

Senate of Pennsylvania



HARRISBURG, PA

In the Senate, February 8, 2017

Whereas, Individuals across the country and in this Commonwealth enjoy the recreational aspects of legalized gambling; and

Whereas, For some individuals and families, gambling becomes an issue affecting and disrupting the lives of these individuals and their families; and

Whereas, The National Council of Problem Gambling (NCPG) reports that 2% to 3% of the United States population, which equates to between 6 million and 9 million Americans, will have a gambling problem in any given year; and

Whereas, Problem gambling is a public health issue affecting individuals of all ages, races and ethnic backgrounds in all communities and has a significant societal and economic cost; and

Whereas, Problem gambling is treatable, and treatment is effective in minimizing the harm to individuals, families and society as a whole; and

Whereas, Only a limited number of individuals affected by problem gambling seek treatment options and utilize existing problem-gambling programs; and

Whereas, Numerous individuals, professionals and organizations have dedicated their efforts to public awareness of problem gambling and the availability and effectiveness of treatment; and

Whereas, The NCPG is coordinating the annual "National Problem Gambling Awareness Month" campaign during March 2017 to educate the public about the impact of problem gambling and the availability of treatment options; therefore be it

Resolved, That the Senate designate the month of March 2017 as "Problem Gambling Awareness Month" in Pennsylvania and recognize the month of March 2017 as "National Problem Gambling Awareness Month"; and be it further

Resolved, That the Senate urge the Pennsylvania Gaming Control Board to continue its outreach efforts and to work with the Pennsylvania gaming industry to develop and implement problem-gambling programs and further promote community-based programs in this Commonwealth; and be it further

Resolved, That the Senate urge the Department of Health in conjunction with the Department of Drug and Alcohol Programs, the Pennsylvania Gaming Control Board and individuals, professionals and organizations dedicated to public awareness and treatment of problem gambling to jointly create, develop and promote public awareness campaigns regarding the recognition and prevention of problem gambling; and be it further

Resolved, That the Senate recognize that problem gambling is a public health issue impacting residents in this Commonwealth in a harmful way that needs to be addressed in a reasonable and responsible manner; and be it further

Resolved, That the Senate urge all the residents of this Commonwealth to learn more about problem gambling and the programs available to help individuals and their families who have been adversely affected by this issue.

I certify that the foregoing is a true and correct copy of Senate Resolution No. 22, introduced by Senators Mario M. Scavello, Lawrence M. Farnese, Jr., Scott Martin, Stewart J. Greenleaf, Sharif Street, John K. Eichelberger, Jr., Wayne D. Fontana, John P. Sabatina, Jr., John C. Rafferty, Jr., Andrew E. Dinniman, Guy Reschenthaler, Patrick M. Browne, Lisa M. Boocola, Jay Costa, Camera Bartolotta, James R. Brenster, John R. Gardner, David S. Argall, Vincent J. Hughes, Christine M. Fartaglione, John P. Blake, Daylin Leach, John F. Yudichak, Robert M. Tomlinson, Ryan P. Cument, Judith L. Schwank, Scott Wagner, Joseph B. Scarnati, III, Mike Folmer, Randy Oulakorich, Kim L. Ward and Elder A. Vogel, Jr., and adopted by the Senate of the Commonwealth of Pennsylvania the eighth day of February, in the year of our Lord, two thousand seventeen.

Attest:

Meg Martin

Megan Martin, Secretary

