

1 [Recognizing Problem Gambling Awareness Month - March 2025]

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3 **Resolution recognizing March 2025 as Problem Gambling Awareness Month in the City**
4 **and 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 2023 Americans lost a record \$111.5 billion at commercial and tribal-
11 owned casinos; and

12 WHEREAS, In 2024 Americans wagered an estimated \$149 billion on sports, and

13 WHEREAS, A 2018 NICOS Chinese Health Coalition study found that 87% of
14 California's casino bus patrons are "probable problem gamblers"; and

15 WHEREAS, Between six to eight million Americans, including more than 1.2 million
16 Californians, meet the criteria for problem gambling and, by their gambling behavior,
17 negatively affect the lives of another 48 to 80 million individuals; and

18 WHEREAS, Problem gambling is defined as gambling behavior which causes
19 disruption in any major areas of life: psychological, physical, social, vocational, health,
20 spiritual or emotional; and

21 WHEREAS, Problem gambling ("gambling disorder") has been classified by the
22 American Psychiatric Association as an addiction with similarities to the causes and
23 consequences of alcohol and drug dependence; and

24 WHEREAS, Behavioral signs of problem gambling include gambling to escape
25 boredom, pain or loneliness, lying to loved ones to conceal the extent of gambling, needing to

1 gamble with increasing amounts of money in order to achieve excitement, borrowing money to
2 gamble, and trying repeatedly over time to win back money lost; and

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

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

7 WHEREAS, Populations at high risk for gambling problems include seniors, youth,
8 college students, veterans, African Americans, Asian Americans, LatinX and Native
9 Americans; and

10 WHEREAS, The World Health Organization has classified "gaming disorder" as a
11 mental health condition with behavioral signs mirroring those of gambling disorder; and

12 WHEREAS, Many video games include elements and practices of gambling such as in-
13 game purchases of loot boxes and token wagering and could possibly condition children and
14 youth for gambling/ gambling addiction; and

15 WHEREAS, approximately 8.5% of youths aged between 8-18 suffer from gaming
16 disorder; and

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

18 WHEREAS, Numerous free resources, including self-help workbooks, phone-based
19 counseling, individual counseling, support group counseling, residential care and a locally-
20 based helpline (1-888-968-7888) are now available for problem gamblers and affected
21 individuals; and

22 WHEREAS, The San Francisco Department of Public Health - Behavioral Health
23 Services (SFDPH-BHS), in partnership with NICOS Chinese Health Coalition (NICOS), made
24 the City and County of San Francisco one of the first municipalities in the nation to offer a
25 problem gambling prevention program to its residents, beginning in 1998; and

1 WHEREAS, The NICOS problem gambling program model has been replicated
2 nationwide; and

3 WHEREAS, In 2024, the Board of Supervisors of the City and County of San Francisco
4 unanimously adopted a Resolution declaring the month of March as Problem Gambling
5 Awareness Month; and now, therefore, be it

6 RESOLVED, That the Board of Supervisors of the City and County of San Francisco
7 recognizes the outreach efforts by SFDPH-BHS and NICOS to communities struggling with
8 problem gambling; and, be it

9 FURTHER RESOLVED, That the City and County of San Francisco will continue to
10 support outreach, education and treatment programs for problem gamblers, in addition to
11 strengthening prevention strategies; and, be it

12 FURTHER RESOLVED, That the Board of Supervisors recognizes the month of March
13 2025 as Problem Gambling Awareness Month in the City and County of San Francisco.
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City and County of San Francisco
Tails
Resolution

City Hall
1 Dr. Carlton B. Goodlett Place
San Francisco, CA 94102-4689

File Number: 250214

Date Passed: March 11, 2025

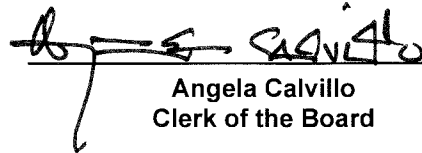
Resolution recognizing March 2025 as Problem Gambling Awareness Month in the City and County of San Francisco.

March 11, 2025 Board of Supervisors - ADOPTED

Ayes: 11 - Chan, Chen, Dorsey, Engardio, Fielder, Mahmood, Mandelman, Melgar, Sauter, Sherrill and Walton

File No. 250214

I hereby certify that the foregoing Resolution was ADOPTED on 3/11/2025 by the Board of Supervisors of the City and County of San Francisco.


Angela Calvillo
Clerk of the Board

Unsigned

03-21-2025

Daniel Lurie
Mayor

Date Approved

I hereby certify that the foregoing resolution, not being signed by the Mayor within the time limit as set forth in Section 3.103 of the Charter, or time waived pursuant to Board Rule 2.14.2, became effective without his approval in accordance with the provision of said Section 3.103 of the Charter or Board Rule 2.14.2.


f Angela Calvillo
Clerk of the Board

03-21-2025
Date