



## *A Proclamation by the Governor*

**WHEREAS**, problem gambling is a community health concern affecting Nevadans of all ages, ethnicities and socioeconomic backgrounds; and

**WHEREAS**, a broader knowledge of the warning signs of problem gambling, as well as available resources for help, is essential to minimizing harmful effects to individuals, their families and the State; and

**WHEREAS**, appropriate interventions and treatment services for problem gambling can facilitate and support individual recovery, and improve the health and well-being of families and communities impacted by problem gambling; and

**WHEREAS**, the State of Nevada has enacted legislation establishing the Revolving Account to Support Programs for the Prevention and Treatment of Problem Gambling, providing Nevada residents access to affordable treatment services, as well as the Treatment Diversion for Criminal Offenders program, allowing certain offenders who commit crimes directly related to problem gambling the opportunity to receive treatment for a diagnosed gambling disorder; and

**WHEREAS**, since 1984, the Nevada Council on Problem Gambling has worked with stakeholders to develop sustainable programs and services to reduce the impact of problem gambling, while providing access to information, treatment, and support services through the 24-hour confidential Problem Gamblers HelpLine and WhenTheFunStops.org; and

**WHEREAS**, preventing and appropriately addressing problem gambling is a priority for the Silver State, and a component of Nevada's continued leadership in gaming regulation;

**NOW, THEREFORE, I, BRIAN SANDOVAL, GOVERNOR OF THE STATE OF NEVADA**, do hereby proclaim March 2017 as

### **PROBLEM GAMBLING AWARENESS MONTH IN NEVADA**



*In Witness Whereof*, I have hereunto set my hand and caused the Great Seal of the State of Nevada to be affixed at the State Capitol in Carson City, this 10<sup>th</sup> day of February, 2017.

By the Governor:

Governor

*Barbara K. Cegavske*  
Secretary of State

By

*Scott W. Cullen*  
Deputy