversight of the programs, trainings, and helpline services associated with problem gambling.

The Problem Gambling Helpline

DDAP contracts with the Council on Compulsive Gambling of Pennsylvania, Inc. (CCGP) to manage its toll-free Pennsylvania Gambling Helpline 1-800-GAMBLER which includes a 24-hour internet chat and texting feature.

The helpline provides confidential crisis counseling and referral services for problem gamblers and their family members who may be affected by problem gambling. Calls to the helpline are answered 24 hours a day, seven days a week, by professionally-trained operators.

The helpline provides translation services with over 60 languages and operators collect as much data as the context of the call allows including demographics and gambling related data. Resources given from the helpline include referrals to treatment providers, Gamblers Anonymous (GA) and Gam-Anon meetings, and informational handouts.

The data provided on pages 3-7 reflect the helpline data for SFY 2018-19. During this time a total of 1,099 calls to the helpline were intakes for problem gambling treatment resources with the highest type of referrals being to a treatment provider or GA. Calls to the helpline come from the entire commonwealth with the highest number from Philadelphia and Allegheny counties. Most of the callers were Caucasian males calling for themselves. The caller's precipitating problem was most often financial hardships due to gambling and the most identified type of problematic gambling was slot machines.

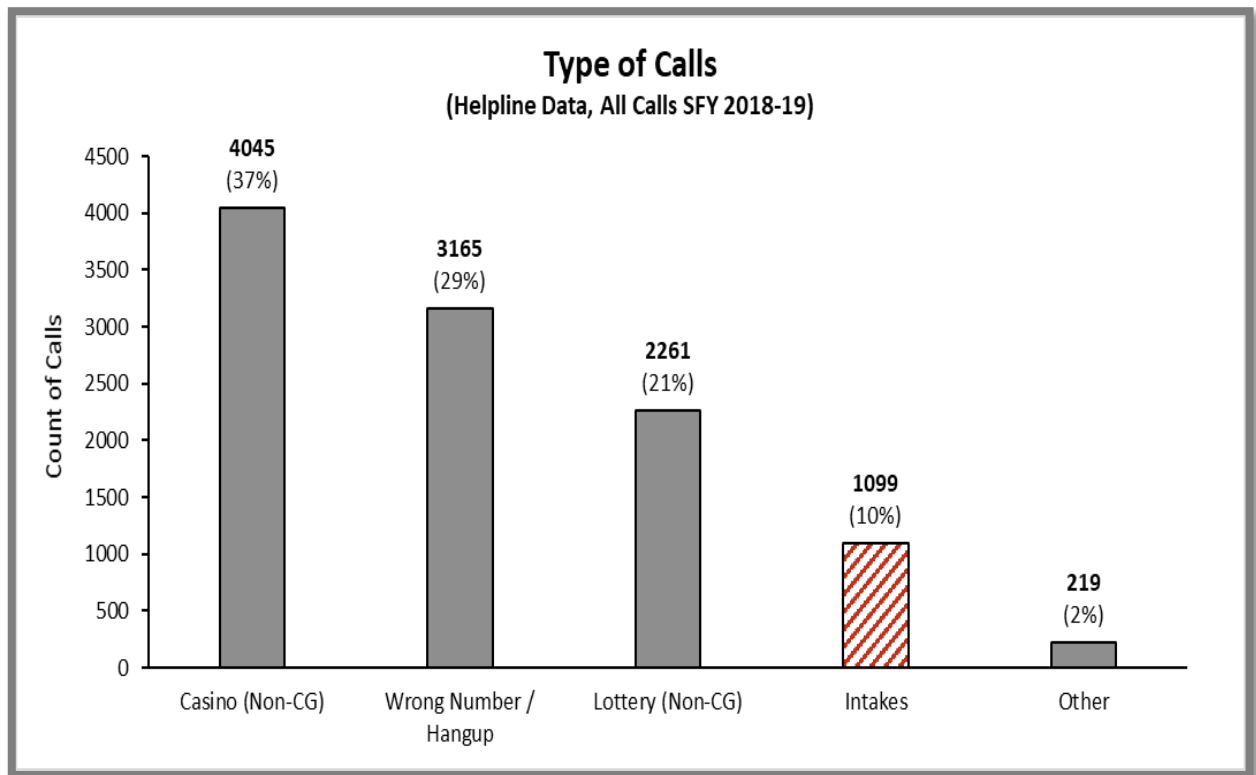


Figure 1 shows the types of calls.

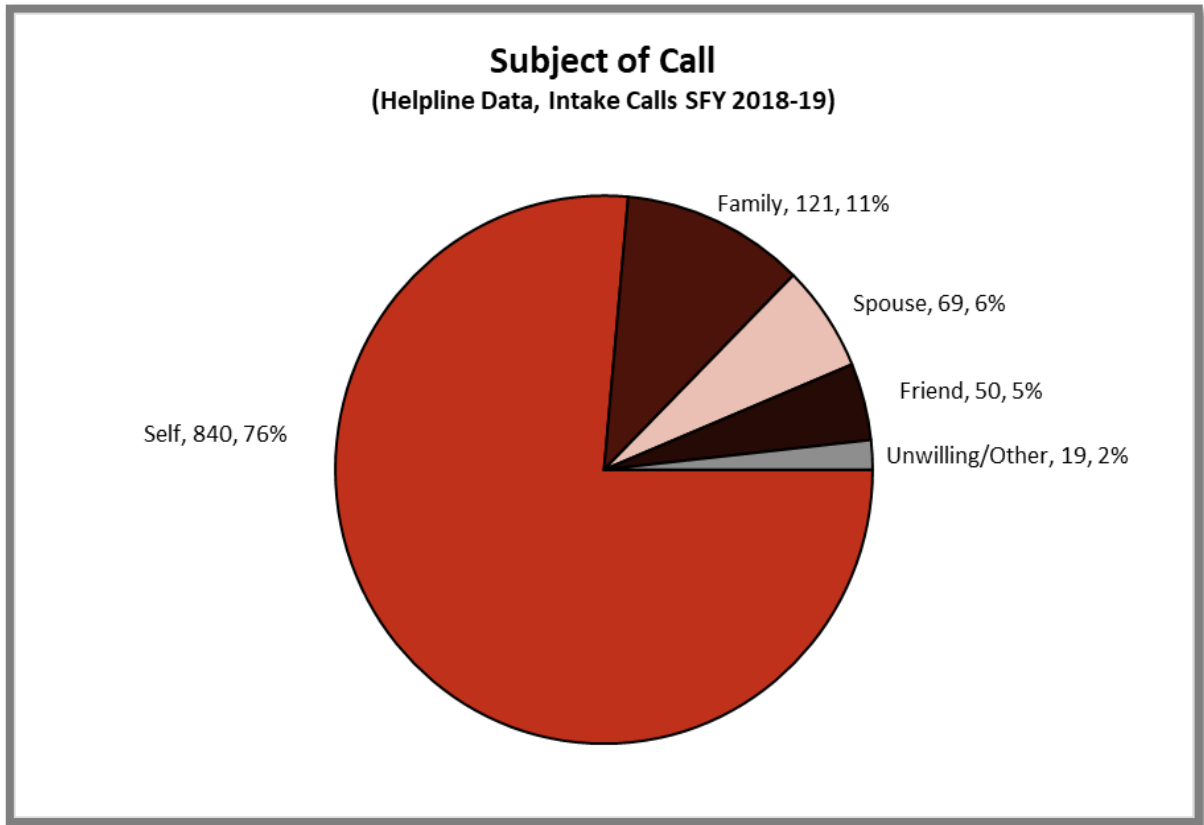


Figure 2 shows who people are calling in about.

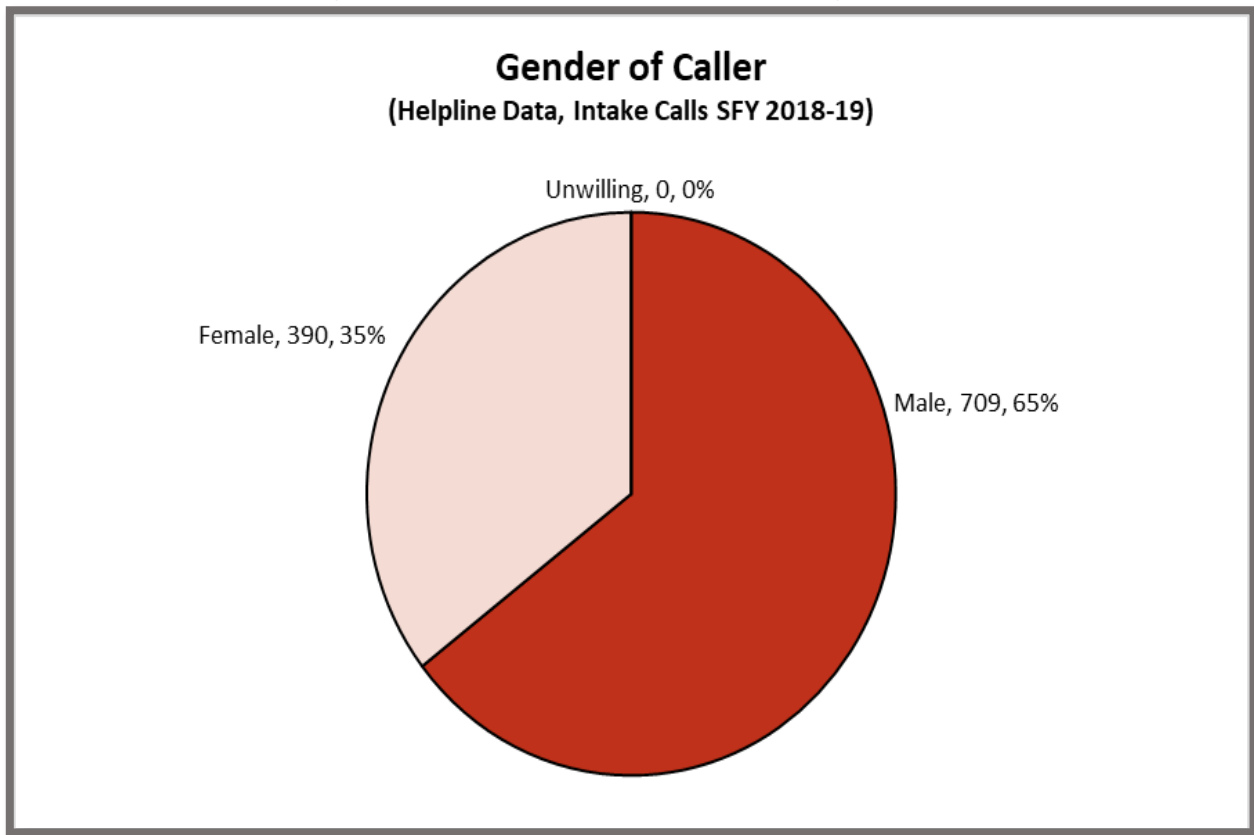


Figure 3 shows the gender of the callers.

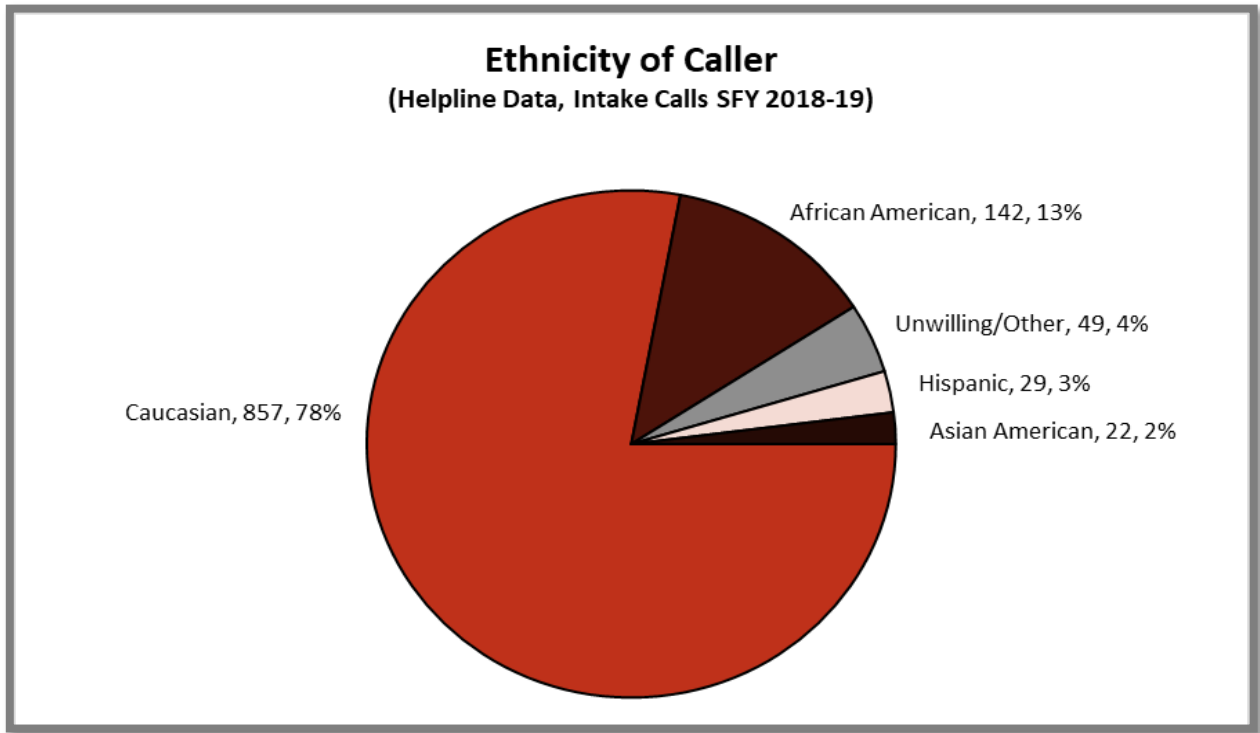


Figure 4 shows the ethnicity of callers.

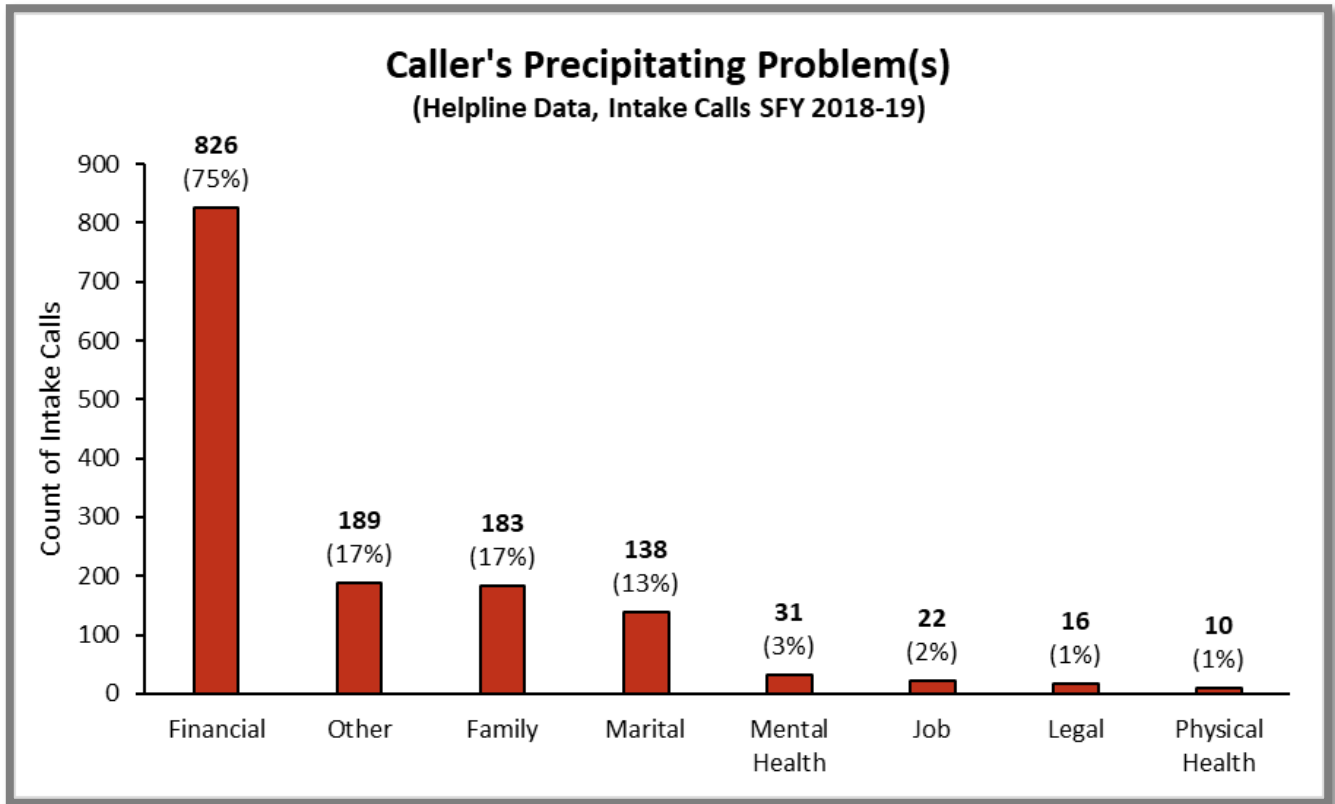


Figure 5 shows caller's precipitating problem(s).

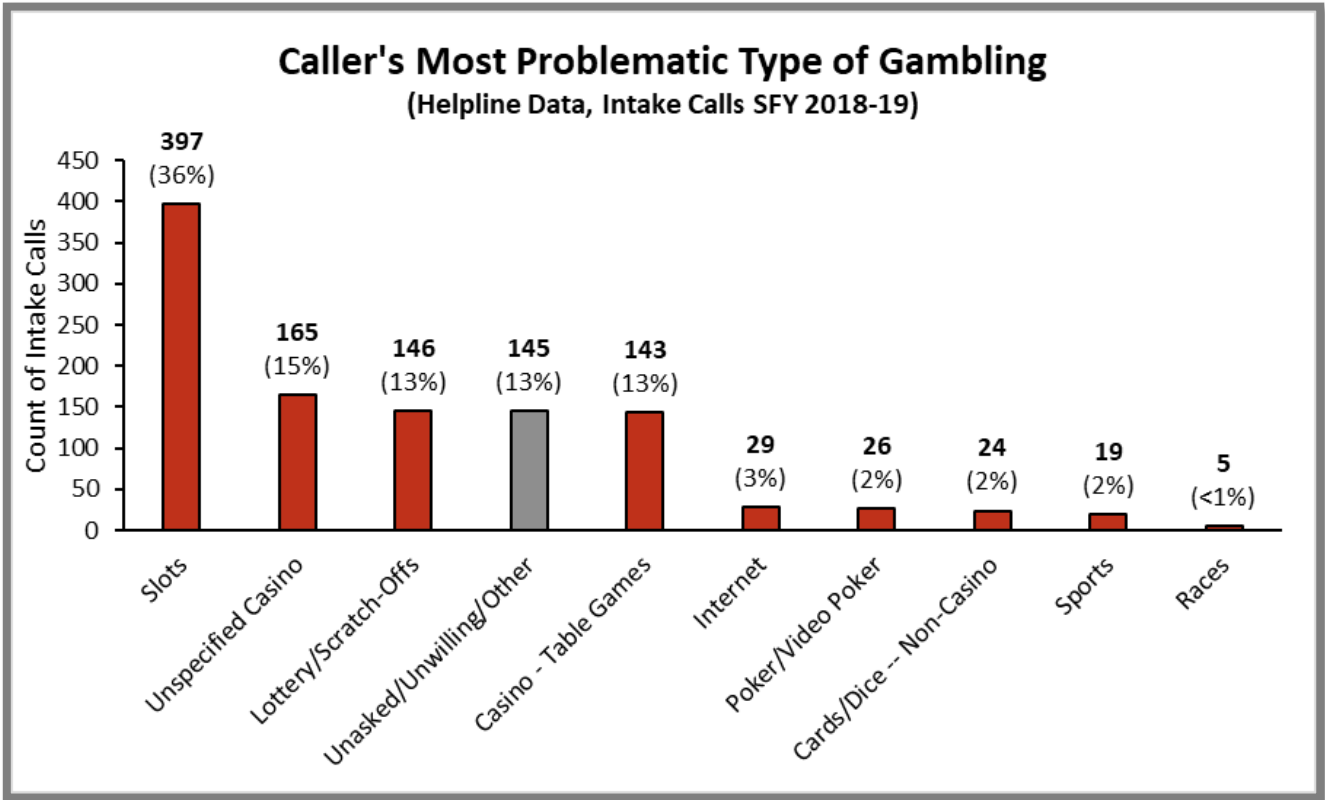


Figure 6 shows the caller's most problematic type of gambling.

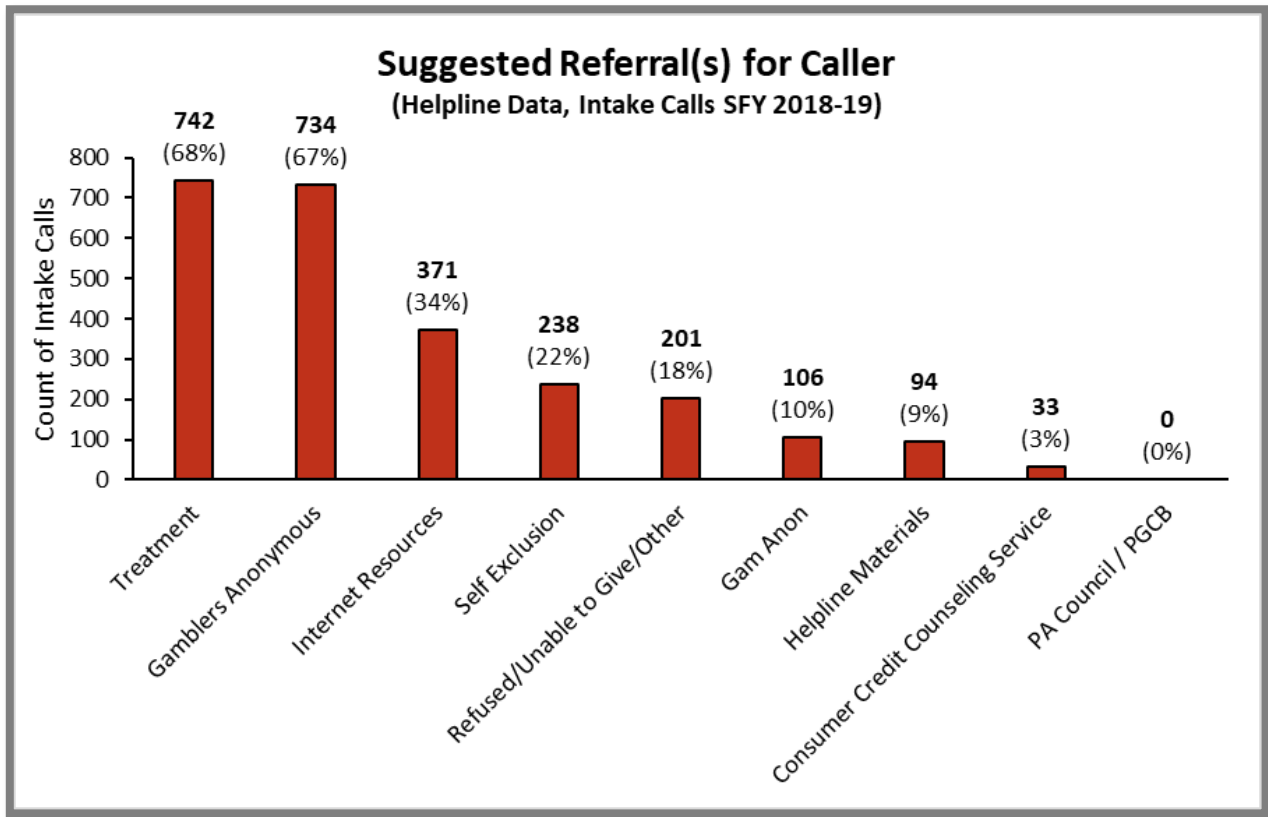


Figure 7 shows suggested referral(s) of caller.

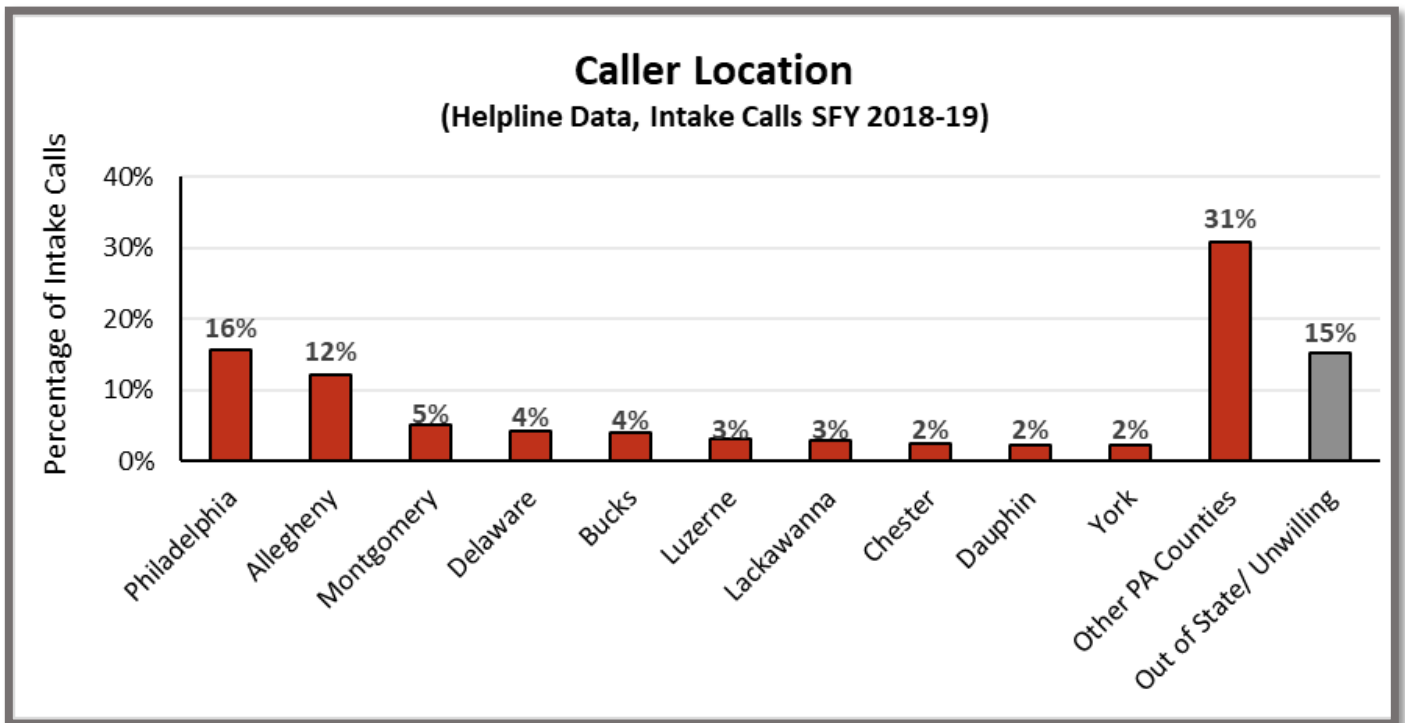


Figure 8 shows caller locations.



Problem Gambling Treatment Providers

DDAP directly contracts with individual treatment providers and agencies to provide outpatient counseling to Pennsylvania residents with a gambling disorder and their families. These providers deliver problem gambling treatment to Pennsylvanians who are uninsured or underinsured.

As of June 30, 2019, DDAP contracted with 36 agencies to provide these services. DDAP conducts continuous recruitment activities to engage counselors available to provide treatment services. DDAP has added 12 more problem gambling treatment service providers since June 30, 2019.

DDAP annually monitors its contracted gambling treatment providers. The monitoring includes onsite visits and offsite depending on the number of clients each provider serves. Information for monitoring visits conducted in SFY 2018/19 is reflected on page 8.

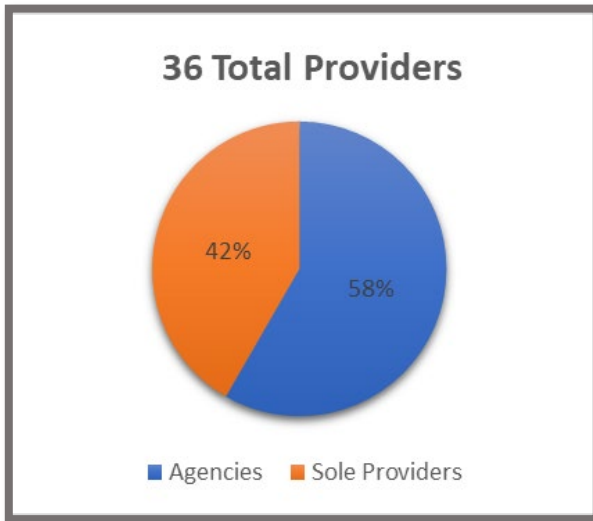


Figure 9 shows the total providers.

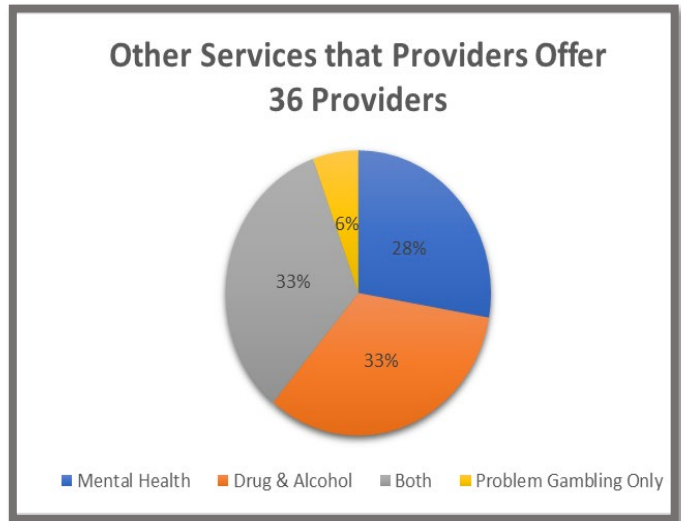


Figure 10 shows the services provided.

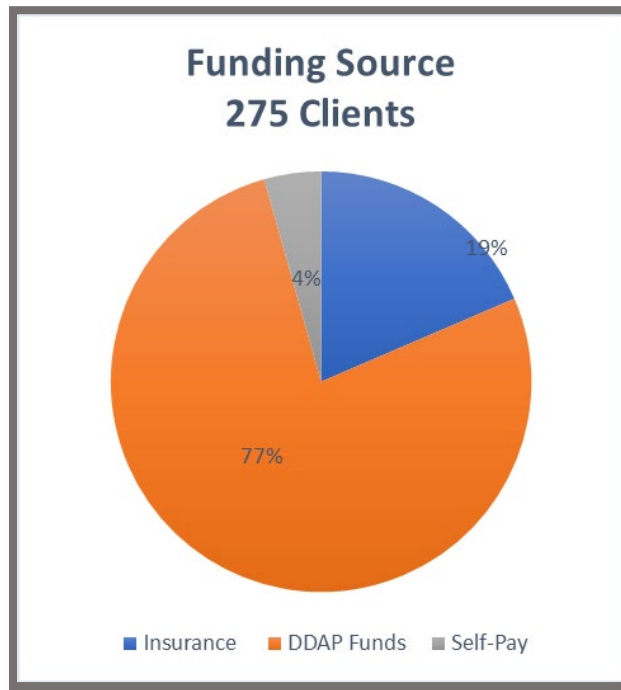


Figure 11 shows the funding source for individuals receiving treatment.



Impact of Problem Gambling Treatment

The following data are collected by outpatient problem gambling treatment providers on clients that were treated using the CPGT. A total of \$409,958 was expended in SFY 2018-19. For this report an admission is counted when a client enters treatment and is paid for using DDAP funding. A discharge is counted when DDAP funding is no longer being used even if the client remains in treatment.

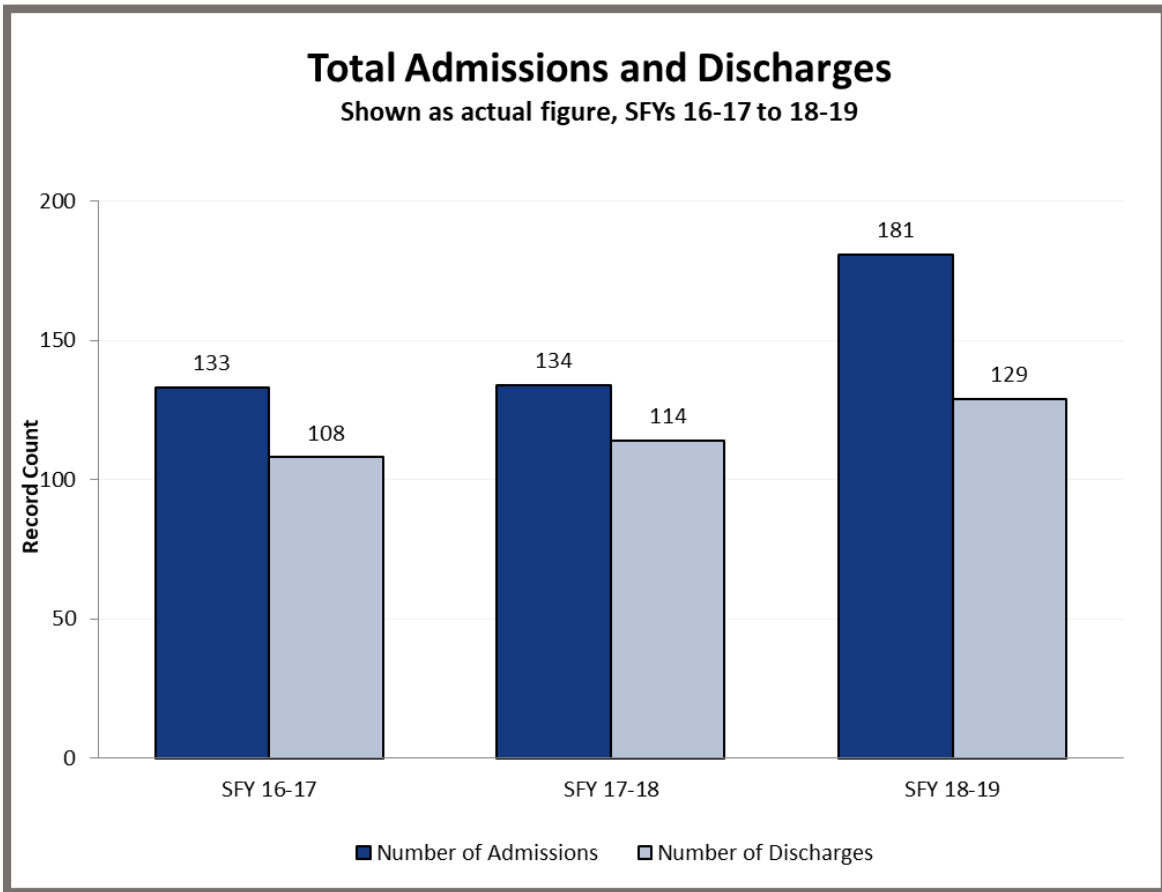


Figure 12 Overall Gambling Admissions and Discharges.

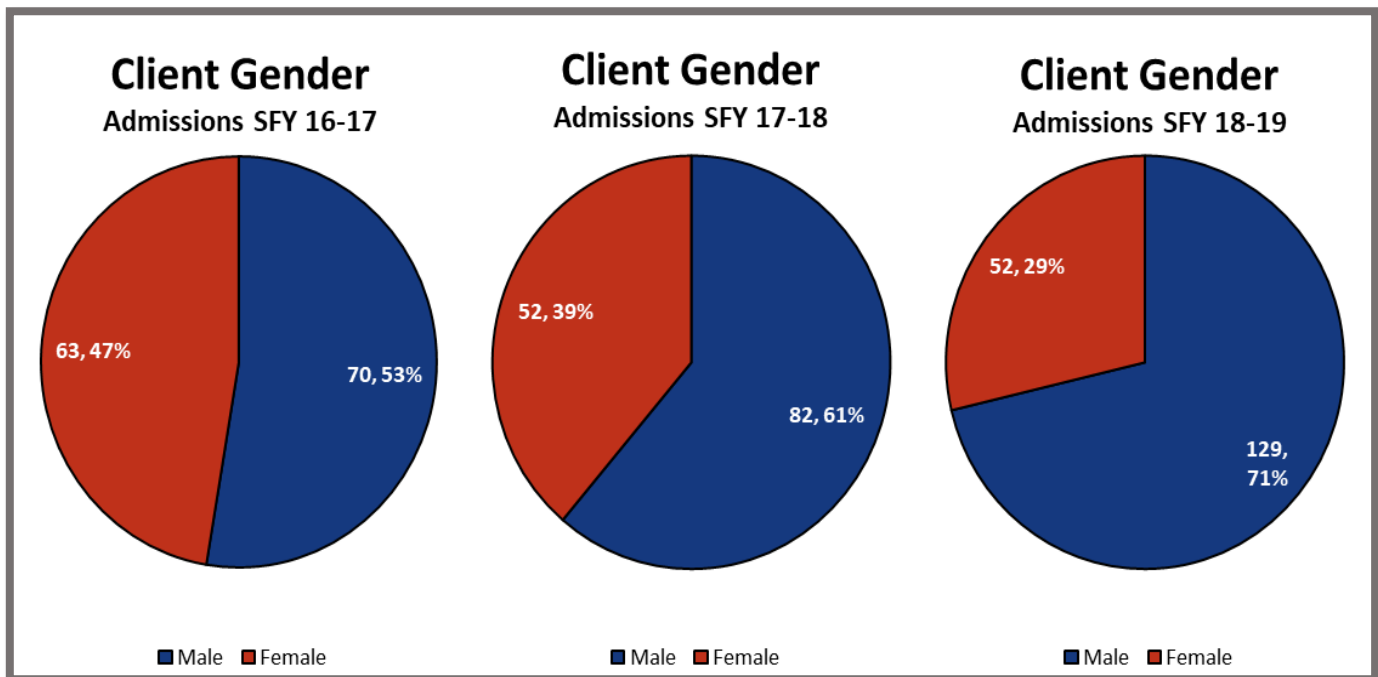


Figure 13 shows the client gender.

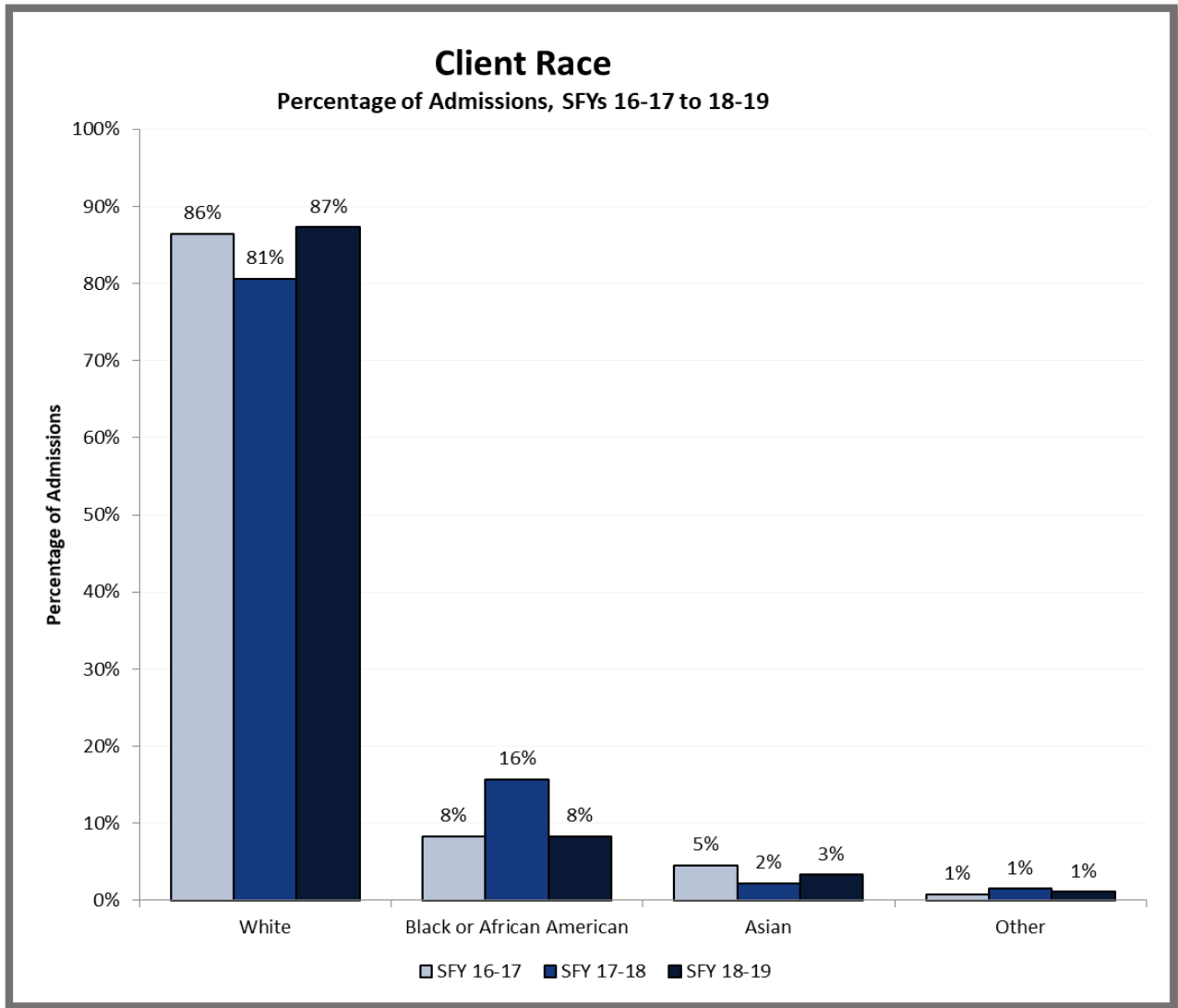


Figure 14 shows the client's race.

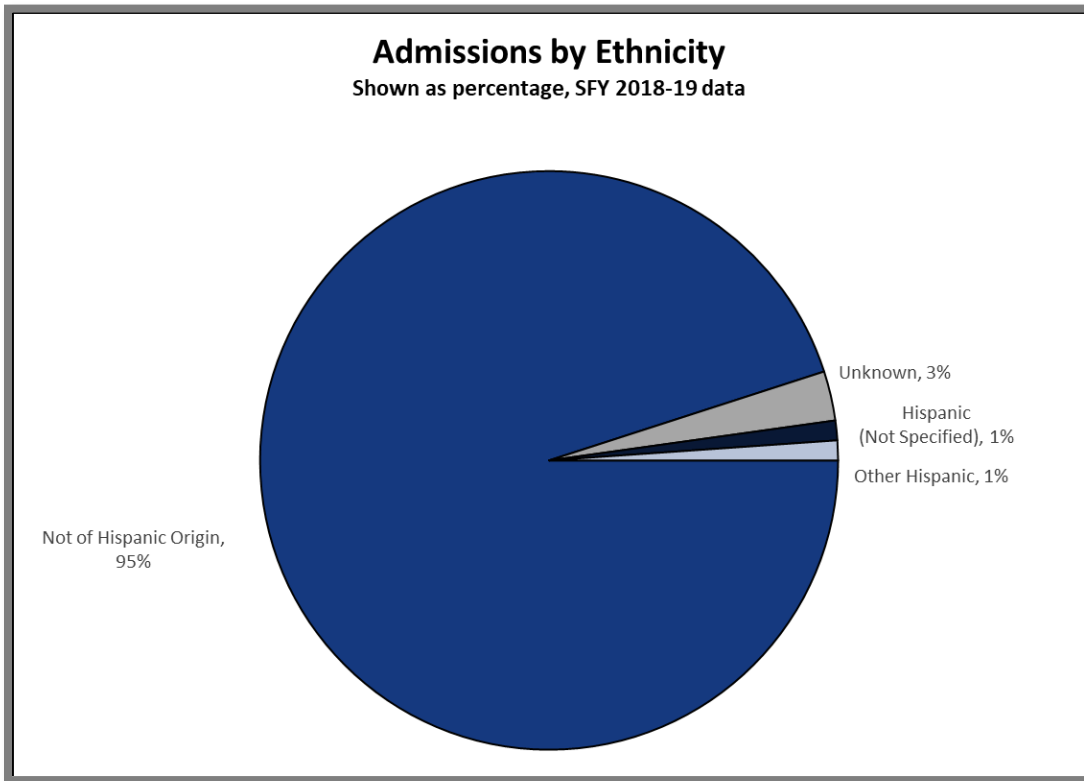


Figure 15 shows admissions by ethnicity.

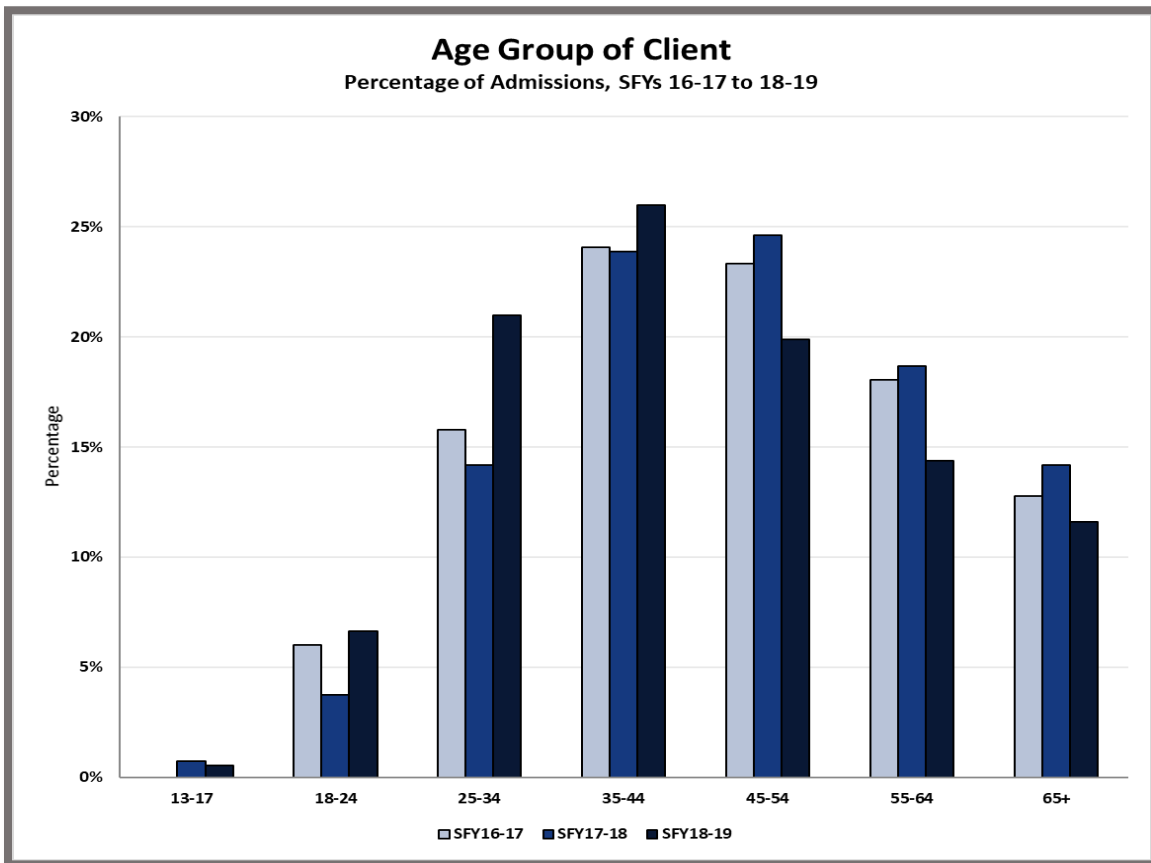


Figure 16 shows the age group of clients.

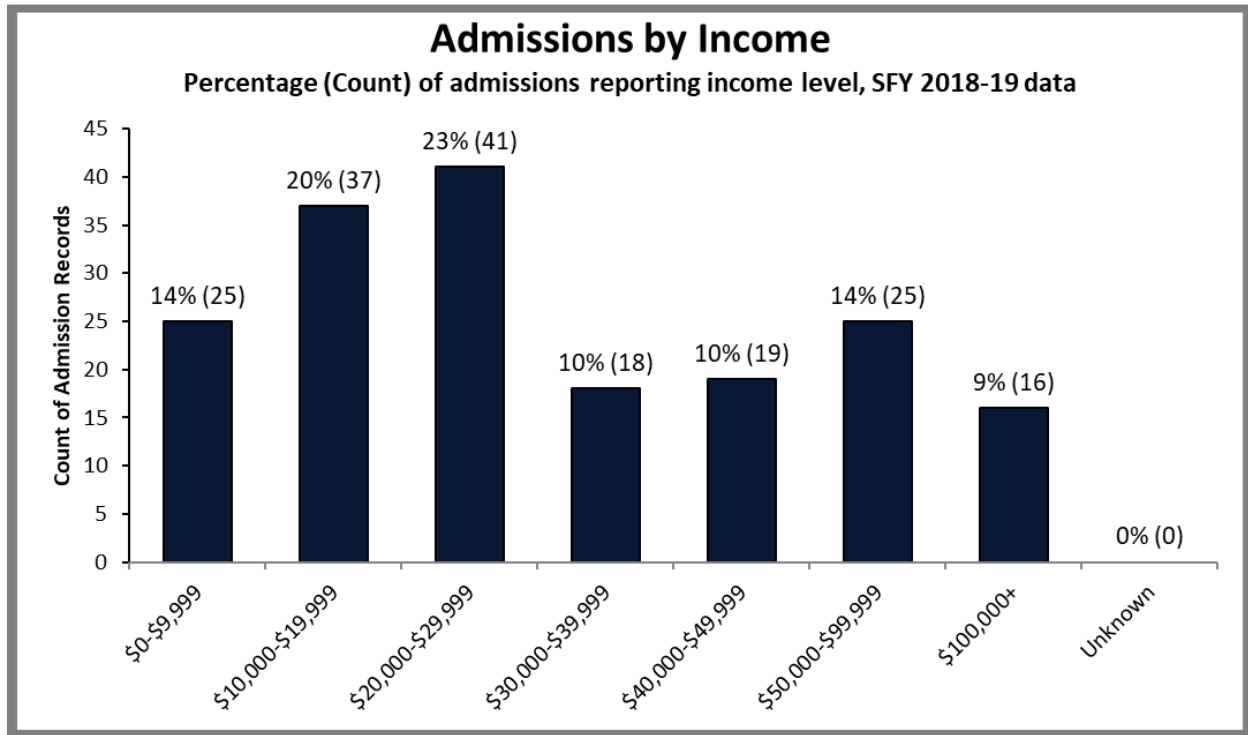


Figure 17 shows admissions by income.

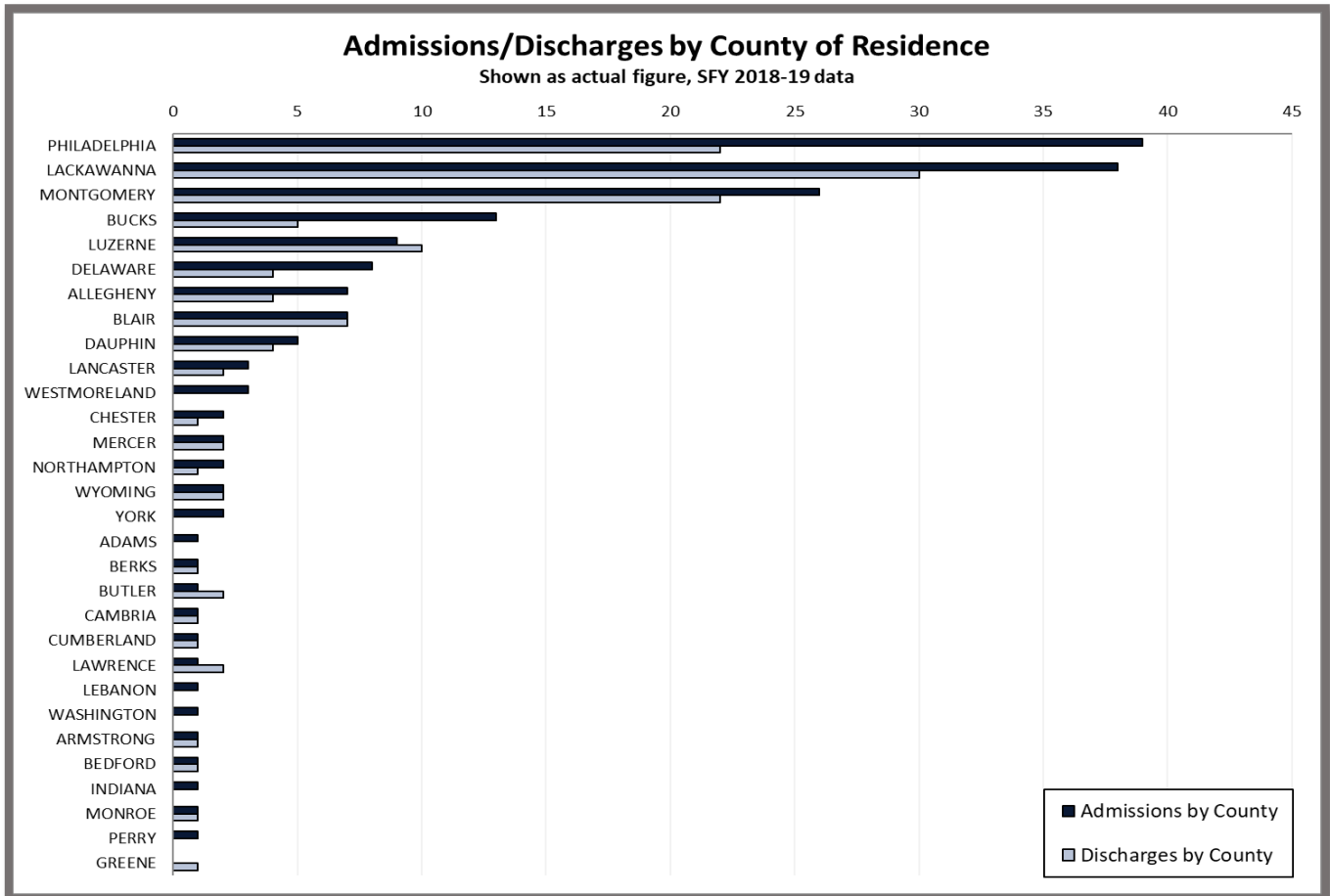


Figure 18 shows admissions/discharges by county of residence.

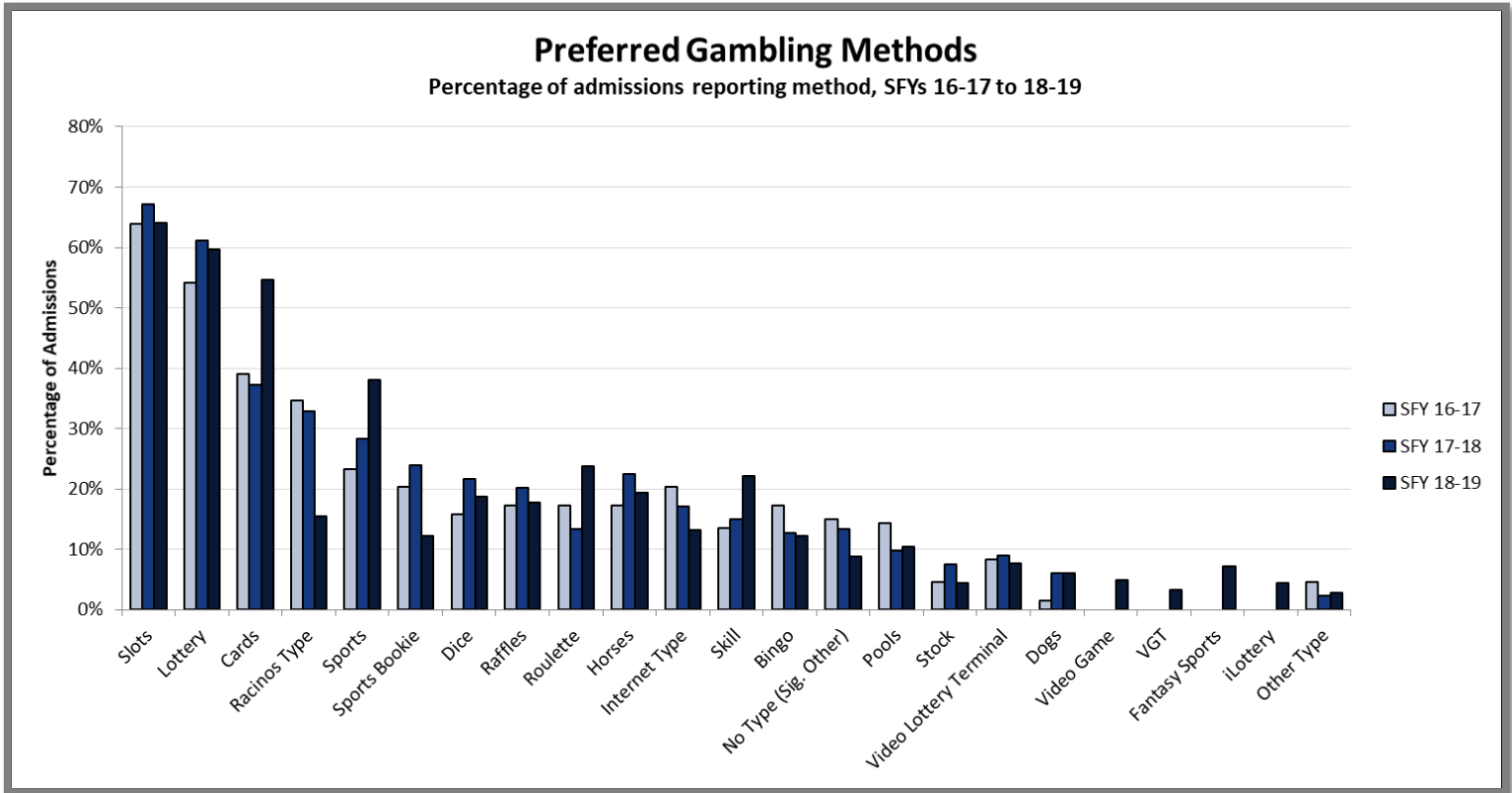


Figure 19 shows the preferred gambling methods.

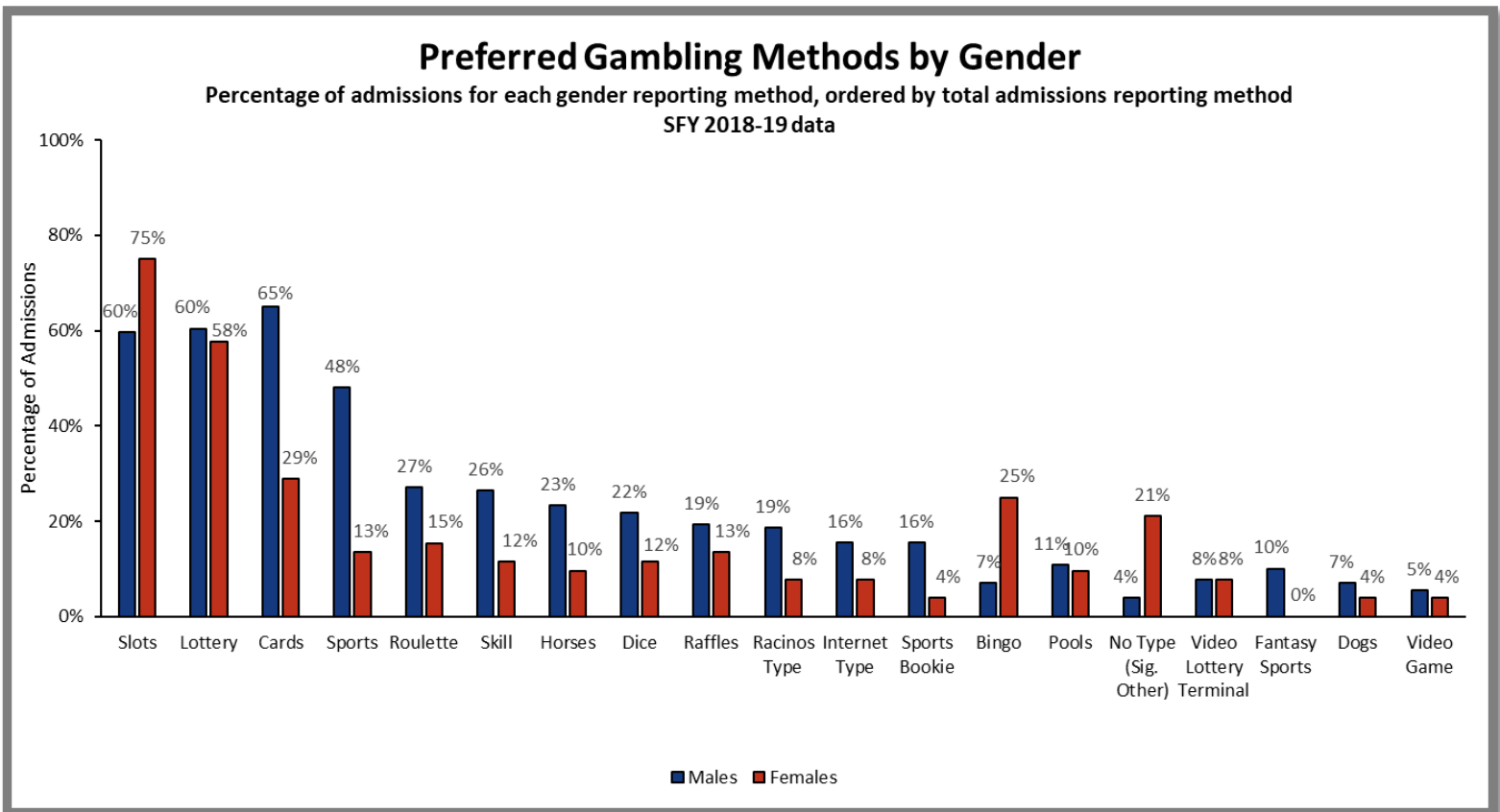


Figure 20 shows the preferred gambling methods by gender

Employment Status at Admission

Percentage (Count) of admissions reporting status, SFY 2018-19 data

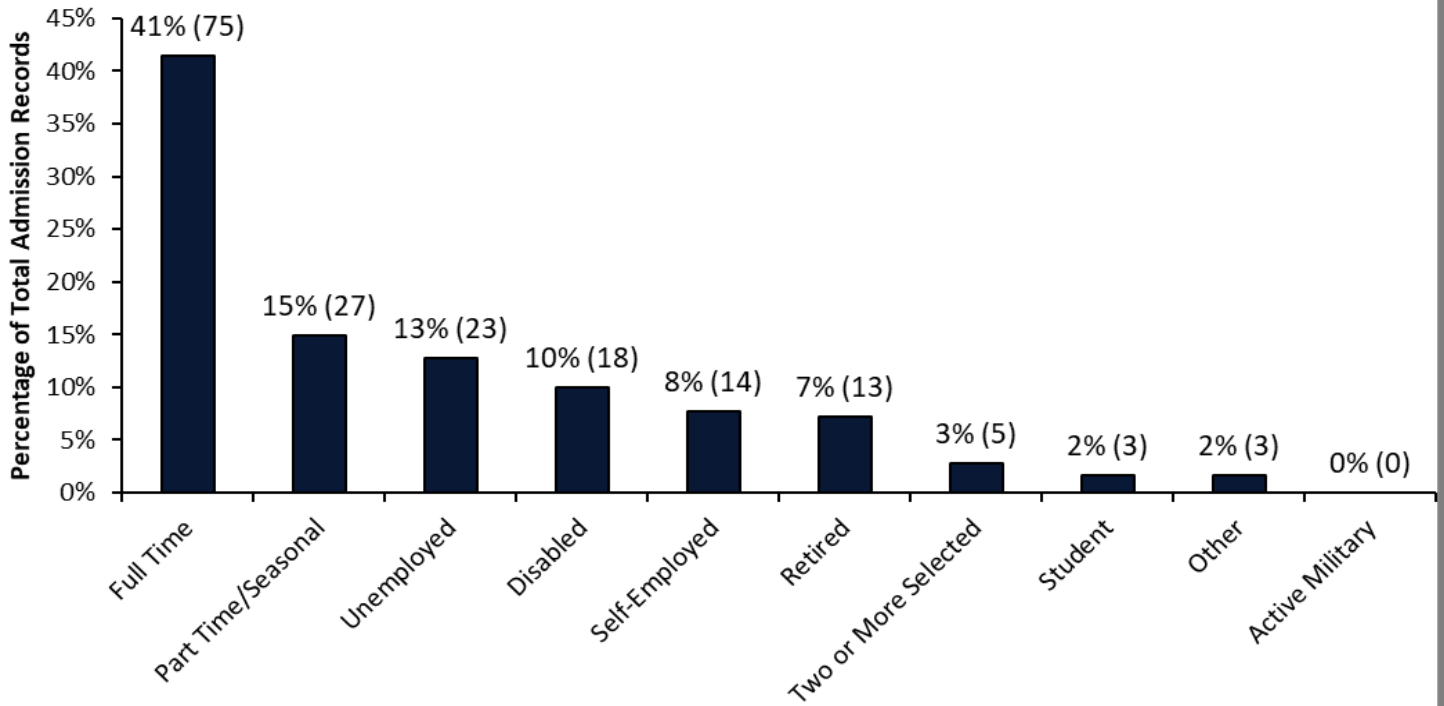


Figure 21 shows the employment status at admission.

Discharge Employment Status of the 22 Discharged Clients Who Were 'Unemployed' at Admission

Discharges SFY '18-'19

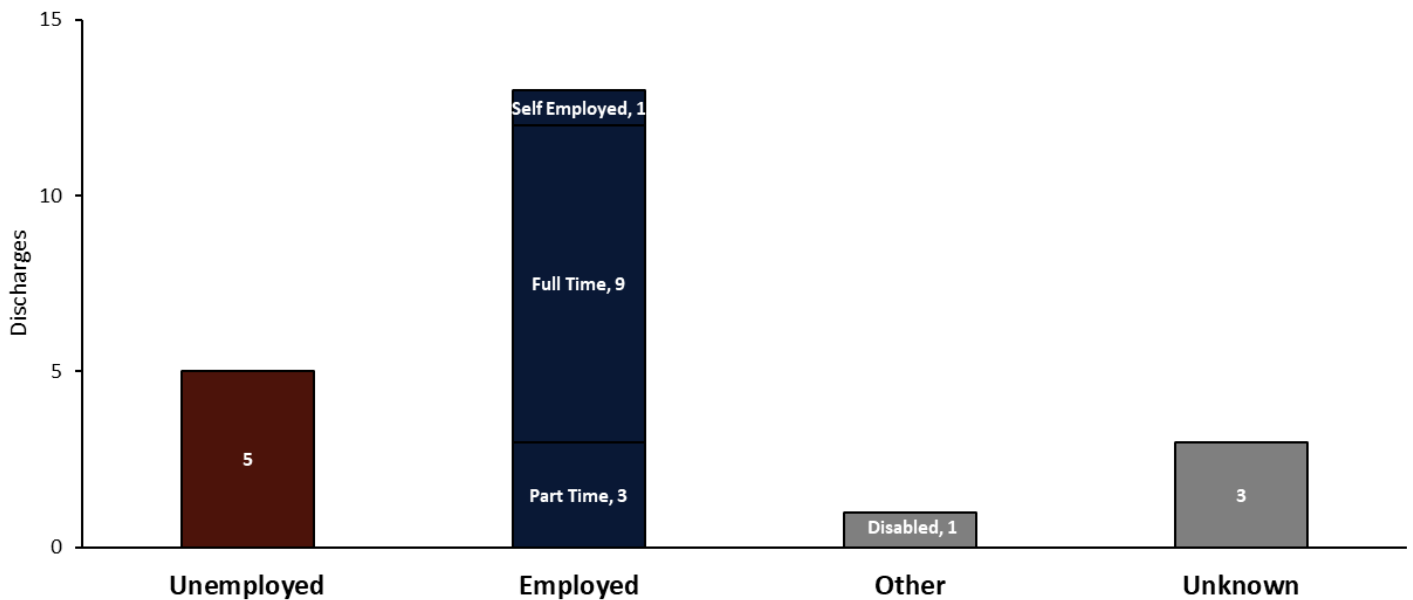


Figure 22 shows the clients discharge employment status.

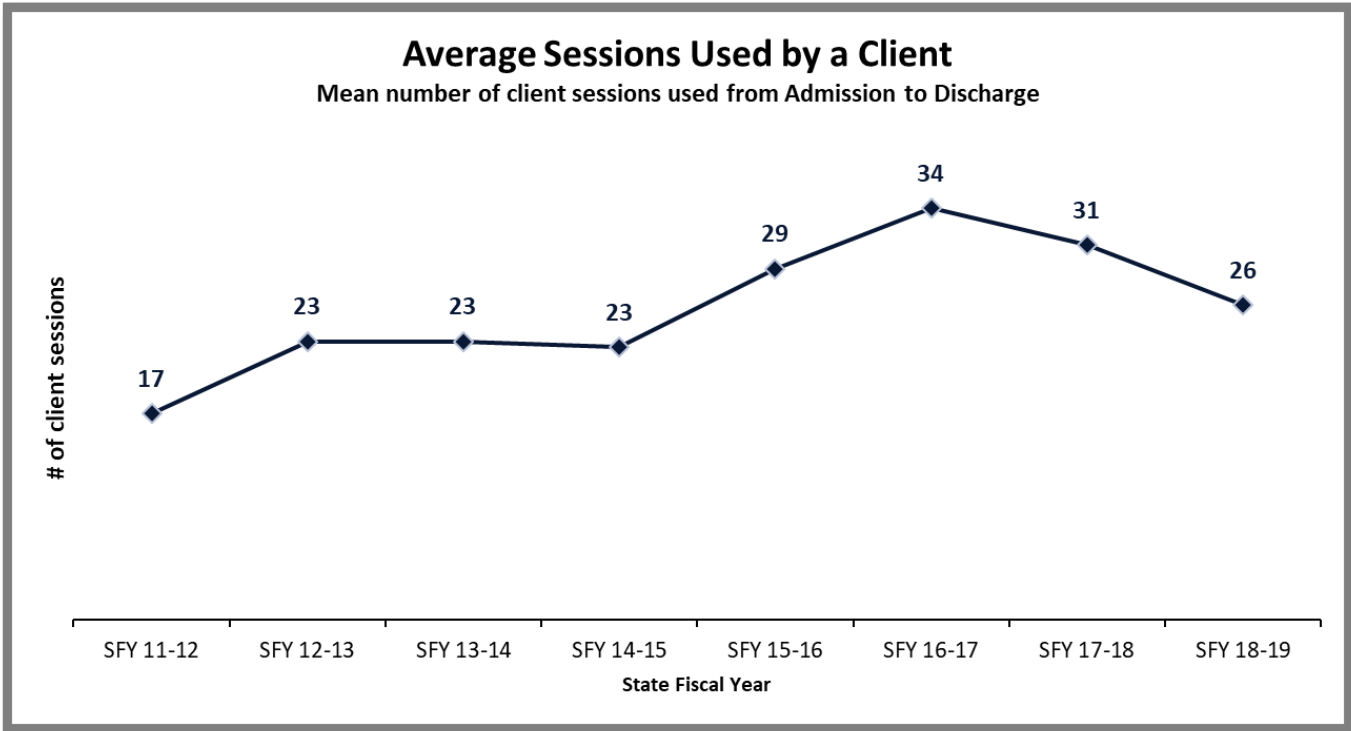


Figure 23 shows the average sessions used by a client.

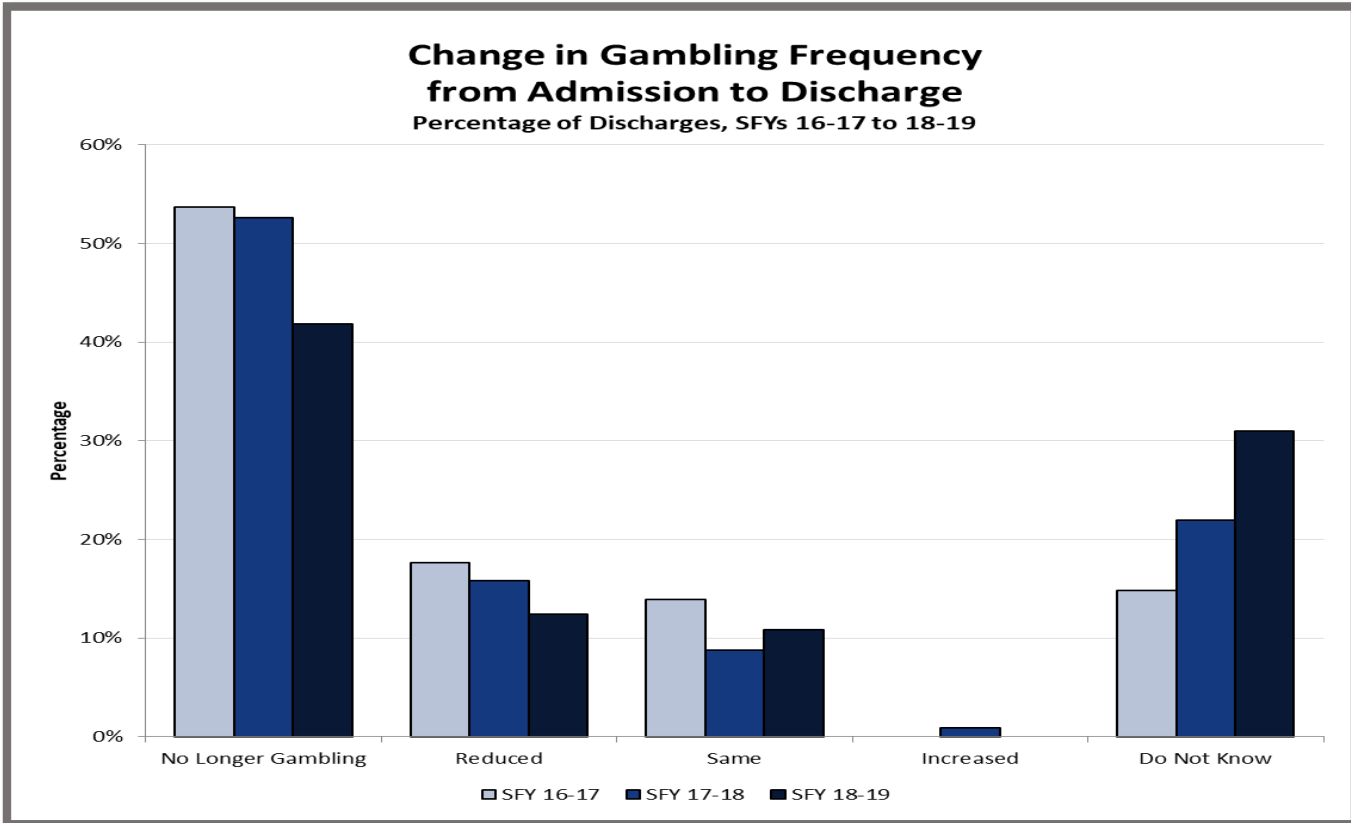


Figure 24 shows the change in gambling frequency from admission to discharge.

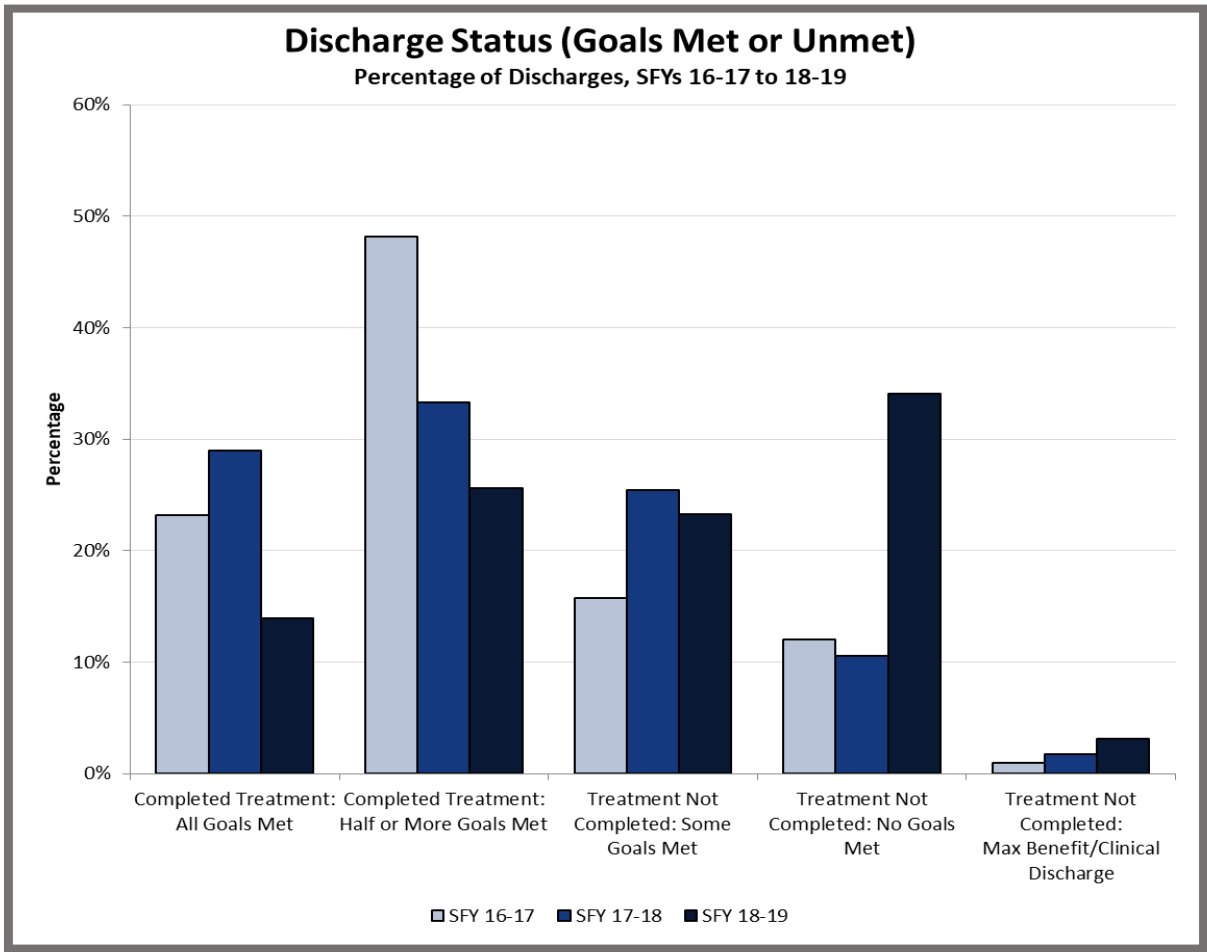


Figure 25 shows the discharge status.

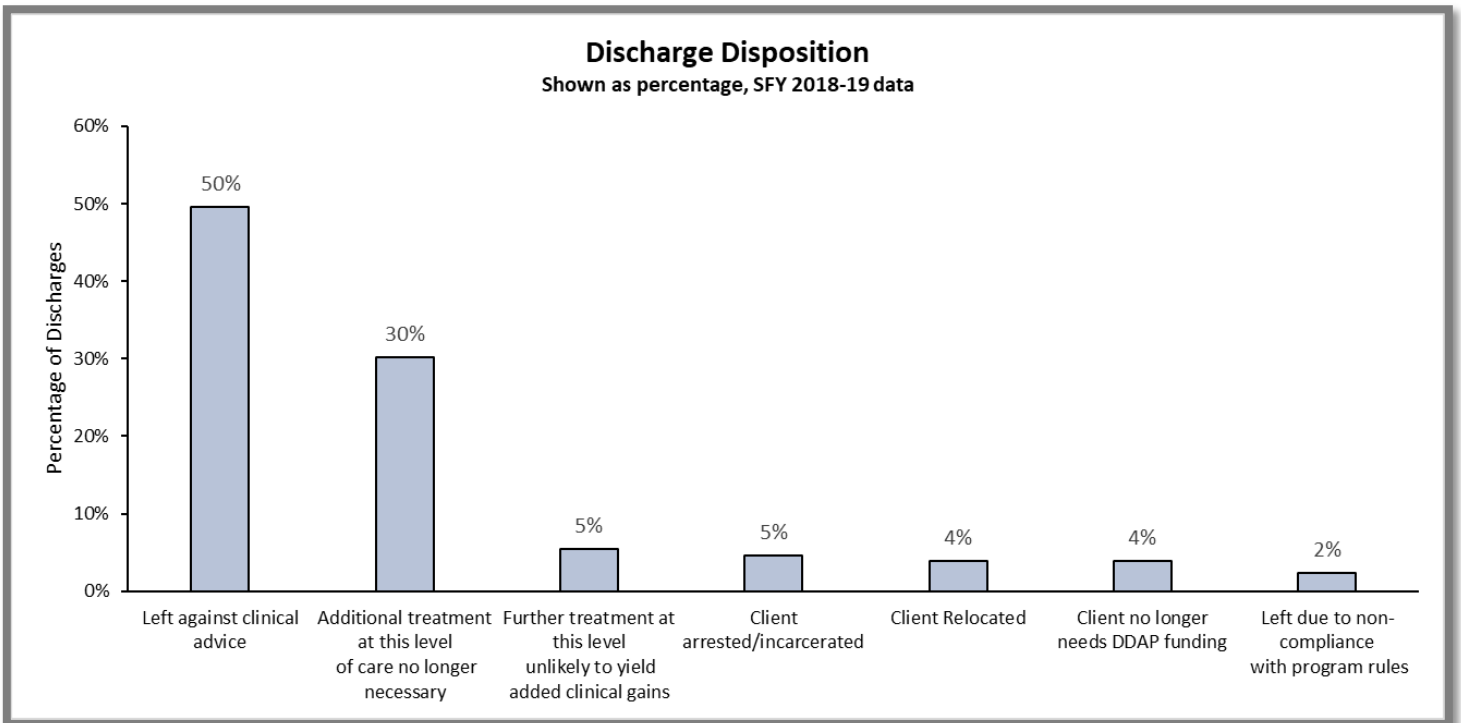


Figure 26 shows the discharge disposition.

Prevention of Problem Gambling

DDAP's problem gambling prevention goals are:

- Increasing awareness of underage and problem gambling and the risk and protective factors to prevent underage and problem gambling
- Increasing awareness of resources available throughout the state to help individuals and their family members with gambling related problems
- Promoting the problem gambling helpline
- Promoting best practices in problem gambling prevention

DDAP achieves these problem gambling prevention goals by executing best practice programming, strategies and activities at the local, community level. DDAP collaborates with contracted SCAs for problem gambling prevention. Funds were provided to the SCAs to:

- Assess community needs
- Develop a plan to address identified needs
- Implement, monitor and evaluate problem gambling prevention programs and services outlined in plan.

The following 38 SCAs expended \$3,681,682 in SFY 2018-2019 as follows:

Allegheny	\$297,159	Fayette	\$91,289
Armstrong/Indiana/Clarion	\$65,060	Forest/Warren	\$46,913
Beaver	\$42,219	Franklin/Fulton	\$75,000
Bedford	\$27,079	Greene	\$19,187
Berks	\$118,482	Lackawanna/Susquehanna	\$34,536
Blair	\$50,252	Lancaster	\$216,162
Bucks	\$232,849	Lawrence	\$43,129
Butler	\$100,905	Lebanon	\$73,579
Cambria	\$58,701	Lehigh	\$100,517
Cameron/Elk/McKean	\$38,836	Luzerne/Wyoming	\$22,480
Carbon/Monroe/Pike	\$49,708	Lycoming/Clinton	\$37,722
Centre	\$60,401	Mercer	\$34,220
Clearfield/Jefferson	\$90,244	Montgomery	\$56,685
Columbia/Montour/Snyder/Union	\$27,926	Philadelphia	\$688,126
Crawford	\$24,355	Schuylkill	\$16,872
Cumberland/Perry	\$41,849	Venango	\$35,426
Dauphin	\$86,031	Washington	\$54,155
Delaware	\$145,932	Westmoreland	\$66,043
Erie	\$363,150	York/Adams	\$48,503

The SCAs and their contracted prevention agencies provided a coordinated and comprehensive approach to problem gambling prevention services which included:

- Evidence-based, evidence-informed, and supplemental problem gambling prevention programs and activities
- Problem gambling prevention related training,
- Problem gambling awareness campaigns and media dissemination
- Expanded Student Assistance Program (SAP) services beyond those already provided and funded through other funding sources,
- Assisting school districts with analyzing and utilizing their PA Youth Survey (PAYS) data

Problem gambling prevention services were delivered in a variety of settings:

- Schools and after school programs
- Colleges and Universities
- Faith-based organizations
- Community organizations and community-based settings
- Business/Worksites
- Healthcare settings
- Older Adult Housing
- Senior Centers

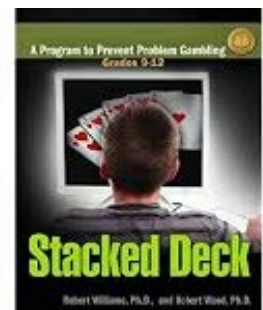
Targeted populations for prevention problem gambling services included:

- High-risk populations and communities affected by risk factors associated with problem gambling
- Youth, families, and caregivers
- Clergy and congregations
- Teachers and other school staff
- Policy makers
- Employers and employees
- Healthcare Workers
- Older adults
- General public

The following are a few examples of prevention programs implemented at the local and community level.

Gambling Away the Golden Years

- Educational kit which explores the possibility of gambling turning from entertainment to addiction, especially in the retirement years
- Targets the older adult population, in a variety of settings including community senior centers



Kids Don't Gamble... Wanna Bet?

- Interdisciplinary curriculum for students in 3rd through 8th grades, developed by the North American Training Institute
- Designed to discourage underage gambling through improved critical thinking and problem-solving skills
- Also includes access to an interactive online magazine designed by teens for teens



Know Limits

- Question and answer game played in teams to promote social interaction and cooperation among middle and high school students while teaching problem gambling prevention
- Designed to maximize player participation and engagement while increasing youth awareness about issues related to gambling and other high-risk behaviors

Stacked Deck: A Program to Prevent Problem Gambling

- A school-based prevention program
- Provides information about the myths and realities of gambling and guidance for making good choices with the objective of modifying attitudes, beliefs, and, ultimately, gambling behavior
- Designed for students in 9th through 12th grades
- Lessons cover the history and realities of gambling, risk factors for and signs of problem gambling, fallacies about gambling, calculated risk and the assessment of situations involving risk, and barriers to good decision-making and problem solving

Too Much To Lose: 2M2L

- Problem gambling prevention program with an elementary, middle and high school curriculum
- Includes educational and interactive activities used with youth in the 3rd through 12th grade classrooms or small group settings
- Covers topics such as defining gambling, addiction and risk taking, phases of gambling, refusal skills, consequences of gambling, recognizing problem gambling, coping skills, and getting help for addiction disorders



Student Assistance Program

- The Student Assistance Program (SAP) is designed to assist school personnel in identifying issues including gambling, use of alcohol, tobacco and other drugs, and mental health issues, all of which pose barriers to a student's health and success
- Primary goal of SAP is to help students overcome barriers

Elements of SAP include:

- The construction of a well-trained SAP core team that meets regularly to discuss students who have been referred to SAP
- Incorporation of parents and caregivers into the SAP process through meetings with parents to review student needs and to discuss potential referrals and an intervention plan for the student
- A system of school-based and community-based support services to which students can be referred for assistance in addressing their needs
- The provision of educational and support group services tailored to the needs of SAP-referred students



We Know BETter

- Innovative and interactive problem gambling prevention program
- Curriculum targets youth in 4th through 9th grades
- Helps youth learn about addiction as well as decision-making skills, ways to increase their resiliency, coping strategies, and refusal skills
- Strong focus on addiction and skill-building for school classrooms, after-school programs, and summer groups
- Youth learn to identify possible consequences of gambling and draw parallels with substance dependency
- Lessons enhance problem solving skills and feelings of self-confidence by improving coping strategies and refusal skills

Number of People Served by Problem Gambling Prevention Programs, Services and Activities in SFY 2018-2019 was 229,268.

Prevention Programs	# of SCAs Implementing Program	Number of People Served Per Program
<i>All Bets Are Off</i>	1	4
<i>Big Brothers and Big Sisters of America</i>	1	348
<i>Clean Break</i>	2	356
<i>Gambling Away the Golden Years</i>	11	889
<i>Hooked City</i>	1	15
<i>In Search of Balance</i>	2	71
<i>Know Limits</i>	6	740
<i>Leaps and Bounds</i>	3	124
<i>Safe Bet</i>	1	70
<i>Stacked Deck</i>	12	1,302
<i>Student Assistance Program (SAP)</i>	18	12,408
<i>The Amazing Chateau</i>	1	10
<i>Too Much Too Loose (2M2L)</i>	6	802
<i>Kids Don't Gamble...Wanna Bet</i>	1	35
<i>We Know BETter</i>	1	750
<i>Youth Gambling Prevention Awareness: Level I</i>	1	1,935
<i>Youth Gambling Prevention Awareness: Level II</i>	2	5,808

Prevention Activities and Services	# of SCAs Implementing Activities	Number of People Served Per Program
<i>Cyber Gambling Awareness Program</i>	1	188
<i>Gambling Alternative Activities</i>	9	5,445
<i>Gambling Community Based Process Activities</i>	27	5,855
<i>Gambling Environmental Activities</i>	4	324
<i>Gambling Information Dissemination</i>	38	190,049
<i>PAYS Data Analysis and Utilization</i>	4	165
<i>Gambling Training and Professional Development</i>	16	1,575
TOTAL PEOPLE SERVED		229,268



State Gaming Fund

Act 71 of 2004, the Pennsylvania Race Horse Development and Gaming Act, established the State Gaming Fund to receive gaming license fees and 34 percent of the gross terminal revenue (GTR) generated by licensed gaming facilities. Act 42 of 2017 expanded gaming in the commonwealth to include a new category of mini casino licenses, interactive gaming, fantasy gaming, sports betting, truck stop gaming terminals, and airport gaming terminals. The State Gaming Fund receives 52 percent of gross interactive gaming revenue (GIGR) generated through simulated slot machines and 14 percent of GIGR generated through simulated table games. State Gaming Fund revenues are annually distributed to the programs highlighted on the next pages and the remainder is transferred to the Property Tax Relief Fund. Also, licensed gaming facilities deposit an additional 4 percent of GTR for slot machines, 2 percent of gross table game revenue and 2 percent of GIGR into the State Gaming Fund for local share distributions where gaming facilities are located.

The portion of the State Gaming Fund that is allocated to the SCAs are solely for financing drug and alcohol addiction assessments, including drug and alcohol addiction assessments associated or related to compulsive and problem gambling, and for the related addiction treatment in non-hospital residential detoxification facilities, non-hospital residential rehabilitation facilities and halfway houses licensed to provide addiction treatment services.

The information on the following page highlights the information collected for SFY 2018/19.

Activity Name	Adult Clients	Adolescent Clients	Expenditures
Case Management (Level of Care Assessments only)	3,152	12	\$ 561,656
Medically Monitored Intensive Inpatient Withdrawal Management	315	0	\$ 348,126
Clinically Managed High-Intensity Residential Services (Adult) / Clinically Managed Medium Intensity Residential Services (Adolescent)	633	2	\$ 1,995,630
Clinically Managed Highest-Intensity Residential Services (Adult) / Clinically Managed High-Intensity Residential Service *include co-occurring	55	2	\$ 170,081
Clinically Managed Low Intensity Residential *include co-occurring	32	0	\$ 65,374
Grand Total	4,187	16	\$ 3,140,867

Single County Authority	Expenditures	Single County Authority	Expenditures
Allegheny	\$351,144	Greene	\$8,154
Armstrong/Indiana/Clarion	\$45,927	Huntingdon/ Mifflin/ Juniata	\$17,632
Beaver	\$43,565	Lackawanna/ Susquehanna	\$60,415
Bedford	\$9,423	Lancaster	\$101,717
Berks	\$109,963	Lawrence	\$30,335
Blair	\$34,905	Lebanon	\$25,020
Bradford/ Sullivan	\$12,067	Lehigh	\$95,956
Bucks	\$107,351	Luzerne/ Wyoming	\$96,462
Butler	\$46,611	Lycoming/ Clinton	\$31,920
Cambria	\$35,009	Mercer	\$26,258
Cameron/ Elk/ McKean	\$22,951	Montgomery	\$161,467
Carbon/ Monroe/ Pike	\$38,118	Northampton	\$59,171
Centre	\$23,772	Northumberland	\$16,116
Chester	\$130,480	Philadelphia	\$479,073
Clearfield/ Jefferson	\$22,411	Potter	\$3,601
Columbia/ Montour/ Snyder/ Union	\$27,314	Schuylkill	\$41,158
Crawford	\$16,520	Somerset	\$17,993
Cumberland/ Perry	\$47,076	Tioga	\$7,531
Dauphin	\$52,497	Venango	\$161,467
Delaware	\$157,411	Washington	\$52,085
Erie	\$104,188	Wayne	\$9,567
Fayette	\$28,806	Westmoreland	\$58,455
Forest/ Warren	\$9,582	York/ Adams	\$77,408
Franklin/Fulton	\$24,815		
		Total	\$3,140,867

***Detailed breakout for each county is available upon request**



Conclusion

Problem gambling continues to be a compelling public health concern affecting Pennsylvanians of all social economic classes, ages, genders, sexual orientation, races, and ethnic backgrounds in communities across the commonwealth. The societal and economic costs can be significant, but they can be countered by targeted treatment and prevention aimed at minimizing harm to both the individual and society.

In the past year, DDAP has worked to increase public awareness regarding problem gambling through outreach and collaboration with treatment providers. The result has been an increase in treatment services being utilized and an increase in treatment providers interested in providing gambling treatment services throughout Pennsylvania.

In continuing to serve the commonwealth, DDAP is working with the Pennsylvania Gaming Control Board, the Council on Compulsive Gambling of PA, Inc., the Pennsylvania Lottery, the National Council on Problem Gambling, The Association of Problem Gambling Services Administrators, Pennsylvania Office of Mental Health and Substance Abuse Services, Pennsylvania Department of Military and Veteran Affairs, Pennsylvania Department of Aging, Governor's Commission on Asian American Affairs, Governor's Commission on Women, Governor's Commission on African American Affairs, Governor's Commission on Latino Affairs, Governor's Commission on LGBTQ Affairs, Pennsylvania Department of Agricultural, Rural PA, all Pennsylvania county agencies, relevant stakeholders, and others who are committed to helping individuals and their families affected by problem gambling.