

**Problem Gambling Task Force  
Quarterly Meeting**

September 21, 2020 /9:00 – 11:00 am / Virtual Meeting via Zoom

**SUMMARY**

Meeting purpose

- Review, clarify, and gain feedback on workgroup priorities for Interim Report
- Review Interim Report outline and timeline
- Looking ahead: Various updates including PGTF involvement in 2021

**Facilitator:** Commissioner Julia Patterson (WSGC + PGTF Chair)

**Time Keep + Note Taker:** Meg O’Leary (Uncommon Solutions)

**Participants**

PGTF Chair: Comm. Julia Patterson (WSGC)	Rosina DePoe (Deputy Director, WIGA)	Maureen Greeley (ECPG)	Tana Russell (ECPG)
PGTF Co-Chair: Brad Galvin (Brief Therapy Works)	Ali Desautel (Lake Roosevelt CHC)	Ryan Keith (HCA)	Ruby Takushi (Recovery Café)
Amanda Benton (Horseracing Comm.)	Tony Edwards (HCA)	Victor Loo (ACRS)	Dave Trujillo (WSGC)
Dallas Burnett (Squaxin Island Tribal Reg. Authority)	Elizabeth Enget (Uncommon Solutions) **	Tim Merrill (Maverick Gaming)	Roxane Waldron (Problem Gambling Program Manager, HCA)
Hilarie Cash (reSTART Life)	Rep. Shelley Kloba	Meg O’Leary (Uncommon Solutions) **	Kristi Weeks (Lottery)
Vic Colman (Uncommon Solutions) **	Amber Lewis (Lewis Consulting on behalf of Suquamish Tribe)	Ricki Peone (Spokane Tribe, HHS Director)	Kevin Zenishek (Northern Quest Resort, Kalispel Tribe)
Senator Steve Conway	Rebecca George (Executive Director, WIGA)	Cosette Rae (reSTART Life)	

**\*\* Non-voting member**

**Not in attendance:** Robert Barnes, John Chinn (WSGC), Brian Considine (WSGC), Jessie Dean (HCA), Tim Farrell (DOH), Carmela Washington Harvey (clinician), Benjamin Joseph (Tribal Council Chairman, Sauk-Suiattle Tribe), Ty Lostutter (UW), Rep. Drew MacEwen, Dawn Mangano (Evergreen Gaming Corp), Melissa Hurt-Moran (Kalispel Tribe BH), Richelle Madigan (community rep), Lucy Mendoza (HCA), Glen Nenema (Kalispel Tribe), Sarah Sense-Wilson (Tulalip BH), Richard Swan, Sr. (Councilman, Colville Tribes), Keri Waterland (HCA)

**Action Items**

	<i>Assigned To</i>	<i>Date Due</i>
Send Sep 21 PGTF meeting summary	Roxane	Nov 2020
Gather feedback from Sep 21 review of CTR, PO and RD Workgroup priorities. Hold for further discussion when PGTF and Workgroups reconvene in Feb 2021.	Meg, Roxane	Nov 2020

Include problem gambling Glossary/definitions in Interim Report appendix		
Submit Interim Report to Legislature	WSGC	Nov 2020
Send Interim Report to PGTF members once it's been submitted to Legislature	Roxane	Nov 2020
PGTF on break October through December 2020. We'll reconvene in February 2021	All	Feb 2021
Research within DBHR—for SUD/MH, frequency/scope/methodologies?	Roxane	Feb 2021

## Meeting Highlights

<p><b>PGTF:</b> <b>Where we are</b> <i>(Comm. Julia Patterson, PGTF Chair)</i></p>	<ul style="list-style-type: none"> <li>• Participants will focus today on sharing and discussing Workgroup priorities that will be included as an appendix item in the Interim Report. Final report will be more robust and detailed.</li> <li>• Staff are requesting due date for Final PGTF Report to be extended by one year (from Nov 2021 to Nov 2022).</li> <li>• Prevalence study, which will inform the Final Report, is on hold due to COVID-19.</li> <li>• Staff originally thought that Spring 2021 Legislative session could include financial or other 'asks' but this has been delayed due to COVID-19.</li> <li>• Due to the extension request, staff are proposing we take a break (both full Task Force and the Workgroups) until February 2021 and then reconvene to continue our work.</li> <li>• Today, we review the CTR, PO and RD Workgroup priorities. We are looking for feedback the following:             <ul style="list-style-type: none"> <li>○ Any clarifying questions about the meaning and intent of the priorities—do you understand what is being proposed here?</li> <li>○ Are we missing any major ideas or are there major errors/omissions? (last chance to weigh in before Interim Report is submitted to the Legislature in November)</li> <li>○ Are we comfortable where the priorities lay? The ultimate goal for these priorities is to present a strategic road map in our Final Report to the Legislature.</li> </ul> </li> </ul>
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**Workgroups: Present,  
Clarify and Gain  
Feedback  
on Priorities**  
(Comm. Julia Patterson,  
PGTF Chair /  
Roxane Waldron, HCA /  
Meg O’Leary,  
Uncommon Solutions)

The following questions were asked for the Workgroup priority review:

- Do you have questions about any of the priorities? Let’s clarify language, meaning and intentions.
- Are the priorities in the right categories (e.g., Top or Mid-Level, and “FD” or “CP”)?
- Staff will capture feedback/suggestions and include in the recommendation lists in the Interim report appendices. Workgroups will discuss further when they reconvene in 2021.

**Care, Treatment + Access to Recovery Workgroup**

- **Edit CTR footnote for Interim Report:** “Federal Legislation” category should just be “Federal.”
- **Edit CTR Mid-Level priority for Interim Report:** Specify that we’re recommending that all *venue or casino* staff receive training.

**Prevention + Outreach Workgroup**

- **Edit PO footnote for Interim Report:** “Federal Legislation” category should just be “Federal.”
- Dave Trujillo—The video game industry is separate from mobile social gaming and sport wagering. This is referring to social online gaming, such as Big Fish. Although that settlement is almost done (as of Sep 2020), other settlements are out there and we can expect discussion about this in the next Legislative Session.
- Dallas Burnett—seek funding from video gambling manufacturers? Might change this from social gaming to gambling. I don’t see Lottery in here at all.
- Kevin Zenishek—maybe only online casinos?
- **Edit PO Enhance State Funding Sources priority, move up to Top Priority category, and hold for consideration when PGTF Workgroups convene in Feb 2021:** “Seek funding from online video game manufacturers supporting prevention (e.g., Big Fish).”
- Dave T.—online social gaming platforms may not see themselves in this, but the entertainment software will.
- **Add new PO priority for consideration when PGTF Workgroups convene in Feb 2021:** signal desire to reach out and open discussions with industry partners, for example gaming developers, online social casinos, and social gaming manufacturers—many of whom have operations based in WA state. Build relationships and common understanding on future goals before asking them for funding to support prevention.
- Hilarie Cash—need to clarify and confirm that social gaming video games would be included when we seek funding from video game manufacturers.
- Need to clarify and distinguish meaning and definitions for online video gaming vs. illegal online gaming/gambling, the video game industry, mobile/social gaming/gambling
- Maureen Greeley—change from video game to social online casino-style game manufacturers that resemble brick & mortar (social casino)
- Online video games, social—anything that has gambling as an element

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- Ryan Keith—video game manufacturers encompassed as much as we possibly can.
  - Kevin Z.—it’s not regulated, so include it?
  - Sen. Conway—include e-sports in sports wagering. If discussing state funding source, would need to license these—don’t think that WSGC believes it has the authority. Can’t indicate if it’s a funding authority if it’s not licensed. Need to clarify for legislative budget if the need is to legalize these activities.
  - Dave T.—that is correct—licensing authority as well as enforcement authority is limited. This discussion indicates what a complex and broad issue this is. Two legislative sessions ago, during a loot box session, we recognize that WSGC does not regulate these activities b/c not gambling. Should they be regulated? If this discussion gets too broad it will get mired down.
  - Sen. Conway—which agency should be involved in consumer protection? AG’s office or WSGC? As we look forward, need to recognize that WSGC has statutes dealing with gambling, and AG has statutes dealing with consumer protections. Somewhat confusing. It may be that if we’re going to include social gaming, we need to recognize that we need to clarify which agency is responsible for administering any statutes related to this. Should social gaming be considered under gaming or gambling?

#### **Research + Data Workgroup**

- **Edit RD footnote for Interim Report:** “Federal Legislation” category should just be “Federal.”
  - Hilarie C.—why is “internet disorder” in parentheses under the recommendations to replace TARGET2000 data system?
  - Roxane W.—this is meant to be a placeholder for future discussion, not a recommendation for Interim Report. For example, in the next few years, how would we incorporate internet disorder in a new data system?
  - **Edit RD Recommend Investment Priority for Interim Report:** It should say “gaming disorder” per the World Health Organization label/name
  - Ruby T.i—regarding research environment: aren’t all the surveys done via telephone or virtual?
  - Roxane W.—The “research environment” is not the methodology. It would attempt to capture what people are doing now compared to what they would usually be doing prior to COVID. In other words, how long do we have to wait until we can say this is the “new normal?”
  - Maureen G.—for the cost-benefit analysis, I recognize that fiscal savings are contingent upon whether there are any funds available after Prevalence Study. Will you seek other funding sources beyond any leftover from Prevalence Study?
  - Roxane W.—yes, we might seek private funding
  - **Edit RD Cost/Benefit Priority for Interim Report:** “Funding may be available depending on amount remaining after Prevalence Study contract. Other funding sources may be sought as well.”
  - Ruby T.—what is the situation with SUD and mental health prevalence studies? Are other departments within the state looking at that? Curious about frequency
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often and scope of the studies. Curious about cooperation and whether similar/compatible methodologies are being used.

- Roxane W.—great questions, we’re not sure. (Roxane will check on this)

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**Interim Report Outline**  
(Roxane Waldron, HCA)

- Roxane W. shared the Interim Report Outline and share. Workgroup priorities will be collated into one document and be presented in the report appendix as “initial recommendations.” The Workgroups and the full Task Force will refine the recommendations in 2021. Their work will be informed by financial information and the findings of the statewide Prevalence Study.
- WSGC and Core Group will review on behalf of the PGTF.
- Submitted to Legislature via WSGC in November 2020.

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**Looking Ahead to 2021**

(Comm. Julia Patterson,  
PGTF Chair / Roxane  
Waldron, HCA)

- Chair Julia Patterson shared that she’ll present an update on PGTF at the September 29 Briefing: Senate Labor + Commerce Committee
  - New PGTF Advocacy + Policy Workgroup launches Oct 1
  - Roxane W. shared that staff was working on the RFP for the Prevalence Study survey but hit a roadblock. She’ll continue working with legislative members of the PGTF to move things forward. Roxane will send updates when available.
  - Next full PGTF meeting will likely be in mid-February 2021 via Zoom. Staff will send invite.
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