
THE GENERAL ASSEMBLY OF PENNSYLVANIA

SENATE RESOLUTION

No. 280 Session of
2015

INTRODUCED BY WARD, FARNESE, EICHELBERGER, GREENLEAF, SABATINA,
BROWNE, GORDNER, SCHWANK, YUDICHAK, VULAKOVICH, FONTANA,
COSTA, TEPLITZ, RESCHENTHALER, BARTOLOTTA, AUMENT, RAFFERTY
AND HUGHES, FEBRUARY 8, 2016

INTRODUCED AND ADOPTED, FEBRUARY 8, 2016

A RESOLUTION

1 Designating the month of March 2016 as "Problem Gambling
2 Awareness Month" in Pennsylvania and observing the month of
3 March 2016 as "National Problem Gambling Awareness Month."

4 WHEREAS, Individuals across the country and in this
5 Commonwealth enjoy the recreational aspects of legalized
6 gambling; and

7 WHEREAS, For some individuals and families, gambling becomes
8 an issue affecting and disrupting the lives of these individuals
9 and their families; and

10 WHEREAS, The National Council of Problem Gambling (NCPG)
11 reports that 2% to 3% of the United States population, which
12 equates to between six to nine million Americans, will have a
13 gambling problem in any given year; and

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

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

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

7 WHEREAS, Numerous individuals, professionals and
8 organizations have dedicated their efforts to public awareness
9 of problem gambling and the availability and effectiveness of
10 treatment; and

11 WHEREAS, The NCPG is coordinating the annual "National
12 Problem Gambling Awareness Month" campaign during March 2016 to
13 educate the public about the impact of problem gambling and the
14 availability of treatment options; therefore be it

15 RESOLVED, That the Senate designate the month of March 2016
16 as "Problem Gambling Awareness Month" in Pennsylvania and
17 observe the month of March 2016 as "National Problem Gambling
18 Awareness Month"; and be it further

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

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

1 RESOLVED, That the Commonwealth recognize problem gambling is
2 a public health issue impacting some of its residents in a
3 harmful way that needs to be addressed in a reasonable and
4 responsible manner; and be it further

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