

# SENECA COUNTY MENTAL HEALTH DEPARTMENT EXHIBIT A

**A-1. Gambling Treatment Services** provided by the COUNTY shall include the following:

- In partnership with Seneca County Mental Health the Wilmot Casino will provide funding for programs to address (up to 2 FTEs one full time and/or others part time) that problem gambling specific treatment for individuals and family members is available in Tyre and the surrounding area.
- Treatment will be high quality, culturally competent and provided regardless of ability to pay.
- Wilmot Onsite Responsible Gambling Resource Center (RGRC) Staff will refer patrons requesting assistance or those who have self-excluded to Seneca County Mental Health
- Wilmot Onsite RGRC staff will contact the appropriate clinic to schedule an initial intake assessment, when requested by the casino patron.
- Seneca County Mental Health will provide problem gambling treatment at any of its satellite offices (currently Waterloo, Ovid and 5 Schools in the County)
- The Seneca County Mental Health office will provide daily scheduled walk-in hours so that casino patrons in need will be able to see a clinician specialized in Problem Gambling Treatment within 24 hours of being referred. Clinic hours will be extended to accommodate evening and with a change in any necessary operating certificates and in response to demand, weekend clients when necessary.
- The Seneca County Mental Health will make available for the convenience of the client Problem Gambling specific treatment services at any of its sites providing behavioral health care.
- Individual, family and group therapy will be available for problem gambling clients.
- Individual therapy will focus on the use of Cognitive Behavioral Therapy and Motivational Interviewing or other evidenced based practices for treating Problem Gambling as they become available.
- Clinicians will encourage that the client/ family member also participate in Gamblers Anonymous, Gam-Anon or another self-help program.
- All patients will be encouraged to participate in the development of a care plan to address problem gambling or risk behaviors for the development of a gambling disorder
- Seneca County Mental Health will provide comprehensive outreach attempts for individuals who do not keep initial appointments which includes at least 3 telephone outreach attempts (at least one off hours) and one mail/ letter outreach attempt.
- Certified gambling treatment providers will provide assistance and counseling to Gaming Facility employees when needed.

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A-2. **Gambling Prevention, Outreach and Education** in the Local Community shall be provided by the COUNTY as follows:

- In partnership with **Seneca County Mental Health** Wilmot Casino will fund materials to be used for prevention, outreach and education to vulnerable populations in the Seneca County area.
- Seneca County Mental Health will be contracted and begin their outreach and education efforts once Wilmot Casino is granted the casino license, prior to the opening of the casino.
- All Seneca County Mental Health staff will be trained on Problem Gambling related issues. Staff delivering problem gambling programming will be required to complete the New York Council on Problem Gambling 30 hour Problem Gambling Prevention Specialist training.
- Wilmot Casino will fund this program at the rate of 1 professional full time equivalent (FTE) and will provide for adequate public awareness efforts and program expenses. The funding will be directly negotiated between Wilmot and Seneca County Mental Health.
- Initiatives to address problem gambling will focus on impacts in the workplace, family, neighborhood, youth, older adults, public safety and crime prevention and public awareness.
- Problem gambling public awareness efforts will target messaging at specifically vulnerable populations including youth, parents as influencers on youth, family members of problem gamblers, individuals and families with substance abuse disorders, college students, low income residents and aging adults.
- Based on the target population of each campaign, problem gambling public awareness efforts will be developed to specifically reach each population where they currently receive other types of messaging. Family impact issues to be addressed include child abuse and neglect, co-occurring substance abuse and gambling, divorce, domestic violence, homelessness, bankruptcy and suicide.
- Partners in this process will minimally include Faith-based programs (if any materialize), school districts, mental health providers, Department of Social Services, local Office for the Aging chapter, Finger Lakes Community College, local law enforcement agencies, and suicide prevention networks.
- The problem gambling version of the evidenced-based screening and brief intervention program Teen Intervene will be utilized at all sites currently implementing the Teen Intervene program.
- Seneca County Mental Health will when and where possible include the evidenced-based problem gambling prevention program Stacked Deck in local school districts or other youth-based programs in Seneca County. The program is intended for grades 9-12 and must be implemented with fidelity.
- Seneca County Mental Health will work with all local school districts to develop and implement a no gambling policy on school premises and at all school sponsored events
- Outreach and education sessions will be conducted with school personnel, parent teacher associations and students.
- Age appropriate programming and education on problem gambling will target youth beginning no later than age 12.

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- Problem gambling education will be infused into all Seneca County Mental Health programs including but not limited to summer camps, Family Education Programs, Crime Victims Assistance Program, Domestic Violence Services and Domestic Abuse Awareness Classes.
- Problem gambling resources and materials will be available at all Seneca County Mental Health programs
- Outreach and education specifically targeted at the Aging Adult population will take place at senior centers, retirement community events, etc.
- All counseling based services provided by Seneca County Mental Health and its subsidiaries will implement problem gambling screening into the intake assessment process and refer to problem gambling specific treatment in the local community.

**A-3. Related Services, Affiliations, Practices and Reporting** shall be provided by and/or the service will be facilitated by the COUNTY as follows:

- Seneca County Mental Health will work with the New York Council on Problem Gambling and utilize their expertise and institutional knowledge as it relates to treatment program successes and challenges.
- All Executive level and supervisory level staff will be trained in problem gambling
- All behavioral health providers delivering direct problem gambling treatment services must complete a specialized training program in problem gambling as well as hold a NYS recognized mental health license.
- School based health center staff will be trained in the warning signs of problem gambling and learn how to utilize problem gambling screening tools.
- Seneca County Mental Health will advertise its problem gambling services in all of its facilities and on the organization website.
- Encourage and support the development of additional Gambler s Anonymous and Gam-Anon meetings in the areas where treatment is provided.
- Seneca County Mental Health will develop a specific system for tracking problem gambling client outcomes.
- With the exclusion of individual identifying information these outcomes will be shared with Wilmot and The New York Council on Problem Gambling upon request, in an effort to assess and improve onsite and community based programs intended to assist problem gamblers.
- Wilmot Casino will pay for one full time gambling treatment professional such that this clinician s services shall be to providing outreach and treating problem and pathological gambling, without regard for client ability to pay, or insurance coverage.
- Wilmot Casino will provide funds to cover the cost of problem gambling related outreach and staff training.