1-800-BETS OFF
IOWA GAMBLING TREATMENT PROGRAM
STAKEHOLDER’S MEETING
August 7, 2015
9:00 AM – 10:30 AM
www.idph.state.ia.us/IGTP/Committee.aspx
IGTP Stakeholder’s Meeting

- **WELCOME!!**
  - Webinar Originates at the Lucas Building, 6th Floor Director’s Conference Room

- **Overview of ZOOM**
  - Interface
    - Muting Audio/Video
    - Microphone/Audio/Video icons
      - Headset is best if joining by computer and not using phone
    - Settings
    - Manage Participants
    - Show Screen
    - Chat
    - Record

- **Role Call**
  - Click on “Chat” icon and type in your name and organization. If attending by phone, please send email (eric.preuss@idph.iowa.gov) that you were in attendance.

- **Agenda and PowerPoint**
  - Posted at [http://www.idph.state.ia.us/IGTP/Committee.aspx](http://www.idph.state.ia.us/IGTP/Committee.aspx)
IGTP Stakeholder’s Meeting

- May 1, 2015 Minutes
  - Any questions?

NOTES
(THANKS SHELLY FOR TAKING THE NOTES!)

1) Attendees: Allison Schrab (IAGC), Andrea Mox (ADDIS), Amy McCarron (Rhythm City Casino), Amy Ring (Prairie Ridge), Audrey Gutsmid (RDC), Bryan Grobeck (Visitation), Danielle Bracken (Pathways), Debra Buchner (Pathways), Debra Prior (IAGC), Jeff Graber (Harmons), Jerry Bauerkemper (PGRI), Ki Park (CSBA-URB), Kim Jorgenson (Jackson), Lavelle Long (IHF), Matt Smidt (Diamond Jo), Margaret Van Groll (RIS), Megan Wells (Prairie Ridge), Rick Brown (Jackson), Nicola Fox (ADDIS), Paul Gattis (ADDIS), Sarah Evans (Prairie), Shar Jones (IAPA), Shelly Zabel (CFR), Shari Frost, Stephanie Spencer-Rice (Clear Channel), TJ Gorman (Hi5), Wes Ehricksen (IGA)

2) Brief Overview of JOMM and features
3) Review of January 9, 2015 Minutes
4) IGTP Update
   - National Problem Gambling Awareness Month Recap
     - Health Promotion Campaign: Integrated campaign between IDPH and Lottery based on Socrates campaign. More comments about the campaign and seeing them ever before.
     - IDPH
     - Iowa Lottery (Thank you!) Wes L. and Mary N.
   - Impact/Results: Calls increased about 10% in March, highest volume, and referrals increased 8% and Refs Off calls increased about 20%, visits to the web site also increased.
   - Survey Results: Feedback on Campaign from Casinos—nearly 100% participation. Comparison report of how perception on the campaign went. Will compare Providers to Casino results

- Spring Webinar Recap
  - February 11, 2015 and March 11, 2015: Approachable: The Blurring Lines of Gaming/Gambling—and How to Protect Our Most Vulnerable by Julie Hynes. Almost 500 registered and nearly 200 attended. It is posted on the website if you didn’t get the opportunity to attend.
  - March 12, 2015: Medication-Assisted Therapy (MAT): Research for Pathological Gambling Webinar Session by Jon Grant. 208 registered, 97 attended.
SBIRT – DG-PSS

- Screening, Brief Intervention, Referral To Treatment (SBIRT) Project
  - Alcohol/Drug Screening at selected FQHC’s and the National Guard
  - 59,000+ Iowans screened to date
  - 2,800+ Brief Interventions
  - 766+ Brief Treatment
  - 959 Referral To Treatment

- National Guard Problem Gambling Pilot Project
  - Military rates of problem gambling
    - 18% for Males
    - 5% for Females
    *Note: General Iowa Problem Gambling Prevalence rate is around 2%*
  - Disordered Gambler – Pre-Screen and Screen
    - National Guard members who screen positive for Brief Treatment for Substance Abuse, will complete the DGPSS.
IOWA GAMBLING TREATMENT OUTCOME

Ki Park, Ph.D.; UNI-CSBR
Eric Preuss, MA, IAADC, CCS, LICDC; IDPH
Objectives

• Understand the key factors related to 2013-2014 treatment outcome.

1. Outcome:
   • Completion of treatment
   • Length of the services

2. Factors related
   • Wait days
   • Encounters

1. Satisfaction of treatment
2. Problem gambling assessment

6 months after discharge follow up

I-smart
Data sets

• I-smart
  – Intake (all)
  – Admission (all)
  – Encounters or services (all)
  – Discharge (completed treatment)

• 6-months follow up (a subsample of those who consented at admission: complete & incomplete treatment)
Calendar years 2013-2014

- Admission: n = 578
- Service: n = 578
- Discharge: n = 129
- Service: n = 147
- Treatment Completed: n = 425
- 6-months Follow up: n = 141
- Continue in the System: n = 129

Process:

August 7, 2015

Treatment Outcome
Wait days in 2014

Number of Clients

Wait Days

Wait days
Clients n=267
Average 7.40
Minimum 0
Maximum 89
Agency 1 admitted 63 clients with an average wait days of 8.
Factors Related to Outcome

Factors

- Treatment services within 4 weeks
- E-therapy
- RSS

Outcome

- Length of the services (ALL)
- Discharge status (ALL, but about 1/3 with information)
Factors Related to Outcome

Treatment services within 4 weeks

<table>
<thead>
<tr>
<th>Discharge status</th>
<th>3 sessions</th>
<th>11 sessions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Complete</td>
<td>10%</td>
<td>38%</td>
</tr>
<tr>
<td>Incomplete</td>
<td>90%</td>
<td>62%</td>
</tr>
</tbody>
</table>

Fewer than 4 Treatment services within 30 days
Factors Related to Outcome

E-therapy

- Treatment Outcome

- 7 sessions: 18% Complete, 82% Incomplete
- 10 sessions: 40% Complete, 60% Incomplete
Factors Related to Outcome

RSS

Discharge status

Complete

Incomplete

6 sessions

15 sessions

18%

50%

82%

50%

No RSS

1 or more RSS
Factors Related to Outcome

Treatment Outcome: Discharge Status

- Age
  - 18-30 years
  - 31-50 years
  - 51 or more (Reference)

- Stage of change
  - Changed already
  - Change ready (Reference)

- DSM-5: Gambling disorder
  - Yes
  - No (Reference)

- Agency
  - Agency 1
  - Agency 2
  - Agency 4
  - Agency 6
  - Agency 8
  - Agency (others) (Reference)

- Four services within 30 days
  - Yes
  - No (Reference)

- Any e-therapy
  - Yes
  - No (Reference)

- Any RSS
  - Yes
  - No (Reference)

Odds Ratio

- Reference: 1
- 1.9
- 0.3
- 0.6
- 0.2
- 2.5
- 2.1
## Factors Related to Outcome

<table>
<thead>
<tr>
<th></th>
<th>Unstandardized Coefficients</th>
<th></th>
<th>p</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>β</td>
<td>SE</td>
<td></td>
</tr>
<tr>
<td><strong>Length of the services</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>β₀</td>
<td>1.205</td>
<td>0.204</td>
<td></td>
</tr>
<tr>
<td>Male</td>
<td>0.163</td>
<td>0.080</td>
<td>0.042</td>
</tr>
<tr>
<td>Suicidal</td>
<td>0.227</td>
<td>0.102</td>
<td>0.027</td>
</tr>
<tr>
<td>Agency</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Agency 4</td>
<td>-0.308</td>
<td>0.143</td>
<td>0.032</td>
</tr>
<tr>
<td>Agency 6</td>
<td>0.596</td>
<td>0.144</td>
<td>0.000</td>
</tr>
<tr>
<td>4 + services within 30 days (Yes)</td>
<td>0.969</td>
<td>0.089</td>
<td>0.000</td>
</tr>
<tr>
<td>Any RSS count</td>
<td>0.627</td>
<td>0.101</td>
<td>0.000</td>
</tr>
</tbody>
</table>
QUESTIONS?

Ki Park  
Center for Social and Behavioral Research  
ki.park@uni.edu  
319.273.3114

Eric M Preuss  
Iowa Gambling Treatment Program  
eric.preuss@idph.iowa.gov  
515.281.8802
Problem Gambling Report
May 2015

Ethan Sahker, MA
Julie Palmer, BA
Stephan Arndt, PhD

Funds provided by Iowa Department of Public Health
The following report addresses 4 questions on youth gambling behaviors using 2014 Iowa Youth Survey (IYS) data:

- Who gambles among 6th, 8th, and 11th graders in Iowa?
- What are the significant types of gambling among youth; do they differ between boys and girls and do they change across grades?
- Where in the state are the highest rates of gambling among youth?
- Is youth gambling related to other factors?
• The analyses focus on 2014 Iowa Youth Survey (IYS) questions that asked if the respondent:
  • Ever gambled (lifetime gambling),
  • Ever won or lost over $25 in a day,
  • Gambling frequency for a number of activities, and
  • Whether or not they had arguments with family or friends about gambling.

• The IYS included responses from over 76,000 6th, 8th, and 11th graders.
Table 1: Number of Validated 2014 Iowa Youth Survey Records

<table>
<thead>
<tr>
<th>Grade</th>
<th>Male</th>
<th>Female</th>
<th>Total(^1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>6th</td>
<td>13,182</td>
<td>12,766</td>
<td>26,117</td>
</tr>
<tr>
<td>8th</td>
<td>13,295</td>
<td>13,003</td>
<td>26,443</td>
</tr>
<tr>
<td>11th</td>
<td>12,321</td>
<td>12,009</td>
<td>24,464</td>
</tr>
<tr>
<td>Total(^1)</td>
<td>38,815</td>
<td>37,803</td>
<td>77,139</td>
</tr>
</tbody>
</table>

*Note: Row/column totals do not add up since they include those with missing grade or sex responses*
Who gambles among 6th, 8th, and 11th graders in Iowa?
Boys have Gambled more than Girls

IYS 2014: Have you ever gambled for money or possessions?

<table>
<thead>
<tr>
<th></th>
<th>Male</th>
<th>Female</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>62.8%</td>
<td>85.5%</td>
</tr>
<tr>
<td>Yes</td>
<td>37.2%</td>
<td>14.6%</td>
</tr>
</tbody>
</table>
The percentage of boys have gambled increases over time.
Less so for girls.
Lost more than $25

Again, boys seem to increase more so than girls over grade
Arguments Over Gambling

Arguments over gambling appear fairly constant over grade but are higher for boys than girls.

![Bar chart showing percent of students who gambled and argued with family because of gambling by grade and gender.]

- 6th Grade: Male 1.3%, Female 0.6%
- 8th Grade: Male 1.4%, Female 0.7%
- 11th Grade: Male 1.2%, Female 0.3%
Race/Ethnicity and Gambling

Have you ever bet or gambled for money or possessions?

- White: 25.2%
- African American: 31.9%
- Native American/Alaska Native: 29.5%
- Asian/Pacific Islander: 21.9%
- Latino: 28.1%
- Multiple races: 31.2%

Percent Students

Percent Students
Living Arrangements and Gambling

IYS: Have you ever bet or gambled for money or possessions?

- With 1 Parent: 27.9%
- With 2 Parents: 25.2%
- With Grandparents/Other: 28.6%
- With Foster Parents: 27.4%
- In Shelter Care: 73.1%
- In Residential Group: 31.6%
- Independent Living: 64.3%
- Other: 31.1%
Gambling in Military Families

Students from military families were more likely to have gambled

IYS: Have you ever bet or gambled for money or possessions?

- Currently Deployed: 31.5%
- Recently Returned: 33.1%
- Military Not Deployed: 31.5%
- Non-Military: 25.9%
What are the significant types of gambling among youth; do they differ between boys and girls and do they change across grades?
Percent of Students Who Gambled Within the Last Year at Various Games

![Bar chart showing the percent of students and type of gambling. Each bar represents different types of gambling: Internet, Dice, Lottery, Video Games, Skill Games, Sports, and Cards. The chart indicates the percentage of students who gambled 10+ times, 4-9 times, 1-3 times, and 0 times.](image-url)
Type of Game and Sex

Percent of Student and Gambling Type by Sex

Gambling Type

- Internet (Male: 4.5%, Female: 1.7%)
- Dice (Male: 5.3%, Female: 2.3%)
- Lottery (Male: 6.4%, Female: 3.1%)
- Video Games (Male: 12.9%, Female: 3.3%)
- Skill Games (Male: 14.8%, Female: 5.0%)
- Sports (Male: 19.5%, Female: 5.2%)
- Cards (Male: 19.5%, Female: 8.7%)

Legend:
- Male
- Female
Type of Game, Grade, and Sex

Percent of Students and Gambling Type by Sex and Grade

Gambling Type

- Internet
- Dice
- Lottery
- Video Games
- Skill Games
- Sports
- Cards

Percent Students

- Female 6th
- Female 8th
- Female 11th
- Male 6th
- Male 8th
- Male 11th
Frequent Gambling by Sex

Frequent gambling = Gambling 10 or more times in a year
Frequent Gambling by Type of Game and Grade

Frequent gambling = Gambling 10 or more times in a year
Frequent Gambling by Type of Game, Grade, and Sex

Frequent gambling = Gambling 10 or more times in a year
Where in the state are the highest rates of gambling among youth?
County and Percent Student Who Won or Lost $25 or more

Percent Students Who Won/Lost Over $25

- 1.5% - 3.3%
- 3.4% - 3.8%
- 3.9% - 4.7%
- 4.8% - 5.5%
- 5.6% - 8.3%

X = Casino within the county
County and Argued with Family over Gambling

Percent Students Ever Gambled

- 0.0% - 1.8%
- 1.9% - 2.3%
- 2.4% - 2.9%
- 3.0% - 3.7%
- 3.8% - 6.5%

X = Casino within the county
Analyses of Casino Location and Student Gambling

Statistical analyses indicated:

• Some counties tended to have consistently higher or lower youth gambling issues

• There was no evidence from these data to indicate that counties with casinos had higher youth gambling problems
Is youth gambling related to other factors?
Youth Gambling is associated with Substance Use

<table>
<thead>
<tr>
<th>Lifetime Use of:</th>
<th>Ever Gambled?</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>No</td>
</tr>
<tr>
<td>Alcohol</td>
<td>23.9%</td>
</tr>
<tr>
<td>Binge Drinking</td>
<td>4.0%</td>
</tr>
<tr>
<td>Marijuana</td>
<td>7.0%</td>
</tr>
<tr>
<td>Drugs</td>
<td>14.9%</td>
</tr>
<tr>
<td>Tobacco</td>
<td>8.0%</td>
</tr>
</tbody>
</table>
### Other Risky Behaviors and Gambling

<table>
<thead>
<tr>
<th>Other Risky Behavior</th>
<th>Odds Ratios of Other Risky Behaviors Predicting the likelihood of Gambling</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Lifetime gambling</td>
</tr>
<tr>
<td>Carried a weapon at school</td>
<td>2.86</td>
</tr>
<tr>
<td>Used weapon at school</td>
<td>1.03</td>
</tr>
<tr>
<td>Used AOD at school</td>
<td>1.22</td>
</tr>
<tr>
<td>Disciplined</td>
<td>1.27</td>
</tr>
<tr>
<td>Damaged Property</td>
<td>1.42</td>
</tr>
<tr>
<td>Beat up Someone</td>
<td>1.54</td>
</tr>
<tr>
<td>Threatened someone</td>
<td>2.18</td>
</tr>
<tr>
<td>Stole</td>
<td>1.65</td>
</tr>
<tr>
<td>Bullied someone</td>
<td>1.64</td>
</tr>
</tbody>
</table>
Attitudes Towards Having Sex and Gambling

It is against my values to have sex as a teenager

<table>
<thead>
<tr>
<th>Percent Students</th>
<th>Strongly Agree</th>
<th>Agree</th>
<th>Disagree</th>
<th>Strongly Disagree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gamble</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17.4%</td>
<td>82.6%</td>
<td>71.1%</td>
<td>63.4%</td>
<td>57.2%</td>
</tr>
<tr>
<td>Never gamble</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>82.6%</td>
<td>71.1%</td>
<td>63.4%</td>
<td>57.2%</td>
<td></td>
</tr>
</tbody>
</table>
Attitudes Towards Dangerous Behavior and Gambling

Even if it is dangerous, I like to do exciting things

- **Strongly Agree**: 38.0%
- **Agree**: 31.5%
- **Disagree**: 17.2%
- **Strongly Disagree**: 12.3%

- **Gambled**
  - Strongly Agree: 62.0%
  - Agree: 68.5%
  - Disagree: 82.8%
  - Strongly Disagree: 87.7%

- **Never Gambled**
How does gambling in 2014 compare to 2012?
2012 and 2014 Comparison

Students Who Did Not Gamble in the past year by Grade, Sex, and Year

- 6th Grade Male: 72.6% (2012), 81.4% (2014)
- 8th Grade Male: 58.8% (2012), 66.2% (2014)
- 11th Grade Male: 53.6% (2012), 59.6% (2014)
- 6th Grade Female: 88.2% (2012), 92.4% (2014)
- 8th Grade Female: 82.1% (2012), 86.1% (2014)
- 11th Grade Female: 87.2% (2012), 88.9% (2014)
Work Force Tool Kit

- Joint project between Employee and Family Services and Heartland Family Services
  - Developed for Prevention Professionals to use when approaching businesses about their workplace policy regarding gambling

August 7, 2015
Work Force Tool Kit

Gambling in the Workplace

Employee & Family Resources
Heartland Family Service

Goals for this presentation

Learn what problem gambling is and how it can get started
Understand why gambling at work can be a negative thing
Recognize the need for a comprehensive company policy regarding problem gambling
Signs of Problems in the Workplace

- Work performance deteriorates
  - pre-occupied
  - trouble concentrating
  - absent or late for meetings
  - misses assignment deadlines
- Frequent unexplained absences or disappearances from work
- Eager to organize and participate in betting opportunities
  - Frequently borrows money, argues with co-workers about money that is owed to them
  - Complains about mounting debts
  - Excessive use of the telephone for personal calls
  - Experiences mood swings, often related to winning and losing streaks
  - Credit card or loan bills are mailed to work rather than home.
  - Increasingly spends more time gambling during lunch hours and coffee breaks
  - Pay is requested in lieu of vacation time
  - False claims are made against expense accounts
  - Theft of property

What can organizations do?

1. Create a Gambling in the Workplace Policy
2. Provide awareness training
3. Provide financial counseling
4. Monitor the money stream
5. Do not give out lottery tickets or host events at a casino
6. Do not endorse office pools or allow them to be played with money
   - Oregon Department of Human Services
Visionary has been busy on updating/enhancing the BETS OFF website:

- Responsive Design
- Updated Security
- Improved Facility Locator
- Visitors can send inquiries directly to IGTP Funded providers
- Choices Assessment
www.1800BETSOFF.org
Enhancement Update

- Tour?
IGTP Update

SFY 2015 Expenses

<table>
<thead>
<tr>
<th>SFY 2015 Expenses</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Treatment Services</td>
<td>$768,985</td>
</tr>
<tr>
<td>Prevention Services</td>
<td>$901,797</td>
</tr>
<tr>
<td>Recovery Support Services</td>
<td>$56,910</td>
</tr>
<tr>
<td>BETS OFF Helpline &amp; Website</td>
<td>$106,418</td>
</tr>
<tr>
<td>Surveillance/Outcomes</td>
<td>$91,091</td>
</tr>
<tr>
<td>Health Promotion</td>
<td>$121,472</td>
</tr>
<tr>
<td>Training/Professional Development</td>
<td>$107,492</td>
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<tr>
<td>Data Reporting</td>
<td>$90,252</td>
</tr>
<tr>
<td>IDPH Administration</td>
<td>$276,977</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>$2,521,394</strong></td>
</tr>
</tbody>
</table>

As of 8/4/15
IGTP Update
SFY 2015 IGTP Funded Provider Expenses

IDPH Provider Treatment/Prevention Contracts
- YTD Expenditures = $1,681,692
- YTD Budget = $1,987,403

August 7, 2015
IGTP Update – Utilization Treatment

Iowa Problem Gambling Treatment Program
Tx Clients, Requests for Help, and Referrals

SFY 2015
Total Clients served without including Crisis = 524

Source: I-SMART and ISU as of 7/30/2015
IGTP Update – Utilization Treatment

- **Admissions:**
  - SFY 2014 = 299
  - SFY 2015 = 281

- **Placement Screenings:**
  - SFY 2014 = 344
  - SFY 2015 = 355

- **Crisis:**
  - 557 contacts (469 clients)
  - 117 Placement Screenings
  - 103 Admissions

Source: I-SMART as of 7/30/2015
IGTP Update - Utilization Treatment (July-March)

<table>
<thead>
<tr>
<th>Treatment Service</th>
<th>Client Count</th>
<th>Encounter Count</th>
<th>Total Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gambling-Care Coordination</td>
<td>98</td>
<td>348</td>
<td>169.75</td>
</tr>
<tr>
<td>Gambling-Crisis Service (Pre-Admission)</td>
<td>318</td>
<td>398</td>
<td>292.67</td>
</tr>
<tr>
<td>Gambling-Family counseling</td>
<td>73</td>
<td>200</td>
<td>232.0</td>
</tr>
<tr>
<td>Gambling-Financial Counseling</td>
<td>30</td>
<td>75</td>
<td>42.5</td>
</tr>
<tr>
<td>Gambling-Group</td>
<td>142</td>
<td>1,625</td>
<td>2,691.63</td>
</tr>
<tr>
<td>Gambling-Individual</td>
<td>411</td>
<td>3,487</td>
<td>3,852.12</td>
</tr>
<tr>
<td>Gambling-Placement Screening</td>
<td>319</td>
<td>337</td>
<td>384.98</td>
</tr>
<tr>
<td><strong>Treatment Total</strong></td>
<td><strong>739</strong></td>
<td><strong>6,470</strong></td>
<td><strong>7,665.65</strong></td>
</tr>
<tr>
<td>Gambling-Crisis Service E-Therapy (Pre-Admission)</td>
<td>230</td>
<td>411</td>
<td>214.92</td>
</tr>
<tr>
<td>Gambling-Financial Counseling (E-Therapy)</td>
<td>3</td>
<td>4</td>
<td>2.5</td>
</tr>
<tr>
<td>Gambling-Group (E-Therapy)</td>
<td>1</td>
<td>1</td>
<td>2.0</td>
</tr>
<tr>
<td>Gambling-Individual (E-Therapy)</td>
<td>216</td>
<td>1,217</td>
<td>764.87</td>
</tr>
<tr>
<td>Gambling-Placement Screening (E-Therapy)</td>
<td>11</td>
<td>11</td>
<td>9.5</td>
</tr>
<tr>
<td><strong>Distance Treatment Total</strong></td>
<td><strong>388</strong></td>
<td><strong>1,644</strong></td>
<td><strong>993.79</strong></td>
</tr>
<tr>
<td><strong>All Treatment Services – Grand Total</strong></td>
<td><strong>873</strong></td>
<td><strong>8,114</strong></td>
<td><strong>8,659.44</strong></td>
</tr>
</tbody>
</table>

**Source:** I-SMART as of 7/30/15
# IGTP Update - Utilization

## Recovery Support Services (July-March)

<table>
<thead>
<tr>
<th>Service Name</th>
<th>Agency Count</th>
<th>Client Count</th>
<th>Total Encounters</th>
<th>Total $'s</th>
</tr>
</thead>
<tbody>
<tr>
<td>RSS - Gas Card</td>
<td>8</td>
<td>103</td>
<td>591</td>
<td>$13,858</td>
</tr>
<tr>
<td>RSS - Clothing/Hygiene</td>
<td>5</td>
<td>39</td>
<td>44</td>
<td>$2,799</td>
</tr>
<tr>
<td>RSS - Wellness</td>
<td>7</td>
<td>36</td>
<td>53</td>
<td>$4,743</td>
</tr>
<tr>
<td>RSS - Housing Rental Assistance</td>
<td>6</td>
<td>30</td>
<td>48</td>
<td>$20,336</td>
</tr>
<tr>
<td>RSS - Bus/Cab</td>
<td>4</td>
<td>22</td>
<td>70</td>
<td>$2,049</td>
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<tr>
<td>RSS - Utility Assistance</td>
<td>5</td>
<td>24</td>
<td>35</td>
<td>$7,154</td>
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<tr>
<td>RSS - Life Skills Coaching</td>
<td>1</td>
<td>5</td>
<td>25</td>
<td>$1,248</td>
</tr>
<tr>
<td>RSS - Independent Living</td>
<td>3</td>
<td>5</td>
<td>5</td>
<td>$2,441</td>
</tr>
<tr>
<td>RSS - Electronic Recovery Support</td>
<td>1</td>
<td>4</td>
<td>11</td>
<td>$122</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>9</strong></td>
<td><strong>131</strong></td>
<td><strong>882</strong></td>
<td><strong>$54,750</strong></td>
</tr>
</tbody>
</table>

*Source: I-SMART as of 4/29/15*
IGTP Update - Utilization Prevention

**Direct Service Hours**
- SFY 2014: 7,809.50
- SFY 2015: 8,781.25

**Number of Services**
- SFY 2014: 8,833
- SFY 2015: 10,755

**Number of Services**
- SFY 2014: 78,835
- SFY 2015: 86,942

Source: I-SMART as of 7/30/15)
IGTP Updates
Data, Performance, Outcomes

- IGTP Service Matrix – Payment Source
  - BC/BS and Other Insurance = 12
  - Medicaid = 29

- SFY 2015 Discharges = 358
  - 41.6% Successfully/Substantially Completed (149)
  - 53.1% Client Left (190)
    - 48 clients with 12 or more sessions (average 33.6 encounters)

- SFY 2015 Wait Times
  - Placement Screenings
    - 70.5% within 5 days of first contact (Avg. = 4.57 days)
    - Goal = 85%
  - Admissions
    - 77.2% within 10 days of first contact (Avg. = 8.0 days)
    - Goal = 85%
IGTP Health Promotion Campaign

Coming in the fall of 2015
- 2x3 Posters based on banners and Magnets
- Casino and Provider
IGTP Health Promotion Campaign
Learfield

Statewide radio stations

1-800-BETS OFF
IDOWA GAMBLING TREATMENT PROGRAM

6am - 7pm
Monday - Saturday
IGTP Health Promotion Campaign
Learfield

<table>
<thead>
<tr>
<th>Station or Network</th>
<th>Length</th>
<th>Spots Scheduled to Air Including Bonus</th>
<th>Local Messages</th>
<th>Number of Weeks</th>
<th>Bonus Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>86 Radio Stations Statewide</td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Radio Iowa (57 stations)</td>
<td>:30</td>
<td>248</td>
<td>5,267</td>
<td>18</td>
<td>$4,430</td>
</tr>
<tr>
<td>Brownfield Iowa (55 stations)</td>
<td>.15</td>
<td>255</td>
<td>255</td>
<td>17</td>
<td>$2,839</td>
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<tr>
<td>Des Moines: KDRB, KGGO, KAZR</td>
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<td></td>
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<tr>
<td>Cedar Rapids: KDAT, KHAK</td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Waterloo: KCVW, KKHQ</td>
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</tr>
</tbody>
</table>
IGTP Health Promotion Campaign
Learfield

CAMPAIGN TOTALS

Reach: 1,151,600
Frequency: 4.2
Gross Impressions: 4,889,300

Reach

Frequency

Gross Impressions
IGTP Health Promotion Campaign
Learfield

- Statewide Radio August – December
- 15’s and 30’s to maximize
- Continuation of Secrets and Questions campaign
- [http://www.idph.state.ia.us/IGTP/Toolchest.aspx](http://www.idph.state.ia.us/IGTP/Toolchest.aspx) and scroll to Health Promotion
IGTP Prevention & Treatment

Updates

- ADDS
- CFR
- Compass Pointe
- EFR
- Heartland Family Service
- Jackson Recovery Centers
- Prelude
- PGRS/NCCG
- Pathways
- Prairie Ridge
- SASC
IGTP Contractor Updates
ISU-Extension Office (1-800-BETS OFF)
IGTP Contractor Updates
ISU-Extension Office

* Starting in October 2013, includes "Live Chat" Requests for Help
**Out of State Area Code block removed from the Help Line
IGTP Contractor Updates
Visionary – www.1800BETSOFF.org

![Graph showing session count from July 1, 2013 to June 30, 2015.]
- July 1, 2013 - June 30, 2014: 11,208
- July 1, 2014 - June 30, 2015: 9,524

![Pie charts and other data metrics.]
- New Visitor:
  - July 1, 2014 - June 30, 2015: 11.9%
  - July 1, 2013 - June 30, 2014: 10.3%
- Returning Visitor:
  - July 1, 2014 - June 30, 2015: 88.1%
  - July 1, 2013 - June 30, 2014: 89.7%
- Pages / Session: 8.19%
- Avg. Session Duration: 5.71%
- Bounce Rate: -5.73%
IGTP Contractor Updates

- ISAIC
- UNI-CSBR
- U of I Consortium/Iowa Youth Survey
- Training Resources
Other Stakeholder Reports

- Iowa Gaming Association
- Iowa Lottery
- Iowa Racing and Gaming Commission
- Others
Increasing Program Enrollment
Self-Exclusion Work Group/Pilot

- Have met monthly since August 2014
- Proposed adopting “warm hand off” process for self-exclusion requests
- IDPH taking under advisement possible legislation to amend current self-exclusion language (2016 session)
- Change in Forfeiture language on IGA Self-Exclusion Form
Quarterly Round Table Calls

- TX and RSS Roundtable (06/05/2015)
  - Mindful Steps To Forgiveness – Lori Rugle, Ph.D.
  - Review of IGTP Monthly Counts
  - Increasing Enrollment Work Group update
  - www.1800BETSOFF.org website updates coming
  - Crisis Module Discussion
  - Data Reporting
  - In person meeting 9/4/15 in Des Moines (11-2:30)
Quarterly Round Table Calls

- Prevention Roundtable (07/7/15)
  - Work Force Tool Kit – EFR/HFS
  - Youth Gambling Presentation
  - MCPGSA/NCPG Conferences debrief
  - School Policy
  - Technological Kid
  - SPF and Problem Gambling Prevention
Other Business

  - Responsible Gaming Ed Week is sponsored by the gaming industry

- **National Recovery Month** is every September (26th Year)
  - **Road To Recovery Episodes**
    - May 6, 2015 – Healing and Empowerment: Families on the Road to Recovery

- **IGTP Website Updates**
  - [http://www.idph.state.ia.us/IGTP/Default.aspx](http://www.idph.state.ia.us/IGTP/Default.aspx)
    - Transitioning to [www.idph.iowa.gov/IGTP](http://www.idph.iowa.gov/IGTP) in the next 4-6 weeks.
Upcoming Trainings

- 16th annual NCRG Conference on Gambling and Addiction
  - September 27-29, 2015 Las Vegas.
  - For more information: http://www.ncrg.org/public-education-and-outreach/conference

- 16th International Conference on Gambling and Risk Taking (Eadington Conference)
  - June 6-10, 2016 at the Mirage in Las Vegas.
  - Call for papers due December 1, 2015
  - For more information on the conference, visit www.igi.unlv.edu/conference
Next IGTP Stakeholder Meetings

- 9 am Friday, November 13, 2015
- 9 am Friday, February 5, 2016
- 9 am Friday, May 6, 2016
- 9 am Friday, August 5, 2016