

1 [Problem Gambling Awareness Month - Youth Problem Gambling Curriculum and Outreach]

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3 **Resolution recognizing March 2020 as Problem Gambling Awareness Month in the City**
4 **and County of San Francisco, urging the Board of Education to create and implement a**
5 **problem gambling curriculum into health classes citywide, and making appropriate**
6 **recommendations to the Department of Public Health, the Board Of Supervisors, and**
7 **the Mayor.**

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9 WHEREAS, This resolution makes reference to the San Francisco Board of
10 Supervisor’s prior resolution relating to problem gambling on file with the Clerk of the Board of
11 Supervisors in File No. 180273, which is hereby declared to be a part of this resolution as if
12 set forth fully herein; and

13 WHEREAS, Gambling, in both legal and illegal forms, is becoming more omnipresent
14 in our everyday lives, including through Daily Fantasy Sports, internet casinos, social media
15 games, sports betting, and sweepstakes cafes; and

16 WHEREAS, In 2016 Americans lost nearly \$117 billion at casinos, more than any other
17 country; 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 (also known as "gambling disorder") has been
2 classified by the American Psychiatric Association as an addiction with similarities to the
3 causes and consequences of alcohol and drug dependence; and

4 WHEREAS, Pathological problem gambling is recognized as a mental health disorder;
5 and

6 WHEREAS, Behavioral signs of problem gambling include gambling to escape
7 boredom, pain or loneliness, lying to loved ones to conceal the extent of gambling, needing to
8 gamble with increasing amounts of money in order to achieve excitement, borrowing money to
9 gamble, and trying repeatedly overtime to win back money lost; and

10 WHEREAS, Americans gamble more money each year than they spend on groceries,
11 betting upwards of \$900 billion annually; and

12 WHEREAS, Problem gambling is a public health issue impacting relationships,
13 families, businesses, and communities; and

14 WHEREAS, In the Asian American community, problem gambling has been linked to
15 domestic violence, divorce, child neglect, fraud, theft, and other social ills; and

16 WHEREAS, The estimated national social cost to families and communities due to
17 bankruptcy, divorce, job loss, home loss, and criminal justice costs associated with problem
18 gambling is \$6.7 billion each year; and

19 WHEREAS, Compared to the national rate of two to three percent problem gamblers,
20 gambling addiction rates in Asian communities range from six percent to nearly sixty percent;
21 and

22 WHEREAS, Populations at high risk for gambling problems includes seniors, youth,
23 college students, veterans, African Americans, Asian Americans, Latinx/Hispanics, and Native
24 Americans; and

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1 WHEREAS, High school students have twice the rate of gambling problems as adults,
2 with four to seven percent of teens nationwide displaying pathological gambling problems; and

3 WHEREAS, Problem gambling among Asian Pacific Islander San Francisco youth is
4 eleven percent, which is higher than the two to six percent national average of problem
5 gambling amongst teens; and

6 WHEREAS, Asian youth are most disproportionately impacted by problem gambling,
7 which perpetuates a cycle of poverty and economic inequality; and

8 WHEREAS, A 2006 survey titled San Francisco Asian Youth Gambling Study
9 conducted by the Chinese Health Coalition of North East Medical Services, Chinese
10 Community Health Care Association, Chinese Hospital, On-Lok Lifeways, and Self-Help for
11 the Elderly (NICOS) found that of 246 Asian students from three different San Francisco high
12 schools, the pathological gambling rate was 10.9%, which is much higher than the national
13 rate of two to five percent youth who are considered pathological gamblers; and

14 WHEREAS, A majority of the teens who participated in the survey revealed that they
15 learned to gamble from their friends, parents, or relatives; and

16 WHEREAS, This high rate of gambling addictions among Asian youth is a result of a
17 generational tax and generational trauma, which results in psychological trauma and financial
18 debt that lasts through generations; and

19 WHEREAS, Having a gambling addiction not only affects the addict, but it also has a
20 significant impact on the individual's family and community; and

21 WHEREAS, Problem gamblers tend to have higher rates of depression, increased
22 financial debts, and more strained relationships; and

23 WHEREAS, Only 15% of problem gamblers ever seek treatment; and

24 WHEREAS, Numerous free resources, including self-help workbooks, phone-based
25 counseling, individual counseling, support group counseling, residential care and a locally

1 based helpline (1-888-968-7888) are available for problem gamblers and affected individuals;
2 and

3 WHEREAS, 2020 marks the 16th consecutive year of a National Problem Gambling
4 Awareness Month according to the National Council on Problem Gambling; and

5 WHEREAS, The San Francisco Department of Public Health - Community Behavioral
6 Health Services (SFDPH-CBHS), in partnership with NICOS, made the City and County of
7 San Francisco one of the first municipalities in the nation to offer a problem gambling
8 prevention program to its residents, beginning in 1998; and

9 WHEREAS, The NICOS problem gambling program model has been replicated
10 nationwide; and

11 WHEREAS, Since 2014, the Board of Supervisors of the City and County of San
12 Francisco has unanimously adopted a resolution annually declaring the month of March as
13 Problem Gambling Awareness Month; now, therefore, be it

14 RESOLVED, That the San Francisco Youth Commission recognizes the outreach
15 efforts by SFDPH-CBHS, NICOS, Youth Leadership Institute, and Richmond Area Multi-
16 Services, Inc to help communities struggling with problem gambling; and, be it

17 FURTHER RESOLVED, That the San Francisco Youth Commission will continue to
18 support outreach, education, and treatment programs for youth problem gamblers, in addition
19 to strengthening prevention strategies; and, be it

20 FURTHER RESOLVED, That the San Francisco Youth Commission urges the Board of
21 Education to create and implement a problem gambling curriculum in San Francisco Unified
22 School District health classes to educate students about the harms of problem gambling; and,
23 be it

24 FURTHER RESOLVED, That the San Francisco Youth Commission urges the
25 Department of Public Health to work with existing organizations to create and strengthen

1 youth-specific, culturally and linguistically appropriate programs, and to ensure that these
2 resources are accessible to youth like those in the Asian immigrant community; and, be it

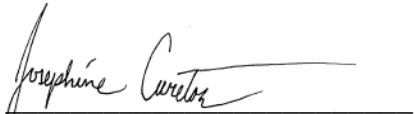
3 FURTHER RESOLVED, That the San Francisco Youth Commission urges the Board of
4 Supervisors and Mayor to increase outreach programs in their respective districts to raise
5 awareness about problem gambling and its consequences, and to continue supporting the
6 efforts of organizations working to tackle problem gambling; and, be it

7 FINALLY RESOLVED, That the San Francisco Youth Commission recognizes the
8 month of March 2020 as Problem Gambling Awareness Month in the City and County of San
9 Francisco.

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Josephine Cureton, Chair
Adopted on March 2, 2020
2019-2020 San Francisco Youth Commission

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