File	No.	220215

Committee Item	No	
Board Item No.	31	

## **COMMITTEE/BOARD OF SUPERVISORS**

AGENDA PACKET CONTENTS LIST

Committee: Board of Supervisors Meeting		March 8, 2022
Cmte Board  Motion Resolution Ordinance Legislative Digest Budget and Legislative Analys Youth Commission Report Introduction Form Department/Agency Cover Let MOU Grant Information Form Grant Budget Subcontract Budget Contract/Agreement Form 126 – Ethics Commission Award Letter Application Public Correspondence	ter and/	
OTHER	Date:	March 4, 2022

1	[Recognizing Problem Gambling Awareness Month - March]
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3	Resolution recognizing March as Problem Gambling Awareness Month in the City and
4	County of San Francisco.
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6	WHEREAS, Gambling, in both legal and illegal forms, is becoming more omnipresent
7	in our everyday lives, including through casinos and card rooms, lotteries, sports betting,
8	online gambling, video games, Daily Fantasy Sports, internet casinos, social media games,
9	and sweepstakes cafes; and
10	WHEREAS, In 2021 US legal gambling revenue reached a record high of \$53 billion;
11	and
12	WHEREAS, In 2021 despite the pandemic, Americans wagered nearly \$57.2 billion on
13	sports, a greater than 165% increase over 2020; and
14	WHEREAS, In 2016 Americans lost nearly \$117 billion at casinos, more than any othe
15	country; and
16	WHEREAS, A 2018 NICOS Chinese Health Coalition study found that 87% of
17	California's casino bus patrons are "probable problem gamblers"; and
18	WHEREAS, Six to eight million Americans, including more than 1.2 million Californians
19	meet the criteria for problem gambling and, by their gambling behavior, negatively affect the
20	lives of another 48 to 80 million individuals; and
21	WHEREAS, Problem gambling is defined as gambling behavior which causes
22	disruption in any major areas of life: psychological, physical, social, vocational, health,
23	spiritual or emotional; and
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1	WHEREAS, Problem gambling ("gambling disorder") has been classified recently by
2	the American Psychiatric Association as an addiction with similarities to the causes and
3	consequences of alcohol and drug dependence; and
4	WHEREAS, Behavioral signs of problem gambling include gambling to escape
5	boredom, pain or loneliness, lying to loved ones to conceal the extent of gambling, needing to
6	gamble with increasing amounts of money in order to achieve excitement, borrowing money to
7	gamble, and trying repeatedly over time to win back money lost; and
8	WHEREAS, Americans gamble more money each year than they spend on groceries,
9	betting upwards of \$900 billion annually; and
10	WHEREAS, Problem gambling is a public health issue impacting relationships,
11	families, businesses, and communities; and
12	WHEREAS, Populations at high risk for gambling problems include seniors, youth,
13	college students, veterans, African Americans, Asian Americans, LatinX and Native
14	Americans; and
15	WHEREAS, The World Health Organization has classified "gaming disorder" as a
16	mental health condition with behavioral signs mirroring those of gambling disorder; and
17	WHEREAS, Many video games include elements and practices of gambling such as in-
18	game purchases of loot boxes and token wagering and could possibly condition children and
19	youth for gambling/ gambling addiction; and
20	WHEREAS, Approximately 8.5% of youths aged between 8-18 suffer from gaming
21	disorder; and
22	WHEREAS, Only 15% of problem gamblers ever seek treatment; and
23	WHEREAS, Numerous free resources, including self-help workbooks, phone-based
24	counseling, individual counseling, support group counseling, residential care and a locally-

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1	based helpline (1-888-968-7888) are now available for problem gamblers and affected
2	individuals; and
3	WHEREAS, The San Francisco Department of Public Health - Community Behavioral
4	Health Services (SFDPH-CBHS), in partnership with NICOS Chinese Health Coalition
5	(NICOS), made the City and County of San Francisco one of the first municipalities in the
6	nation to offer a problem gambling prevention program to its residents, beginning in 1998; and
7	WHEREAS, The NICOS problem gambling program model has been replicated
8	nationwide; and
9	WHEREAS, In 2021, the Board of Supervisors of the City and County of San Francisco
10	unanimously adopted a resolution declaring the month of March as Problem Gambling
11	Awareness Month; and now, therefore, be it
12	RESOLVED, That the Board of Supervisors of the City and County of San Francisco
13	recognizes the outreach efforts by SFDPH-CBHS and NICOS to communities struggling with
14	problem gambling; and, be it
15	FURTHER RESOLVED, That the City and County of San Francisco will continue to
16	support outreach, education and treatment programs for problem gamblers, in addition to
17	strengthening prevention strategies; and, be it
18	FURTHER RESOLVED, That the Board of Supervisors recognizes the month of March
19	of every year as Problem Gambling Awareness Month in the City and County of San
20	Francisco.
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## **Introduction Form**

By a Member of the Board of Supervisors or Mayor

Time stamp or meeting date I hereby submit the following item for introduction (select only one): 1. For reference to Committee. (An Ordinance, Resolution, Motion or Charter Amendment). 2. Request for next printed agenda Without Reference to Committee. 3. Request for hearing on a subject matter at Committee. 4. Request for letter beginning: "Supervisor inquiries" 5. City Attorney Request. 6. Call File No. from Committee. 7. Budget Analyst request (attached written motion). 8. Substitute Legislation File No. 9. Reactivate File No. 10. Topic submitted for Mayoral Appearance before the BOS on Please check the appropriate boxes. The proposed legislation should be forwarded to the following: Small Business Commission ☐ Youth Commission Ethics Commission **Building Inspection Commission** Planning Commission Note: For the Imperative Agenda (a resolution not on the printed agenda), use the Imperative Form. Sponsor(s): Mar Subject: Recognizing March as Problem Gambling Awareness Month The text is listed: Resolution recognizing March as Problem Gambling Awareness Month in the City and County of San Francisco.

Signature of Sponsoring Supervisor: /s/Gordon Mar/s/

For Clerk's Use Only