DMHAS / Disordered Gambling Integration Manual

Mission

To increase the capacity of substance use disorder and mental health treatment/recovery programs to address gambling and problem gambling through enhanced screening, assessment, awareness, intervention, recovery and health promotion strategies. To make gambling problems and behaviors a relevant topic of conversation within the broader substance use and mental health disorder treatment/recovery communities.

Procedure:

Welcome to the Disordered Gambling Integration initiative (DiGIn). The activities and tasks that your agency has committed to as a participant in this initiative are listed below and will also be separately described in detail.

Agency Tasks and Activities:

- 1. Identify the Key Staff who will participate in the DiGIn program (at least three per each agency participating in DiGIn)
- 2. Identify staff who will be agency representatives attending the DiGIn Guide Team meetings and the onsite Work Group meeting.
- 3. All staff complete Problem Gambling Awareness and Readiness Survey
- 4. All clients (within a one month window) complete Problem Gambling Awareness and Readiness Survey
- 5. All staff complete 3 hours of DiGIn training (available online or can be arranged as an in person training)
- 6. Key Staff complete requirements for Specialty Certificate in Problem Gambling Competency through CT Cet. Board; or Gambling Awareness Certificate of Competency through PGS.
- 7. Develop Gambling/Problem Gambling Integrated Intake/Assessment
- 8. Develop plans for integrating discussion of gambling/problemgambling into clinical interventions (treatment plans, psychoeducational materials, individual sessions, group sessions, etc)
- 9. Develop plan for integrating problem gambling into agency mission, policies, protocols and procedures
- 10. Complete Problem Gambling Capability site visit evaluation
- 11. Complete follow-up PG Awareness and Readiness Surveys

Key Staff

Key staff are those staff who have been selected (or volunteered) to be the DiGIn specialists in their programs/agencies. Their commitment to the initiative is to meet the criteria for obtaining the Specialty Certificate in Problem Gambling Competency through the CT Certification Board, or the Gambling Awareness Certificate of Competency through PGS.

DiGIn Guide Team

The DiGIn guide team meets every month. The Guide Team is a group that provides oversight and direction for the initiative. Staff assigned to this group should be able to bridge the development of DiGIn protocols and policies with those of their respective agencies. It may be helpful to assign agency staff at a management level to this group.

At least one staff member from each agency should be appointed as a Guide Team participant.

DiGIn Work Group

The DiGIn Work Group meets quarterly on-site at their agency. The Work Group is the group that includes "front line" staff involved in implementing DiGIn at their agency (Key Staff members). This group will focus on discussing what is (or isn't) working at their agencies, report on successful initiatives and problem solve obstacles/barriers to implementation.

Survey – Initial provider and client surveys

Prior to any substantial agency interventions, within the first month of an agency becoming part of the DiGIn initiative, all staff and all clients seen within the month should complete Problem Gambling Awareness surveys.

For staff the initial survey is available on Survey Monkey

Client surveys are available in hard copy (since completing surveys on line is generally not feasible for clients) and included as Appendix A.

Online Training – all agency staff

After staff have completed the PG Awareness survey, they should complete the DiGIn online training. This is meant for all agency staff to complete (including clerical and administrative staff as well as clinical staff). Instructions for registering for this online training are listed below:

Instructions for Registering for Online DiGIn Training

The DigIn web-based training for all agency staff is now available. The formal title is: Introduction to Integrating Gambling and Problem Gambling into Substance Use and Mental Health Disorders Programs

Here are the instructions for registering and accessing this class:

Log on to the DMHAS Learning Management System at https://ctlms.ct.gov
In the catalog search field put the first few words of the title (i.e. Introduction to Integrating), click Go.

Click on the title of the training to see a course description and CEU information. Scroll to the bottom of the screen and click on Launch.

If you forgot your username and/or password an email request must be sent to workforce.development@ct.gov to reset. If you do not have a username and password go to www.ct.gov/dmhas/workforcedevelopment and click on My Profile Information Form. Fill out form and e-mail or fax per the information at the bottom of the form.

Key Staff Training and Certification

It is expected that the Key Staff designated to be program DiGIn "experts" will meet criteria to obtain the Specialty Certificate in Problem Gambling Competency offered through the Connecticut Certification Board see - http://www.ctcertboard.org/

Key elements required for this certification include:

- 30 hours of PG training offered through DMHAS Learning Management System (see above) and through the Connecticut Women's Consortium http://www.womensconsortium.org/
- At least 4 hours of case consultation provided through case conference calls held the first Wed. of each month 1-2 pm and the 3rd Friday at 9 am. Call in number is 877.723.2042, pass code 4890236#.
- 100 direct contact hours time spent addressing issues of gambling or problem gambling within your client population.

On site Consultation

After staff has had an opportunity to complete the 3 hour DiGIn overview training, scheduling an in person on site consultation is recommended. This visit with key members of the clinical management and treatment team is designed to clarify any questions about the DiGIn process and help the agency formulate their own implementation play. The following key components of the DiGIn process should be addressed:

Develop Problem Gambling Integrated Intake/Assessment

- One of the basic components of developing a Problem Gambling Integrated system of care is to comprehensively incorporate gambling and problem gambling in the agency's intake and assessment process. (See examples in Appendix B)
- Integrate Problem Gambling into Treatment/Recovery Planning process
- Develop Problem Gambling Integrated Awareness/Educational/Treatment Materials (See example of PG Integrated Co-Occurring Manual and Workbook by going to www.ct.gov/dmhas/pgs, click on "Resources" tab, and you will find the items among other helpful information in the "Treatment Manuals" section).

Site Visit/Evaluation

Each agency/program will be reviewed initially to establish a baseline, then annually once they have had time to implement DiGIn strategies using the Problem Gambling Capability Scale (See Appendix C). This site visit evaluation process is described below.

Process overview:

- 1. Observations of the milieu and physical settings
- 2. Focused but open-ended interview of agency directors, clinical supervisors, clinicians, support personnel and clients
- 3. Review of documentation such as medical records, program manuals, brochures, daily patient schedules, intake and assessment forms, other materials that may seem relevant

Arranging and conducting the site visit:

- 1. Advance scheduling with agency director or DiGIn initiative coordinator
 - a. Define scope (program or programs to be focused on)
 - b. Clarify time allocation requirements
 - c. Define personnel and clients to be involved
 - d. Define materials to be available.
 - e. Time and staff to be included in feedback session
- 2. Personnel to be involved (recommended)
 - a. Agency director
 - b. Program clinical leaders and supervisors
 - c. Select clinicians
 - d. Clients (mainly those with primary problems other than gambling)
 - e. Support staff receptionists, clerks, billing
- 3. Tour of physical site
 - a. Waiting room
 - b. Group rooms
 - c. Offices
- 4. Document review
 - a. Brochures
 - b. Medical records
 - c. Client schedules
 - d. Client education materials
 - e. Manuals
 - f. Policies and procedures
- 5. Preliminary Feedback Session
 - a. Using MI model
 - b. Positive and affirming
 - c. Accomplishments
 - d. Areas agency/staff had indicated as wanting to improve or have help with
 - e. Suggestions for continuing development

Site Visit Agenda – Example

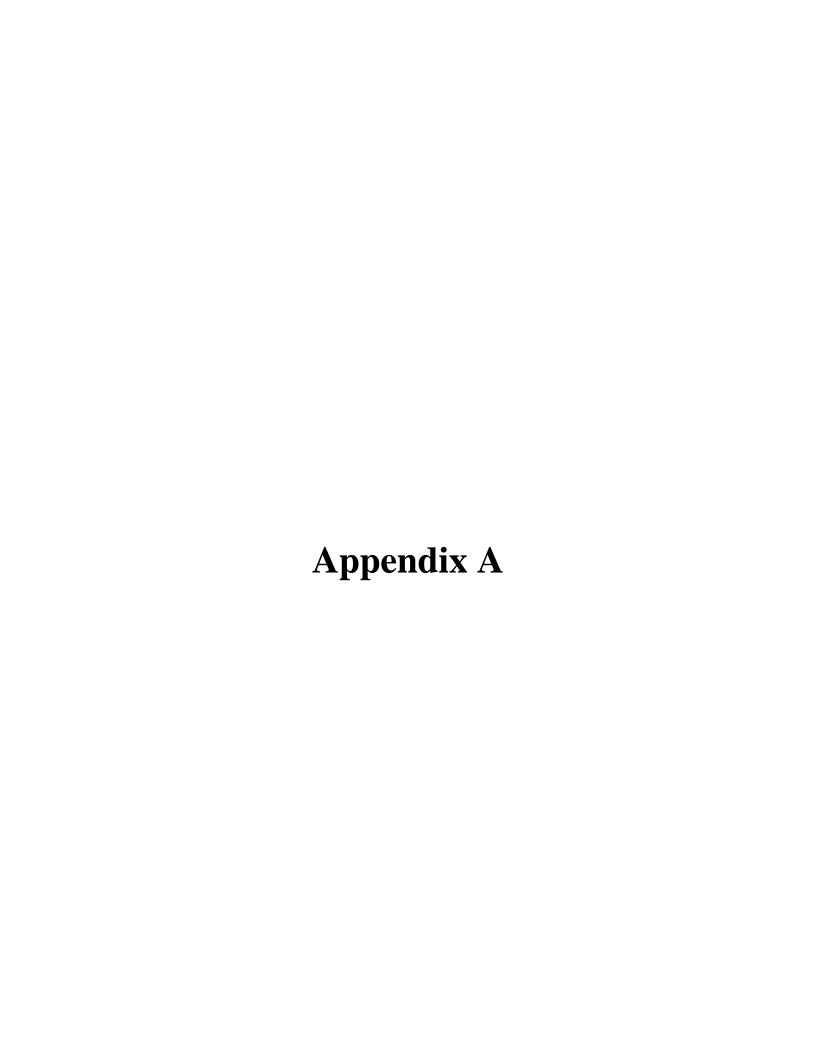
9:00 am – 10:00 am	Interview with agency management
10:00 am – 10:30	Tour of physical site (include lobby, waiting areas, group
	rooms, counselor rooms, etc)
10:30 - 11:30	Interview with clinicians
11:30 – noon	Interview with support staff (data management, billing,
	receptionists, etc)
Noon – 12:30	lunch
12:30 - 1:30	Interview with clients
1:30-2:45	Records and materials review
2:45 - 3:30	Organize information and prepare summary
3:30-4:00	Present summary of findings to agency management and
	staff

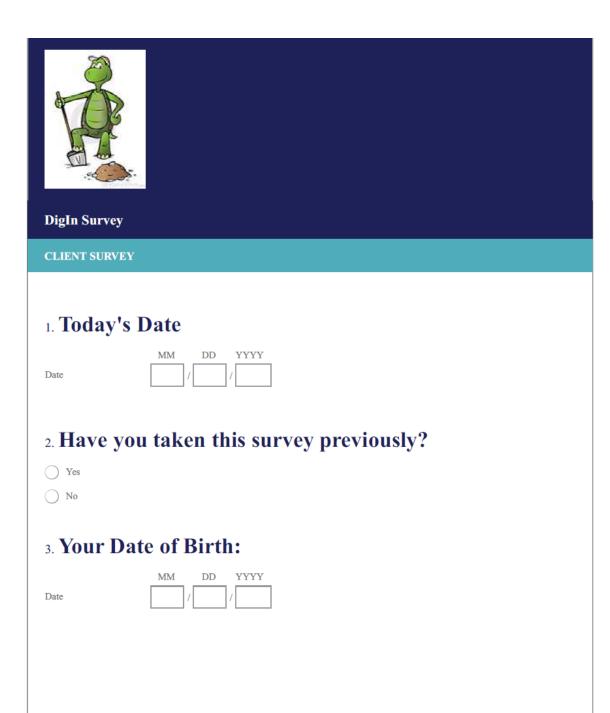
Depending on agency schedules, various meetings can be rearranged, but time allotted should be maintained.

5 charts should be provided for review.

Follow-up Surveys (provider and client)

Another component of the DiGIn program evaluation consists of follow-up PG Awareness and Readiness surveys. During a one month period around the time of the PG Capability site visit, the agency will be asked again to have all staff and all clients served within that month complete these follow-up surveys to assess changes in perception and attitudes toward gambling and problem gambling within the agency.





4. Agency where you are taking this survey.
○ CCAR
○ CNV HELP
Community Renewal Team
Communicare
СМНА
CT Renaissance
○ MCCA
Natchaug Hospital
O Perception Program
○ RNP
○ UCFS
Wheeler Clinic
5. Name of Program you attend within this agency?
6. Your Gender:
Female
○ Male
7. Ethnicity: Hispanic or Latino Not Hispanic or Latino

8. Race (choose all that apply) - (Persons of Hispanic
origin can be of any race)
Black or African American
○ White
American Indian or Alaska Native
Asian
Native Hawaiian or Pacific Islander
Other
9. Current Relationship Status: (choose one)
Single
Married
Living with Partner
Widowed
Oivorced/Separated
10. What is the highest grade or year of school
you completed?
Less than a high school graduate
High school graduate or GED
Some college but no degree
Completed a 2 year college degree (A.A.; A.S.)
Completed a 4 year college degree (B.A.; B.S.)
Graduate or Post Graduate Degree (M.A.; M.S.; PhD.)

	Which of the following best describes your
1	nployment status?
	Employed full time
)	Employed part time
)	Not employed, looking for work
)	Not employed, NOT looking for work
	Retired
	Disabled, not able to work
	Homemaker
$\overline{)}$	Student
	Less than 1 week
	Less than 1 week
	1 week - 4 weeks
	1 month - 6 months
	7 months - 12 months
	/ months - 12 months
	More than 12 months
3.	
3	How frequently do you receive services at this
3	How frequently do you receive services at this gency?
3. I	How frequently do you receive services at this gency? Less than once per month
3	How frequently do you receive services at this gency? Less than once per month Once per month

4. Which of the f	onowing services	
agency (Check a	ll that apply)	
	No	Yes
Individual Counseling	0	0
Group Counseling	\bigcirc	0
Family/couples counseling	\circ	\circ
Medication Management	\bigcirc	\bigcirc
Peer Support Services	\bigcirc	\bigcirc
Other	\bigcirc	\bigcirc
Other (please specify)		
	0 7 2	•
	gency? (Check all	that apply)
	0 7 2	•
receive at this ag	gency? (Check all	that apply)
receive at this ag	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occurring	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)
Substance Use Disorder Mental Health Treatment Gambling Co-occuring Other	gency? (Check all	that apply)

	Unpopular	Not very popular	In the middle	Somewhat popular	Very popular
Bingo					
Casino table games (cards, dice, roulette, etc.)	\circ		\bigcirc	\bigcirc	\circ
Casino slots	\bigcirc			\bigcirc	\bigcirc
Lottery - Lotto, daily numbers	\bigcirc		\bigcirc	\bigcirc	\bigcirc
Internet betting	\circ	\circ	\bigcirc	\bigcirc	\bigcirc
Betting on games of skill (pool, golf, darts, etc.)	\circ	\circ	\bigcirc	\circ	\circ
Playing fantasy sports for money	\circ		\bigcirc	\circ	\circ
Stock Market	\circ	\circ	\bigcirc	\circ	\bigcirc
Betting on animal fights	\circ	\bigcirc	\circ	\bigcirc	\bigcirc
Betting on horse or dog races	\circ	\circ	\bigcirc	\circ	\circ
Card or dice games outside of casino	0	0	\bigcirc	0	\circ
Keno	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc
7. Please inc the next set		•	ou agree	e or disagr	ee with
	Strongly Disagree	Somewhat Disagree	Neither Agree or Disagree	Somewhat Agree	Strongly Agree
It is important for this program to provide help for gambling problems	\circ	0	0	0	0
Problem gambling awareness and prevention programs are a good investment for	\circ	0	\bigcirc	0	\circ

	Strongly Disagree	Somewhat Disagree	Neither Agree or Disagree	Somewhat Agree	Strongly Agree
Overall, I believe gambling benefits my community	\circ	\circ	\circ	\circ	\circ
It is important to prevent youth gambling	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc
Problem gambling is simply a result of greed and/or lack of self control	0	0	0	0	0
People who have substance use or mental health problems are at high risk for problem gambling	0	\circ	\circ	\circ	\circ
Families are strongly affected when a member of the family gambles too much	0	0	0	0	0
It is important for people in recovery substance use or mental health issues to have information about problem gambling	\circ	\circ	\circ	\circ	\circ
Gambling is a healthy form of recreation	\bigcirc	0	\bigcirc	\circ	\circ
It is important for counselors, social services and mental health providers to be knowledgeable about problem gambling	0	0	0	0	0

18. For the following questions, please check the response that best fits for you: False Somewhat false Neither false or true Somewhat true True I believe clients who are in this program are at \bigcirc \bigcirc high risk for gambling problems I am aware of programs in the community that \bigcirc \bigcirc address problem gambling I have received helpful information about problem gambling in this program I am interested in learning more about problem gambling Addressing problem gambling should be a priority for this program 19. In the past 6 months how effective has this program been at doing the following? Not at all effective Slightly effective Somewhat effective Effective Very effective Having information on problem gambling available Screening for gambling problems Educating people about the impact of gambling on recovery Treating people who have a gambling disorder Integrating gambling and problem gambling into agency practices

20. Please indicate which response fits best for your experience in this program in the past 6 months:

Never	Rarely	Occasionally	Most of the time	Always
\circ	0	0	0	0
\circ	0	0	0	0
\circ	0	\circ	0	\circ
\circ	\bigcirc	\bigcirc	\bigcirc	\bigcirc
0	0	0	0	0
	Never O	Never Rarely O O O O O O O O O O O O O O O O O O	Never Rarely Occasionally O O O O O O O O O O O O O O O O O O O	Never Rarely Occasionally Most of the time O O O O O O O O O O O O O O O O O O O

21. Please indicate which of the following types of gambling you have done in the past 6 months. For each type, check one answer.

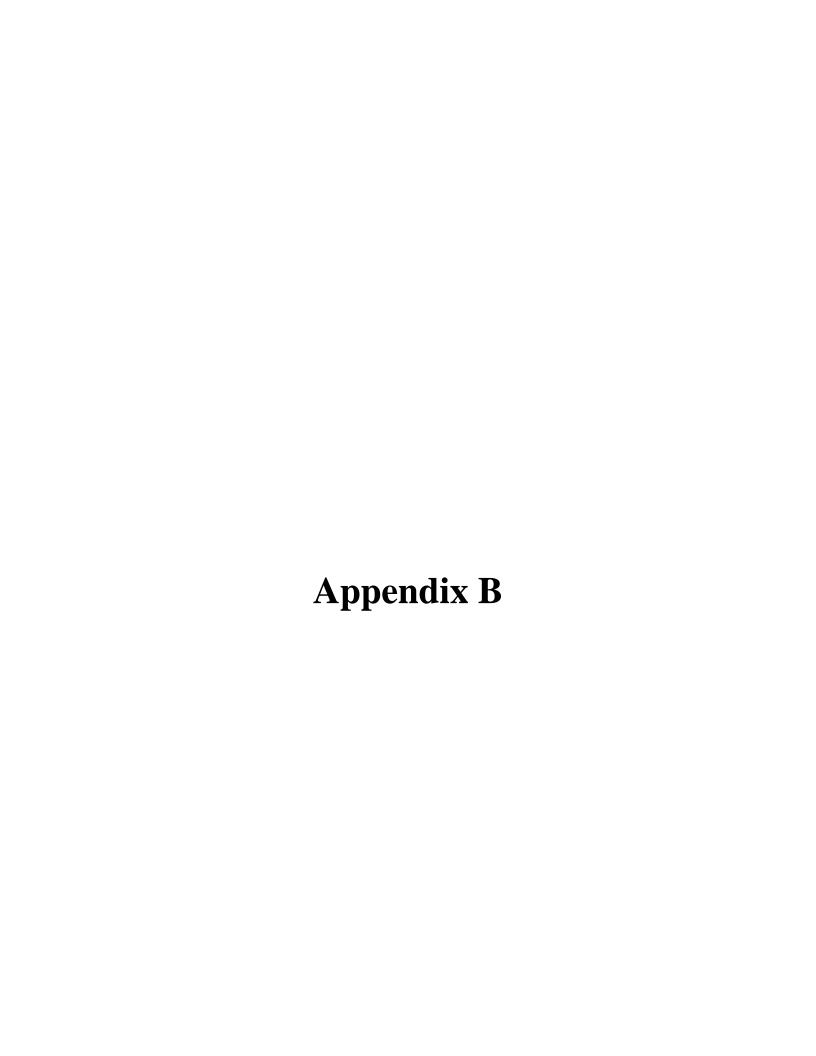
	Not at all	Less than once a week	Once a week or more
Bingo	\bigcirc	\bigcirc	\bigcirc
Casino table games (cards, dice, roulette, etc.)	\bigcirc	\bigcirc	\bigcirc
Casino slots		\bigcirc	
Lottery - Lotto, daily numbers		\bigcirc	\bigcirc
Lottery scratch offs	\bigcirc	\circ	\bigcirc
Keno		\bigcirc	\bigcirc
Sports betting	\bigcirc	\bigcirc	
Internet gambling	\bigcirc	\bigcirc	\bigcirc
Betting on games of skill (pool, golf, darts, etc.)	\circ	0	0
Playing fantasy sports for money		\bigcirc	\bigcirc
Stock Market	\bigcirc	\bigcirc	\bigcirc
Betting on animal fights	\bigcirc	\bigcirc	\bigcirc
Betting on horse or dog races	\bigcirc	\circ	\circ
Card or dice games		\bigcirc	\bigcirc

Before taking this survey, have you been saked about gambling problems while in this program? Before taking this survey, have you been saked about the types of gambling you do while in his program? At any time in your life save you ever sarticipated in a gambling treatment program? At any time in your life save gambling sounseling services ever seen offered to you? Do you currently need seel for a gambling problem?	Before taking this survey, have you been saked about gambling problems while in this program? Before taking this survey, have you been saked about the types of gambling you do while in his program? At any time in your life save you ever participated in a gambling treatment program? At any time in your life save gambling counseling services ever poen offered to you? Do you currently need selp for a gambling problem? B. Have you gambled within the past 6 months?	Before taking this survey, have you been saked about gambling problems while in this program? Before taking this survey, have you been saked about the types of gambling you do while in his program? At any time in your life save you ever participated in a gambling treatment program? At any time in your life save gambling counseling services ever poen offered to you? Do you currently need selp for a gambling problem? B. Have you gambled within the past 6 months?	. Please answer	No	Yes
survey, have you been asked about the types of gambling you do while in this program? At any time in your life have you ever participated in a gambling treatment program? At any time in your life have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? B. Have you gambled within the past 6 months?	survey, have you been asked about the types of gambling you do while in this program? At any time in your life have you ever participated in a gambling treatment program? At any time in your life have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? B. Have you gambled within the past 6 months?	survey, have you been asked about the types of gambling you do while in this program? At any time in your life have you ever participated in a gambling treatment program? At any time in your life have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? B. Have you gambled within the past 6 months?	Before taking this survey, have you been asked about gambling problems while in this program?	0	0
have you ever participated in a gambling treatment program? At any time in your life have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? B. Have you gambled within the past 6 months?	have you ever participated in a gambling treatment program? At any time in your life have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? 3. Have you gambled within the past 6 months?	have you ever participated in a gambling treatment program? At any time in your life have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? 3. Have you gambled within the past 6 months?	Before taking this survey, have you been asked about the types of gambling you do while in this program?	\circ	
have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? B. Have you gambled within the past 6 months?		have gambling counseling services ever been offered to you? Do you currently need help for a gambling problem? 3. Have you gambled within the past 6 months?	At any time in your life have you ever participated in a gambling treatment program?	0	0
s. Have you gambled within the past 6 months? No	help for a gambling problem? 3. Have you gambled within the past 6 months? No	help for a gambling problem? 3. Have you gambled within the past 6 months? No	have gambling counseling services ever	\circ	\circ
No No	No No	No No	been offered to you?		
			Oo you currently need elp for a gambling	0	0

24. If you have gambled in the past 6 months, please answer the following questions:

	Not true for me	True for me
I did <u>not</u> use alcohol or drugs when gambling	\circ	\circ
I used more alcohol or drugs than usual when gambling	\circ	
I used less alcohol or drugs than usual when gambling	0	0
I gambled more than usual when using alcohol or drugs	\circ	\circ
I gambled less than usual when using alcohol or drugs	0	0
I gambled to get money to buy alcohol or drugs	\circ	\circ
I substituted gambling for alcohol or drug use	0	0

THANK YOU FOR YOUR PARTICIPATION!



UCFS

SUBSTANCE USE/GAMBLING

Alcohol and/or other Drugs

During his/her life, has the client had a problem with alcohol and/or other drugs: DURING HIS/HER LIFE, HAS THE CLIENT HAD A PROBLEM WITH ALCOHOL AND/OR OTHER DRUGS

Has the client used any (even once) of the following drugs in the past 90 days: HAS THE CLIENT USED ANY (EVEN ONCE) OF THE FOLLOWING DRUGS IN THE PAST 90 DAYS (SELECT ALL THAT APPLY)

Current use of alcohol/drugs/other substances/or gambling: IS CLIENT CURRENTLY USING ALCOHOL AND/OR DRUGS OR OTHER SUBSTANCES/OR GAMBLING .

History of Substance Use and/or Gambling (other than current use previously identified): IS THERE ANY HX OF ALCOHOL OR SUBSTANCE USE OR GAMBLING IN LIFETIME (IN ADDITION TO IDENTIFIED IN CURRENT USE)?

Any	/ a	dd	itic	ona	al (cor	nn	ner	nts	i: \	es/	S	UB	S	'ΑΝ	I CI	Ęί	JSI	E/(GΑ	M	BL	IN	G /	AD	Dľ	П	NC	AL	C	MC	ME	NT	S.						
		• •	-		-		-					•					-		-		-		-												 	 	 		 	
	• •						_	-																																

Betting/Gambling

Have you ever won anything: Yes . Provide Details: PROVIDE DETAILS: WHAT DID YOU WIN.

How much money did you spend placing bets for money or something of value like personal items, sneakers, etc. or to win things in the past year (e.g., cards, dice, dominos, fantasy sports, video games that you bet on or any other game you place bets with): Describe:.

Is there any history of money related arguments or confrontations: Yes Provide Details: PROVIDE DETAILS.

Does client, caregiver or clinician identify any issues or concerns related to gambling, scratch-offs, betting, etc. at this time: Yes (Opens the NODS-CLiP short problem gambling screen).

MCCA

Substance Use and Gambling Treatment History Do you believe that you have/had a problem with substance and/or gambling Alcohol / Drug Use: use? O Yes O No If yes, enter below: O Yes Have you ever been untruthful about the O No extent of your gambling, or hid it from others? Comments: Which of the following do you identify as a consequence of your substance and/or Consequence of addiction / drug use / gambling use? gambling: ☐ Loss of Child Custody □ Loss of Control ☐ Hallucinations □ Tolerance Change □ Delirium Tremens □ Problems in Relationships □ Blackouts ☐ Job Loss □ Arrests □ Shakes □ Absenteeism ☐ Alcohol/Drug Related ☐ Morning Use ☐ Financial Problems Accidents/Injuries □ Cravings □ Divorce □ Evidence of Withdrawal - When Stopping or ☐ Seizures Decreasing Use ☐ Unsucessful attempts at stopping What do you believe is the biggest consequence of substance abuse and/or Biggest consequence of substance / gambling gambling? abuse? Have you ever O Yes overdosed?

H	story of Suicidal or Homocida	al Ideation
Have you ever thought	O Yes	
about intentionally hurting yourself?	O No	
Are you currently	O Yes	
experiencing thoughts of intentionally harming	O No	
yourself? Have you ever	O Yes	
considered suicide?	O No	
Have you ever	O Yes	
attempted suicide?		
	O No	
Are you currently contemplating ending	O Yes	
your life?	O No	
Explain:	If Yes: were drugs/alcohol or gambling invol	lved and if received treatment
Alpha, Test (15933)	4 of 17	Date Printed: 4/14/2015 1:21 PM
	Outpatient - Danbury - BioPsychoSocial Assessment	
Have you ever seriously	O Vos	

○ Yes ○ No
O Yes
O No
O Yes
○ No
If Yes: were drugs/alcohol or gambling involved and if received treatment

FAMILY INCOME

	TAME INCOME
Total Income Per Year	
(In thousands):	
Number Dependent on Income:	
In Debt?	O Yes
III DODE.	O No
10VEQ 1	O No
If YES, how much?	
What type of Debt?	
Debt due to Gambling?	Is any debt due to gambling activities O Yes
	O No
Have you ever borrowed money in order to	O Yes
gamble or cover lost	O No
money:	
Comment:	
D	
Describe your involvement with AA/	
NA/GA:	
What is your attitude	
towards AA/NA/GA?	

Wheeler Clinic

Social History



Is there any history of mental illness, suicide attempts or substance abuse by parents, siblings or close relatives?

Check all that apply

Father

Verbal/Emotional Abuse

Physical Abuse/Family Violence

Substance Abuse

Suicide/Attempted Suicide

Incest/Sexual Abuse

Gambling

Mental Health

Eating Disorder

Sibling

Verbal/Emotional Abuse

Physical Abuse/Family Violence

Substance Abuse

Suicide/Attempted Suicide

Incest/Sexual Abuse

Gambling

Mental Health

Eating Disorder

Mother

Verbal/Emotional Abuse

Physical Abuse/Family Violence

Substance Abuse

Suicide/Attempted Suicide

Incest/Sexual Abuse

Gambling

Mental Health

Eating Disorder

Other

Verbal/Emotional Abuse

Physical Abuse/Family Violence

Substance Abuse

Suicide/Attempted Suicide

Incest/Sexual Abuse

Gambling

Mental Health

Eating Disorder

Community supports/leisure/recreational/religious activity

Check all that apply

12 step or other community support group

TV/Movies

Religious/Spiritual activity

Go to club

Hobbies

Gambling

Party/Drink/Get High

Go out to eat/for coffee

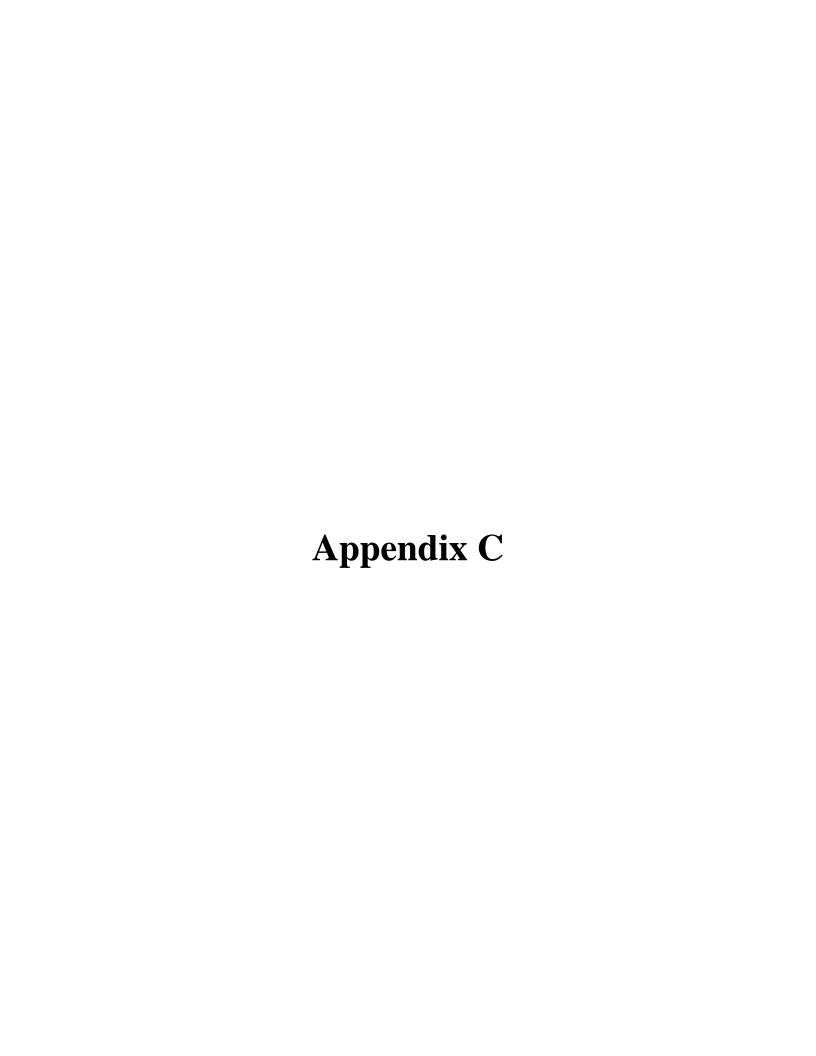
Talk to friends

Other

Shop

Sports/Exercise

Volunteer Work



PROBLEM GAMBLING CAPABILITY IN ADDICTION AND MENTAL HEALTH TREATMENT SCALE (PG-cap VERSION 3.0)

RATING SCALE COVER SHEET

Program Identification	1111111	CO.III CO I III CIIII I	
Date: Rater	(s):		Time Spent (Hours):
Agency Name:			
Program Name:			
Address:			Zip Code:
Contact Person: 1)		; 2)	
Telephone:	; FAX:	; Email:	
State: Region:	Program ID: Time	e Period: (1= Baseline; 2 = 1 st -f	follow-up; 3= 2 nd follow-up; 4= 4 th follow-up; etc)
Program Characteristics			
Payments received (program): Self-pay Private health insurance Medicaid Medicare State financed insurance Military insurance Other funding sources: Other public funds Other funds	Primary focus of agency: Addiction treatment services Mental health servicesMix of addiction & MH servicesHospital Size of Program:# of admissions/last fiscal yearCapacity (highest # servable)Average length of stay (in days)Planned length of stay (in days)# of unduplicated clients/year	Agency type: Private Public Non-Profit For-Profit Government operated Veterans Health Admin. Level of care: ASAM-PPC-2R (Addiction): I. Outpatient II. IOP/Partial Hospital III. Residential/Inpatient IV. Medically Managed Inte OMT: Opioid Maintenance D: Detoxification Mental Health: Outpatient Partial hospital/Day progra Inpatient	
PGCS assessment sources	Supervision observation: Ob	oserve group/individual session:	view; Team meeting observation; Interview with Program Director: Interview with other service providers; Site tour

PROBLEM GAMBLING CAPABILITY IN ADDICTION AND MENTAL HEALTH TREATMENT SCALE (PGCS VERSION 3.0) RATING SCALE

	1 NGIS	2	3 PGC	4	5 PGE
I. PROGRAM STRUCTURE					
IA. Primary focus of agency as stated in the mission statement (If program has mission, consider program mission) IB. Organizational certification & licensure.	(SUD)/MH or co- occurring only Organizational certification and/or licensize does not permit	Has no actual barrier, but staff report there to be certification or licensure	Primary focus is a Substance use and/or mental health disorder. Gambling disorder is acknowledged and treated as a secondary or co-occurring issue. Has no barrier to providing PG along with or treating co-occurring	Mission statement addresses gambling disorder along with SUD and MH. No specific mention of addressing impact of gambling on recovery.	Primary focus on comprehensive program that integrates the impact of gambling and gambling disorder in all aspects of care. Is certified and/or licensed to provide gambling disorder
IC Coordination and	addressing gambling disorder as a primary diagnosis or distinct co- occurring disorder No document of formal	barriers. Vague, undocumented,	disorders within the context of substance use or mental health disorder treatment	Formalized coordination	services equally with SUD and MH services. Most services are
collaboration with problem gambling services	coordination or collaboration. Meets SAMHSA definition of Minimal Coordination	or informal relationship with PG agencies or providers or consulting with a staff member from those agencies. Meets SAMHSA definition of Consultation.	documented coordination or collaboration with PG agency or provider. Meets SAMHSA definition of Collaboration.	Formalized coordination & collaboration, or availability of in-house problem gambling specialists that share and coordinate client care. Meets SAMHSA definition of Collaboration and has some informal components consistent with integration.	integrated within the existing program, or routine use of PG/peer counseling staff or staff exchange programs. Meets the SAMHSA definition of Integration.
ID. Financial incentives.	Can only bill for SUD and/or MH disorders	Could bill for gambling disorder if substance use or other mental health disorder is primary, but staff report there to be barriers OR: Partial reimbursement for gambling disorder services is available.	Can bill for any service type, however, substance use or mental health disorder must be primary.		Can bill for PG, SUD or MH treatments, or any combination and/or integration.

	1	2	3	4	5
	NGIS	-	PGC	,	PGE
II. PROGRAM MILIEU					
IIA. Routine expectation of and welcome to	Expects substance use and/or mental health	Documented to expect substance use and/or	Expect substance use and/or mental health	Program formally defined like PGC but	Clinicians and program expect and treat all
treatment for PG along	disorders only, refer or	mental health disorders	disorders, and, with	clinicians and program	disorders, regardless of
with Substance use and mental health disorders	deflect persons with PG disorders or symptoms.	only (e.g. admission criteria, target population), but have	documentation, accepts pg disorders if co-occur with SUD or MHD.	informally expects and treats both disorders, <u>not</u> well documented.	which is primary or whether a substance use or mental health disorder
	No expectation of addressing impact of gambling on recovery.	informal procedure to allow some persons with pg problems so long as SUD or MHD primary.			co-occurs with the gambling, well documented.
IIB. Display and distribution of literature and patient educational materials.	SUD and MHD literature and materials only.	Some material available for PG as well as Substance use and mental health disorders OR some minimal mention of gambling as a co-occurring problem on some SUD or MH material > Material on gambling or problem gambling not offered routinely or formally available.	Routinely available for PG as well as impact of gambling on recovery in waiting areas, client orientation materials, family visits, but distribution is less than for substance use and MH disorders.		Routinely and equivalently available for PG as with SUD and MH and for the impact of gambling on recovery from a comprehensive range of other disorders (e.g. alcohol use disorder, depression, anxiety, schizophrenia, etc)

	1 NGIS	2	3 PGC	4	5 PGE
III. CLINICAL PROCESS: ASSESSMENT	11000				
IIIA. Routine screening methods for problem gambling symptoms and the impact of gambling on recovery	Pre-admission screening based on patient self- report. Decision based on clinician inference from client presentation or by history. No screening for PG or the impact of gambling on recovery.	Pre-admission screening for problem gambling symptoms, treatment history prior to admission. Some evidence based set of problem gambling screening questions	Routine set of standard screening questions for PG using a well validated framework and integration of questions on impact of gambling in at least 50% of sections of intake data collection.		Screen using standardized or formal instruments for problem gambling with established psychometric properties. Screen includes standardized assessment of frequency of gambling on comprehensive range of gambling activities. Screening questions for evaluation of the impact of gambling or problem gambling included in at least 80% of major categories.
IIIB Routine assessment if screened positive for problem gambling symptoms	Assessment for gambling problems and/or the impact of gambling on recovery is not recorded in the medical record.	Assessment for gambling problems occurs for some clients, but is not routine or is variable by clinician	Assessment for gambling disorder is present, formal standardized and documented in at least 50% of the records.	Assessment for gambling disorder is present, formal, standardized and documented in at least 90% of cases for which there is positive PG screen or indication.	Assessment for gambling disorder is formal, standardized and integrated with assessment for substance use symptoms and mental health symptoms and documented in at least 90% of the records.
IIIC. Routine assessment of impact of gambling on recovery.	Assessment for the impact of gambling on a client's recovery is not recorded in the record.	Assessment for the impact of gambling on client's recovery occurs for some clients, but is not routine or is variable by clinician.	Assessment for the impact of gambling is present, formal standardized and documented in at least 50% of the records.	Assessment for the impact of gambling is present, formal, standardized and documented in at least 70% of the records.	Assessment for the impact of gambling is formal, standardized and integrated with assessment for SUD and MH symptoms and documented in at least 90% of the records.

			-	-	
IIID. Gambling disorder	Gambling disorder	Gambling disorder	The program has a	The program has a	Comprehensive gambling
diagnosis made and	diagnosis not made or	diagnostic impressions or	mechanism for providing	mechanism for providing	disorder diagnostic
documented along with	documented.	past treatment records	gambling disorder	routine, timely gambling	services are provided in a
Psychiatric and		are present in records,	diagnostic services in a	disorder diagnostic	timely manner at least
substance use diagnoses.		but the program does	timely manner.	services. Documented at	90% of the time.
		not have a coutine		least 70% of the time	
		process for making and			
		documenting gambling			
		disorder diagnosis.			
IIIE. Gambling history	Collection of substance	Standard form collects	Routine documentation	Specific section in record	Specific section in record
reflected in medical	use and/or other mental	substance use and/or	of gambling/problem	dedicated to	devoted to history and
record.	health disorder history	mental health disorder	gambling history in	gambling/problem	chronology of gambling
	only.	history only.	record and in narrative	gambling history and	behaviors/problems and
		Gambling/problem	section (even if this	chronology.	the interaction between
		gambling history	means documentation of		them and substance use
		collected inconsistently.	no history of		and/or mental health
		,	gambling/problem		disorders is examined
			gambling.		temporally
IIIF. Program	Admits persons with no		Admits persons in		Admits persons in
acceptance based on	to low		program with low to		program with moderate
problem gambling	actity/severity/persisten		moderate severity, etc		to high severity, etc.
symptoms	ce.		whose gambling		including severe and
acuity/severity/persisten	ce.		behavior does not create		persistent financial, legal,
			immediate crisis in terms		emotional etc
ce: low, moderate, high.			of debt, legal issues,		
			housing, etc or whose		consequences of gambling and/or are at
			gambling creates serious		high relapse risk
			emotional problems or		potential.
			whose gambling history		
			is prolonged and		
			unresponsive to		
777.0 0			interventions.		
IIIG. Stage-wise	Not assessed or	Assessed & documented	Clinician assessed and	Formal measure used	Formal measure for
assessment	documented.	variably by individual	routinely documented,	and coutinely	gambling problem
		clinician	focused on SUD and	documented but	motivation specifically
			MH and more variably	focusing on PG (less	included in
			for PG.	than 80%)	documentation and used
					and routinely, focus
					integration of PG and
					substance use and/or
					mental health
					motivation. (80% or
					more)

	1 NGIS	2	3 PGC	4	5 PGE
IV. CLINICAL PROCESS: TREATMENT					
IVA. Treatment plans.	Address substance use/mental health only (PG not listed)	Variable by individual clinician (plans vaguely or only sometimes address gambling problems/impact of gambling)	Plans routinely address all disorders although substance use and/or mental health disorders are addressed as primary, gambling problem s as secondary with generic interventions.	Plans routinely address problem gambling/impact of gambling issues. Equivalent focus on all disorders; some individualized detail is variably observed.	Plans routinely address problem gambling/impact of gambling issues equivalently with SUD/MH and in specific detail; comprehensive interventions for gambling issues are used.
IVB. Assess and monitor interactive courses of both disorders.	No attention or documentation of progress with problem gambling issues	Variable reports of progress on gambling problems by individual clinicians.	Routine clinical focus in narrative (treatment plan or progress note) on gambling problem change, description tends to be generic	Treatment monitoring and documentation reflecting equivalent indepth focus on gambling problems along with SUD/MH is available but variably used	Treatment monitoring and documentation coutinely reflects clear, detailed and systematic focus on change for gambling problems as well as SUD/MH
IVC. Stage-wise treatment	Not assessed or explicit in treatment plan.	Stage or motivation to address gambling issues documented variably by individual clinician in treatment plan.	Stage or motivation regarding gambling problems variably and inconsistently addressed and variably integrated into comprehensive stage-wise treatment plan.	Stage or motivation regarding gambling problems routinely incorporated into individualized plan, and general awareness of adjusting treatments by individual stage of readiness. Gambling issues variably included in integrated stage-wise treatment matching.	Stage or motivation routinely incorporated into individualized plan, and formally prescribed and delivered stage-wise treatments that relate to specific gambling problems and that integrate gambling issues with both substance use and mental health issues.

	1	2	3	4	5
IV. CLINICAL PROCESS:	NGIS		PGC		PGE
TREATMENT (cont) IVD. Integration of Problem Gambling/Impact of Gambling in treatment content	Not addressed in program content	Based on judgment by individual clinician; Variable penetration into routine services	In program routinely as an isolated intervention with variable integration into standard practices dependent on clinical judgment, interest, and skill.	There is more substantial movement toward inclusion of the impact of gambling/problem gambling in all aspects of treatment intervention.	Consistent inclusion of the impact of gambling/problem gambling references, examples and content throughout treatment interventions by practice and policy.
IVE. Specialized, stage appropriate individualized interventions with problem gambling content.	Problem gambling signs and symptoms not addressed.	Based on judgment/expertise of individual clinical, variable penetration into routine services.	Program routinely addresses problem gambling signs and symptoms as secondary to SUD/MH. Routine clinician adaptation of an evidence-based treatment to address gambling as a relapse risk factor or co-occurring addiction.	Some PG specialized interventions by specifically trained clinicians in addition to more general adaptations of MH/SUD approaches.	Routine PG specific individualized interventions are provided in stage appropriate manner for individuals who present signs and symptoms of problem gambling. Gambling Disorder is treated as primary and equal to MH/SUD. Program has capacity to treat individuals with all levels of problem gambling severity along with co-occurring SUD/MH.
IVF. Education about gambling disorder, treatment and interaction with SUD/MH	PG/impact of gambling is not at all included in psycho-education offerings and materials	PG education offered variably or by clinician judgment	Program offers routine education on problem gambling/impact of gambling as an isolated class or group as part of a cycle of educational topics and is routinely delivered in individual or group formats.	In addition to routine education on PG, more general or MH/SUD educational offerings integrate gambling/impact of gambling and the interaction among the 3 disorders is address in education offerings variably.	PG specific education components are included in group and individual curriculum and PG/gambling impact content is thoroughly infused in all educational modules and topics. A continuum of PG specific educational components are available to address the needs of clients with the full range of gambling problems.

	1 NGIS	2	3 PGC	4	5 PGE
IVG. Family education and support.	For alcohol, drug or other mental health problems only	Problem gambling family education and support available variably or by individual clinical judgment	Impact of Gambling and problem gambling issues addressed routinely but informally incorporated into family education or support sessions. Available as needed.	PG issues routinely and more formally incorporated into family or support sessions. Structured family interventions to specifically address gambling issues and support families dealing with gambling problems more routinely accessible.	Gambling and Problem gambling routinely and systematically integrated into all family education and support materials and groups. Specific problem gambling education, support and counseling routinely available for those needing this (80% of time)
IVH. Specialized interventions to facilitate use of peer support groups.	No interventions used to facilitate use of PG peer support	Some availability of information on PG peer supports, addressed variably	Information on PG peer supports routinely available and provided to clients in conjunction with information on SUD and MH peer supports. However, no routine interventions to specifically link to PG peer supports.	Meets criteria for PGC and occasional though variable linkages made to PG peer support as appropriate.	Routine facilitation to engage clients presenting signs and symptoms of PG with peer support resources either via onsite PG support groups, PG support groups, PG support resources routinely referenced with SUD/MH supports and linkages made for individual clients with PG peer supports.
IVI. Availability of peer recovery supports for patients with gambling problems.	PG peer supports not present, or if present not recommended.	Off site, recommended variably	Off site or on consultation basis with local contact person or informal matching with peer supports in the community with PG focus.	Present, off site, integrated into plan, and routinely documented.	Present, on site, facilitated and formally integrated into program routinely used and documented.

	1	2	3	4	5
	NGIS		PGC		PGE
V. CONTINUITY OF CARE					
VA. Gambling problems addressed in discharge planning process.	Not addressed	Variably addressed by individual clinicians.	Gambling problems/impact systematically addressed as secondary in planning process for off site referral.	Some capacity (les than 80%) to plan for integrated follow-up.	All disorders/issues are seen as primary with confirmed plans made for onsite follow-up (at least 80% of time).
VB. Capacity to maintain treatment continuity.	No mechanism for managing ongoing care of problem gambling needs when substance use or mental health program is completed.	No formal protocol to manage problem gambling needs once program is completed, but some individual clinicians may provide extended care until appropriate linkage takes place; Variable documentation	No formal protocol to manage problem gambling needs once program is completed, but when indicated, most individual clinicians provide extended care and /or monitor impact of gambling until appropriate linkage takes place; Routine documentation	Formal protocol to manage problem gambling needs indefinitely, but variable documented evidence that this is routinely practiced, typically within the same program or agency.	Formal protocol to manage problem gambling needs indefinitely and consistently documented evidence that this is routinely practiced, typically within the same program or agency.
VC. Focus on ongoing recovery issues for problem gambling as well as substance use and other mental health disorders.	No	Individual clinician determined.	Routine focus is on recovery from substance use or mental health disorders. PG issues are viewed as secondary to SUD/MH		Routine focus on gambling equally with SUD/MH recovery and management all seen as primary and ongoing. Focus includes interaction and impact of each on overall recovery.
VD Specialized interventions to facilitate the use of community- based peer support groups during discharge planning.	No interventions made to facilitate use of any gambling specific peer support groups upon discharge.	Used variably or infrequently by individual clinicians for individual clients, mostly for facilitation to SUD/MH peer supports	No official policy or protocol, there is more routine offering of information and recommendation of gambling specific peer supports during discharge planning, but this is still viewed as secondary to SUD/MH	Assertive linkages and interventions variably made targeting PG peer support equally with SUD/MH supports	Assertive linkages and interventions routinely made to facilitate use of PG peer support groups or all recovery groups upon discharge

	1 NGIS	2	3 PGC	4	5 PGE
VI. STAFFING					
VIA On site clinical staff members with problem gambling certification (i.e. NCGC I or II), or competency (CT cert of competency or equivalent).	Program has no staff who are certified, licensed, trained or has sufficient experience to establish competence as a problem gambling counselor.	1-24% of clinical staff have cert, license or sufficient clinical experience to establish competence in PG treatment	25-33% of clinical staff have cert, license or sufficient clinical experience to establish competence in PG treatment	34-49% of clinical staff have cert, license or sufficient clinical experience to establish competence in PG treatment.	50% or more of clinical staff have cert, license or sufficient clinical experience to establish competence in PG treatment
VIB. Access to problem gambling supervision or consultation.	No access	Yes, off site by consultant or contractor, variably provided	Provided routinely and consistently by consultant or contractor off site, via telephone or onsite.	Routinely provided onsite by staff member.	Routinely provided onsite by staff member and focuses on in-depth learning
VIDC Case review, staffing or utilization review procedures emphasize and support integration of gambling problems in treatment.	Not conducted	Yes, off site by consultant or contractor, variably provided	On site, documented as needed coverage of problem gambling issues.	Documented, routine review of PG issues with increasing attention to review of impact of gambling issues among all cases	Documented, routine and systematic review of PG issues and the impact of gambling on recovery
VID. Peer/Alumni supports are available with problem gambling issues	Not available	Available with PG disorder, but as part of the community. Variably referred by individual clinician.	Available with gambling disorder but as part of community. Routine referrals made through clinician relationships or more formal connections such as peer support groups.	Available on site, with gambling disorders either as paid staff, volunteers or program alumni. Variable referrals made.	Available on site with gambling disorder, wither as paid staff, volunteers or program alumni. Routine referrals made for individuals at risk for as well as those with clearly identified gambling disorder

	1 NGIS	2	3 PGC	4	5 PGE
VII. TRAINING					
VIIA. All staff members have basic training in attitudes, prevalence, common signs and symptoms, detection and triage for gambling disorder as well as training on assessing and addressing the impact of gambling on SUD/MH recovery	No staff has basic training.	Variably trained, no systematic agency training plan or individual staff member election (1-24%)	Certain staff trained, encouraged by management and with systematic training plan (25-50% staff trained).	Many staff trained and monitored by agency strategic training plan (51-79%).	Trained in these skills per agency strategic training plan (over 80-% staff trained)
VIIB. Clinical staff members have advanced specialized training in problem gambling integrated treatment of SUD/MH	No clinical staff have advanced training	Variably trained, no systematic agency training plan, or individual staff member election (1-24%)	Certain staff trained, encouraged by management and with systematic training plan (25-50% of clinical staff trained)	Many staff trained and monitored by agency strategic training plan (51-79%)	Most staff trained and periodically monitored by agency strategic training plan (at least 80%)

ADDITIONAL SITE VISIT NOTES:

$PROBLEM\ GAMBLING\ CAPABILITY\ IN\ ADDICTION\ AND\ MENTAL\ HEALTH\ TREATMENT\ PROGRAMS\ (PG-cap)\ \textit{VERSION}\ 1.5$

	SCORING SUMMARY	
I. Program Structure	IV. Clinical Process: Treatment	V. Continuity of Care A. B C D Sum Total =
III. Clinical Process: Assessment A.	PG-cap INDEX PROGRAM CATEGORY: SCALE METHOD OVERALL SCORE (Sum of Scale Scores/7): DUAL DIAGNOSIS CAPABILITY: NGIS (1 - 1.99) NGIS/PGC (2-2.99) PGC (3 - 3.49) PGC/PGE (3.5 - 4.49) PGE (4.5 - 5.0)	Sum Total =
	PG-cap INDEX PROGRAM CATEGORY: CRITERION METHOD % CRITERIA MET FOR NCIS (# of "1" scores/31): % CRITERIA MET FOR PGC (# of "3 or <" scores/31): % CRITERIA MET FOR PGE (# of "5" scores/31): HIGHEST LEVEL OF PG CAPABILITY (80% or more):	