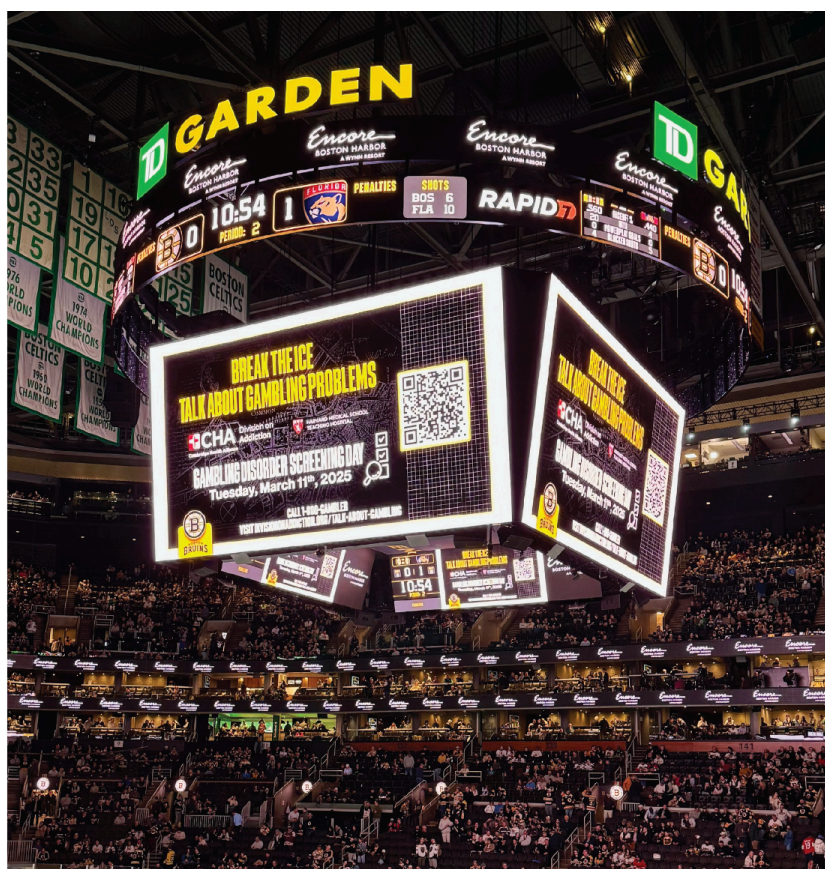
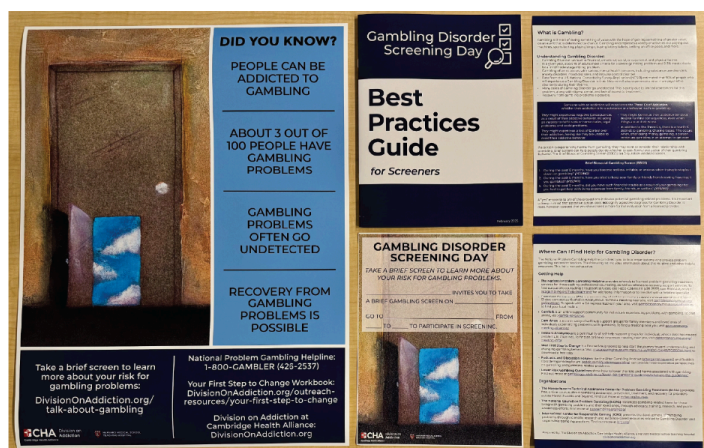


# 2025 Gambling Disorder Screening Day Activities, Support, and Participation



Cambridge Health Alliance Readiness for Gambling Expansion (CHARGE)

Gambling Disorder Screening Day Report  
February 3, 2026

## Executive Summary

Gambling Disorder Screening Day (Screening Day) is an annual event that increases awareness of gambling harm and encourages providers and others to screen for Gambling Disorder. It was established in 2014 by the Division on Addiction (the Division) at Cambridge Health Alliance, a Harvard Medical School teaching hospital. The 12<sup>th</sup> Screening Day took place on March 11, 2025.

## Expansion and Participation

This year was the largest Screening Day to date. We saw many new participants, in addition to long-time event hosts and supporters.

- At least 317 individuals and organizations participated; they represented 39 U.S. states, one U.S. territory, and eight countries. Participants included healthcare providers, state problem gambling councils, community organizations, gambling operators, colleges, and more.
- Twelve Screening Day event hosts voluntarily reported their event data to the Division; they screened 837 individuals, with 16.2% of those individuals screening positive.
- We continued collaborating with Health Resources in Action to expand screening in Massachusetts. Seventy-five providers and community-based organizations received funding and technical assistance to host their own Screening Day event. The Massachusetts Department of Public Health, Office of Problem Gambling Services funded this project.

## Outreach and Awareness Activities

The Division conducts outreach and awareness activities to engage new and repeat Screening Day participants and supporters.

- We conducted outreach and provided free screening resources to 39 state problem gambling councils across the U.S., made possible with funding from DraftKings.
- We created a new webpage, *Break The Ice: Talk About Gambling Problems*, an online hub for gambling self-screening and gambling-related treatment and support resources.
- We published articles and information about Screening Day in our Brief Addiction Science Information Source research blog, on social media, and in various online newsletters, and also facilitated training events about gambling screening.
- We held three Screening Day tabling events—at TD Garden during a Boston Bruins game, at the CHA Everett Hospital, and with the Everett Haitian Community Center—where we provided problem gambling resources and offered self-screening.

## New Materials & Resources

The Division's Screening Day Toolkit includes free, comprehensive materials and resources to support participants in planning for, promoting, and hosting their screening event.

- We continued providing Brief Biosocial Gambling Screen pocket screeners to event hosts for no cost. The printing of this resource was made possible with funding from DraftKings. We distributed 9,478 BBGS pocket screeners to 77 participants in 40 U.S. states.
- We added new materials to the Screening Day Toolkit, including a PSA poster and a customizable event announcement flyer.

Gambling Disorder Screening Day continues to expand, reaching more people than ever before. The Division on Addiction looks forward to continuing to coordinate and expand this event in the future. We're grateful to everyone who has participated in and supported this initiative.



## Background

As opportunities to gamble continue to evolve and expand across the globe, there is a need to identify those who are at risk for gambling-related problems. Gambling Disorder leads to financial, emotional, social, occupational, and physical harms, yet many cases go undetected in part due to limited assessment for this problem. Screening for Gambling Disorder helps to identify individuals who should seek further assessment for potential gambling-related problems.

[Gambling Disorder Screening Day](#) (Screening Day) is held annually on the second Tuesday of March during Problem Gambling Awareness Month. This event was established in 2014 by the [Division on Addiction](#) (the Division) at Cambridge Health Alliance (CHA), a Harvard Medical School teaching hospital. Although the Division supports year-round screening for gambling-related problems, Screening Day is a one-day event intended to increase awareness of gambling harm, and educate and encourage providers to screen for Gambling Disorder. This international movement addresses the need to detect gambling-related problems early. Since its conception, Screening Day has grown to include supporters and screeners from across the United States and around the world. This year, Screening Day took place on March 11, 2025, and the Division celebrated 12 years of coordinating this event.

## Screening Day Materials & Resources

### Resources for Screeners and Supporters

[Brief Biosocial Gambling Screen \(BBGS\) pocket screeners](#) are the size of a folded business card and include the three-question BBGS, facts about Gambling Disorder, and resources for individuals who might be struggling with their gambling (e.g., the National Problem Gambling Helpline number). The BBGS pocket screeners are available in six languages (Picture 1). With funding and support from DraftKings, the Division printed 12,000 BBGS pocket screeners to be distributed to Screening Day hosts nationwide.

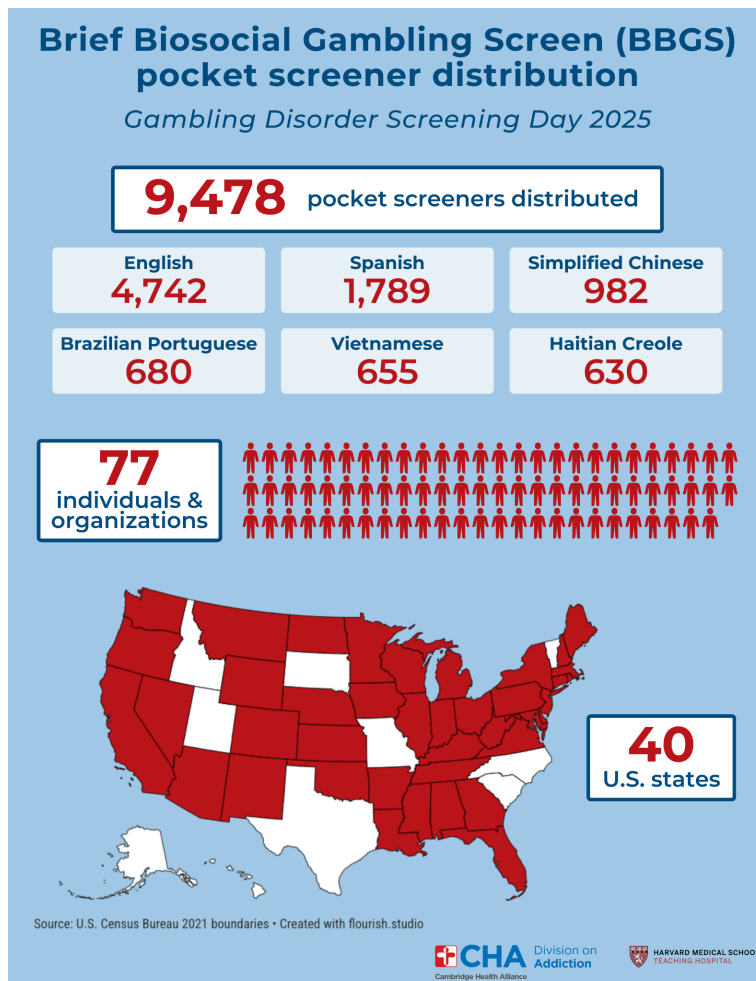


Picture 1. BBGS pocket screeners in English, Haitian Creole, Brazilian Portuguese, Spanish, simplified Chinese, and Vietnamese.

The Division updated its [Screening Day Toolkit](#) with new resources, specifically adding materials to the [Screening Day Promotion Guide](#). This included downloadable logos and graphics, a PSA poster, and a customizable event announcement flyer.

## BBGS Pocket Screener Distribution

Every year, the Division provides BBGS pocket screeners to organizations who request them, at no cost. This year, the Division distributed 9,478 BBGS pocket screeners to 77 individuals and organizations across 40 U.S. states (Figure 1). BBGS pocket screeners were also distributed in person at outreach and tabling events, including at a Boston Bruins game, the CHA Everett Hospital, and the Everett Haitian Community Center.



*“The Commission had a display in its lobby with the BBGS self-screening questionnaire printed in English, Spanish, and Haitian Creole, along with giveaways imprinted with the Problem Gambling Awareness Month 2025 message and contact information for help.”*

– Commissioner, a Casino Control Commission in the U.S.

*“We will use the BBGS pocket screeners at an upcoming gambling prevention workshop at our university.”*

– Director of Student Health Promotion, a U.S. university

Figure 1. Distribution of BBGS pocket screeners for Screening Day.



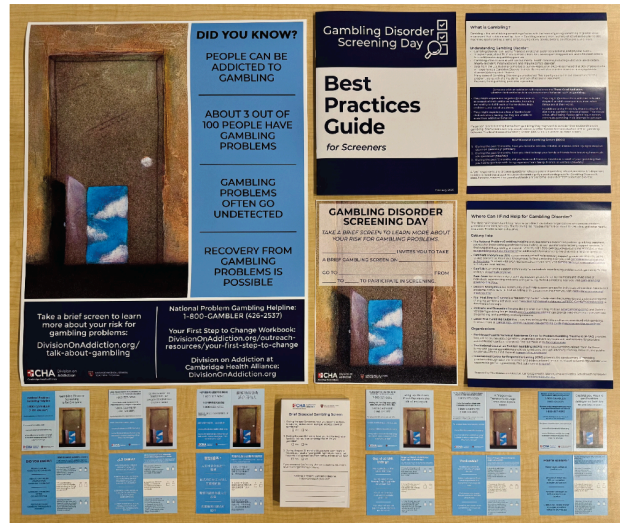
## National Outreach to State Problem Gambling Councils

With funding support from DraftKings, the Division launched a national outreach initiative to strengthen engagement with state problem gambling councils. This effort included distributing resource boxes to encourage and support Screening Day participation, and developing a new online webpage, [Break the Ice: Talk About Gambling Problems](#), which provides self-screening tools and information about treatment and support resources for problem gambling.

### Screening Day Resource Boxes

The Division created and distributed Screening Day resource boxes to 39 state problem gambling councils across the U.S. (Picture 2). The boxes were designed to raise awareness of Screening Day as a national initiative and provide councils with practical tools and guidance to plan and host their own screening events. They were also intended to help councils share resources and information with healthcare providers, public health professionals, and community-based organizations within their states. Participation in Screening Day was encouraged, but not required, in order to receive a box.

The boxes included materials for both event hosts and attendees. Contents included a comprehensive [Screening Day best practices guide](#) to support event planning and hosting, a customizable event announcement flyer, a PSA poster for display at events or in public spaces, 100 double-sided fact sheets with gambling-related information and resources, BBGS notepads, and BBGS pocket screeners in six languages (Picture 3).



*Pictures 2 and 3. Division staff with Screening Day resource boxes to be sent to state problem gambling councils (Picture 2, left) and the contents of a Screening Day resource box (Picture 3, right).*

### Break The Ice: Talk About Gambling Problems Webpage

The Division created a new webpage, *Break The Ice: Talk About Gambling Problems*, designed as an online hub for gambling-related information and resources. The page provides access to a self-screener and a list of treatment and support resources. To make the webpage easily

accessible, a QR code and/or URL was included on new printed materials, such as PSA posters and *Break The Ice* magnets (Picture 4). The QR code was also added to a large retractable banner for tabling events, allowing people to discreetly access the webpage without needing to stop and speak with staff. During Screening Day, the QR code was incorporated into an infographic displayed on the jumbotron at the Boston Bruins game at TD Garden.



From March 11–12, the webpage received over 2,000 visitors. Traffic came from multiple sources, including attendees at the Boston Bruins game and individuals accessing materials sent to state councils. The webpage serves as a one-stop resource for individuals seeking information and support, and it will remain a permanent online resource.

Picture 4. *Break The Ice: Talk about Gambling Problems* magnet.

## Outreach and Awareness Activities

The Division conducts outreach and awareness activities each year to promote Screening Day. This year, activities included:

- Conducting outreach and providing free screening resources to 39 state problem gambling councils across the U.S., made possible with funding from DraftKings (see *National Outreach to State Problem Gambling Councils*)
- Supporting efforts to expand Screening Day in Massachusetts, in collaboration with [Health Resources in Action](#) and with funding from the Massachusetts Department of Public Health, Office of Problem Gambling Services (see *Screening Day Expansion in Massachusetts*)
- Hosting three Screening Day tabling events – at TD Garden during a Boston Bruins game, at the CHA Everett Hospital, and the Everett Haitian Community Center
- Featuring an op-ed about Screening Day in The Brief Addiction Science Information Source (BASIS) research blog, titled [A Gambling Researcher, a Former Gambler, and a Current Gambler Reflect on Gambling Disorder Screening Day](#)
- Conducting training events, including “Introduction to Screening for Gambling Disorder” and “Introduction to Assessment for Gambling Disorder” for Massachusetts treatment providers through the Massachusetts Technical Assistance Center for Problem Gambling Treatment
- Featuring information about Screening Day in multiple outlets, including the CHA “In Brief” weekly newsletter, the CHA Wellness newsletter, The BASIS weekly subscriber email, and the Massachusetts Technical Assistance Center for Problem Gambling Treatment newsletter

## Screening Day Tabling Events

On Screening Day, Division staff held tabling events at TD Garden during a Boston Bruins game, at the CHA Everett Hospital, and with the Everett Haitian Community Center. We had a resource table with information and education about problem gambling, self-screening, and gambling-related treatment and support resources. These events helped bring conversations about gambling into our communities, increasing awareness of its potential risks and harms. Tabling also supports early

detection and intervention and helps connect individuals experiencing gambling-related harms, or those affected by a loved one's gambling, to appropriate resources and support.

Resources available at our screening events included BBGS pocket screeners in multiple languages and resource packets containing information on referrals, treatment options, peer support groups, self-help tools, and recovery resources (Picture 5). Screening Day promotional items, such as pens and Break the Ice magnets, were also distributed to attendees. The Division is grateful to the [Massachusetts Health Promotion Clearinghouse](#) and Health Resources in Action for



supplying items with the Massachusetts Problem Gambling Helpline number (e.g., stickers, cards), informational brochures and pamphlets, the [Your First Step to Change workbook](#) in multiple languages, and other resources. At the events, the Division distributed [BBGS magnets](#) donated to the Division by the International Center for Responsible Gaming, a long-time supporter of Screening Day.

Picture 5. Resource table at the Boston Bruins game.

### *Tabling at a Boston Bruins Game*

On Screening Day, Division staff had a tabling event at TD Garden during a Boston Bruins game, a new initiative made possible through a partnership with DraftKings (Picture 6). The event engaged both game attendees and TD Garden and Boston Bruins staff. We provided education about problem gambling, self-screening opportunities, and a range of treatment and support resources.

Visitors included game attendees, stadium staff, concessions workers, and an on-duty Boston Police officer. Many picked up resources for friends, coworkers, or significant others. One young adult took materials for his friends, expressing concern about their involvement with sports betting and online poker. Another young adult told us about his family history of gambling problems and discussed his own current challenges with gambling. He expressed interest in resources beyond traditional treatment, such as lower-risk gambling guidelines and podcasts featuring lived-experience perspectives. Several visitors completed a self-screen, with at least one screening positive. A QR code on our banners allowed attendees to discreetly access the *Break The Ice: Talk about Gambling Problems* webpage. We observed at least 11 attendees who scanned the code as they passed by. The jumbotron featured Screening Day information and the *Break The Ice: Talk about Gambling Problems* QR code during one of the game intermissions (Picture 7).

Screening Day outreach in community spaces, especially environments where gambling is prevalent, can reach individuals who are experiencing gambling-related harms themselves or are concerned about someone else. This reinforces the importance of providing a variety of resources in multiple formats and offering discrete access points, such as QR codes, to ensure attendees can engage with the resources and information privately if desired.





*Pictures 6 and 7. Photos from Screening Day at TD Garden during the Boston Bruins game, with Division staff at the resource table (Picture 6, left) and the jumbotron featuring information about Screening Day with a QR code for the Break The Ice: Talk about Gambling Problems webpage (Picture 7, right).*

### **Tabling at CHA Everett Hospital**

Division staff held a tabling event on Screening Day at CHA Everett Hospital (Picture 8). The event provided patients, caregivers, and CHA staff with information about Gambling Disorder and Screening Day, opportunities to reflect on their gambling behaviors through brief screening, and access to gambling-related resources. CHA providers, including behavioral health staff and nursing students, visited the table to learn more about gambling screening and to gather resources for their patients. One provider noted an increasing prevalence of gambling-related concerns among their patients. Some attendees expressed interest in resources for loved ones, often a spouse or a friend, whom they believed might be experiencing gambling-related problems. Participants also highlighted the need for resources translated into additional languages.



*Picture 8. Resource table at the CHA Everett Hospital.*

### **Tabling with the Everett Haitian Community Center**

Division staff hosted a screening event at the Everett Haitian Community Center (EHCC) (Picture 9). We screened community members and shared resources, including a [culturally-tailored, problem gambling prevention booklet](#) that was co-developed by the Division, EHCC, and Everett Haitian community members. This event and the prevention booklet were grant funded initiatives to expand access to problem gambling education and resources in the Everett Haitian community.

We screened 11 community members, using primarily Haitian Creole translated BBGS pocket screeners, further emphasizing the need for accessible, translated resources. We heard from the community about their experiences with gambling and help-seeking more generally. One participant inquired about low-risk gambling guidelines. We did not have printed resources on this topic at the time, so we directed them to an [online resource](#) developed by the Canadian Centre on Substance Use and Addiction. Conversations like these can increase community understanding of gambling and help us inform the development of future Screening Day resources. Thank you to all who participated and worked to make this event possible!



Picture 9. Resource table at EHCC.

## Screening Day Expansion in Massachusetts

The Division continued to support efforts to expand Screening Day in Massachusetts, led by Health Resources in Action and with funding from the Massachusetts Department of Public Health, Office of Problem Gambling Services. Through a competitive awards process, Massachusetts-based addiction and behavioral health providers, recovery centers, and community-based organizations were given funding to host a Screening Day event in their community. These awardees also received training, technical assistance, resources, and promotional items to support them in planning and hosting their events. The Division facilitated one training and four technical assistance sessions to support awardees in planning for and hosting their events. This ongoing initiative began in 2024.

*"We had one of the M-TAC Ambassadors attend and present slides and some games. We had several participants willing to share their stories about themselves and family members being affected by gambling addiction."*

– Screening Day host  
awardee

*"We saw that while the folks who completed the survey may have answered 'no' to all 3 questions, they often had stories about loved ones/family/friends/ neighbors who appeared to struggle with gambling, so resources were shared for them to pass along to those individuals."*

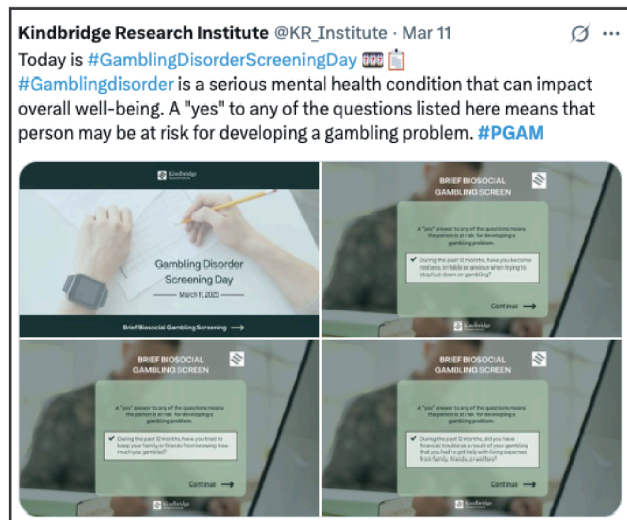
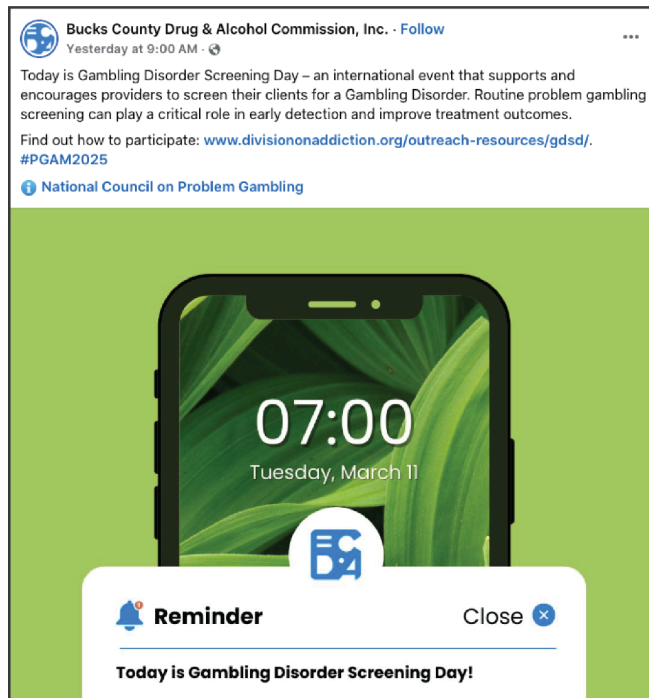
– Screening Day host  
awardee

[Seventy-five awardees](#) held screening events between January and June. Events took place at health centers, senior centers, community-based organizations, gyms, colleges, sober homes, recovery centers, faith-based institutions, libraries, food pantries, convenience stores, methadone clinics, festivals, and more. Awardees provided screening, education, and resources. Events included tabling, presentations, workshops, and lived-experience speakers. Food and incentives (e.g., gift cards) were provided to increase participation. In total, 5,017 individuals across Massachusetts were screened through these events, with 939 (18.7%) screening positive. Additionally, 563 individuals received a referral to treatment or support services.



## Screening Day: Global Participation

Given the voluntary and distributed nature of this event, tracking participation can be challenging. To estimate overall participation, the Division totaled the number of individuals and organizations who did one or more of the following: (1) requested BBGS pocket screeners or information about participating in Screening Day, (2) posted on social media or online about Screening Day (Pictures 10 and 11), (3) told us that they planned to participate in Screening Day by hosting an event or promoting Screening Day, or (4) received a stipend to host a Screening Day event.



Pictures 10 and 11. Screening Day social media posts from Bucks County Drug & Alcohol Commission, Inc. (Picture 10, left) and Kindbridge Research Institute (Picture 11, right).

By this measure, at least 317 individuals and organizations participated in Screening Day. Participants represented 39 U.S. states, one U.S. territory, and eight countries (Figure 2). Participants included mental health providers, addiction treatment and recovery programs, healthcare centers, community-based organizations, local and state governmental organizations, national and state problem gambling councils, gambling operators, gaming commissions, education and awareness programs, college student health centers, job training programs, research institutions and academics, employee assistance and wellness programs, and more.

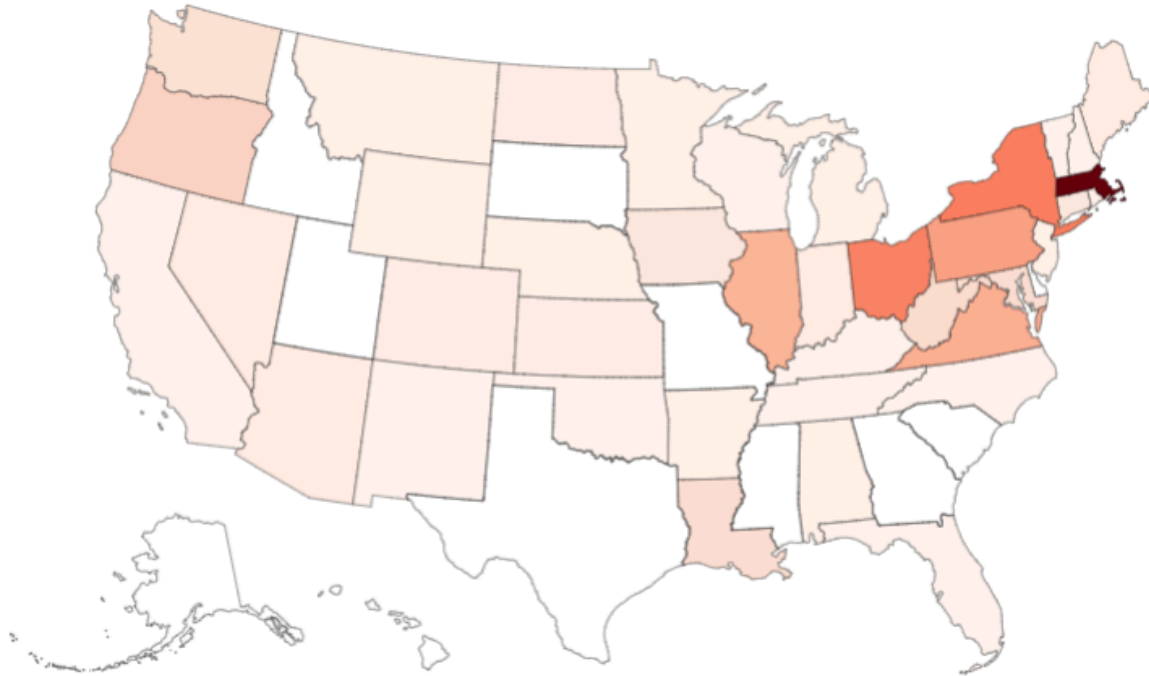


## 2025 Gambling Disorder Screening Day (GDSD) Participation

At least 317 unique individuals and organizations participated worldwide.

Participation was considered as one or more of the following: posting about GDSD online (e.g., social media, website), requesting BBGS pocket screeners, explicitly expressing support or participation, and/or receiving a stipend to host a GDSD event (Massachusetts).

0 70



Source: U.S. Census Bureau 2021 boundaries • Created with flourish.studio  
Additional participation not shown: National organizations (7), individuals/organizations in U.S. territories (U.S. Virgin Islands (1)), and individuals/organizations in other countries (Australia (1), Canada (3), Czech Republic (2), Italy (1), Nigeria (2), Paraguay (1), and UK (2)).

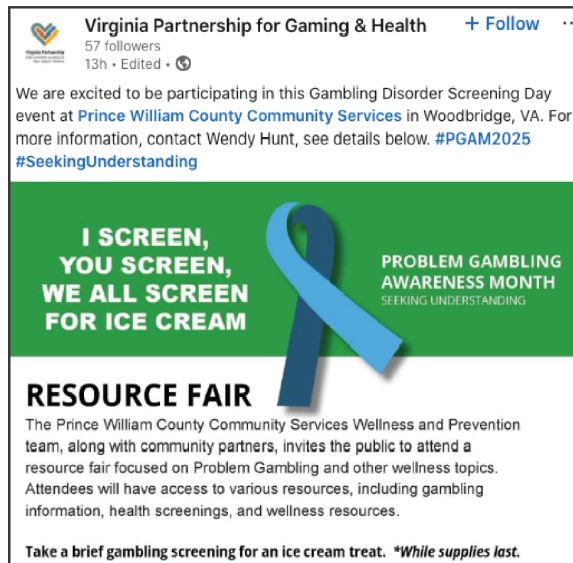
Figure 2. Participation in Screening Day by U.S. state or country.

### Host and Supporter Screening Day Activities

Screening Day hosts and supporters participated in many different ways.

- Screening events took place in many locations, including behavioral health and healthcare centers, addiction treatment centers, recovery centers, community centers, libraries, college campuses, faith-based institutions, casinos, cultural centers, and more.
- Screening events took many forms, including with patients during health visits, resource tables in treatment and recovery center lobbies, and social media posts promoting self-screening. Many events were held in community spaces, and included resource tabling, lunch-and-learns for community members, facilitated discussions during community group meetings, and ice cream socials at resource fairs (Picture 12).

- Screening events were held at casinos across the U.S. In Massachusetts, GameSense Info Centers held screenings at the state's three casinos, including a resource table at Encore Boston Harbor staffed by GameSense advisors and treatment providers from a local behavioral health organization.
- Multiple state lotteries (Colorado, Louisiana, Massachusetts, Michigan, Montana, Ohio, and Rhode Island) encouraged self-screening on their websites and through social media posts.
- Various gambling operators participated. DraftKings and MGM Resorts International shared information about Screening Day with employees via internal channels. FanDuel partnered with Kindbridge Behavioral Health to offer screening and referrals for its customers.
- State councils developed and shared free resources to support Screening Day hosts, including the Council on Compulsive Gambling of Pennsylvania's info session for event hosts, the Maryland Council on Problem Gambling's training on evidence-based gambling screening, and the Maine Council on Problem Gambling's screening guide (Picture 13).



*Pictures 12 and 13. Social media posts from the Virginia Partnership for Gaming & Health advertising a gambling screening event (Picture 12, left) and from the Maine Council on Problem Gambling sharing their downloadable Problem Gambling Screening Toolkit (Picture 13, right).*

## Screening Day Host Data

Screening Day hosts are given an optional host data reporting form to complete after their event. This form includes data pertaining to the number of screens administered and demographic information of individuals who had a positive gambling screen. This year, 12 Screening Day hosts completed the data reporting form (not including Screening Day awardees in Massachusetts). They included behavioral health and addiction treatment providers, recovery centers, a state problem gambling council, and GameSense Information Centers in the three Massachusetts casinos. These Screening Day hosts screened 837 individuals for Gambling Disorder, and 136 (16.2%) of those screened positive. Of the positive screens, 55.1% identified as male, 44.1% identified as female, and 0.7% identified as neither male nor female. The age distribution of positive screens was: age 18–25 (19.1%), age 26–44 (27.2%), age 41–55 (27.9%), age 56+ (25.7%).

## Concluding Remarks

In conclusion, Gambling Disorder Screening Day continues to grow in reach and impact, engaging more individuals and organizations each year. We are proud of the work behind this initiative and look forward to continuing it. We are grateful to the individuals and organizations worldwide who supported and participated in Screening Day.

## Acknowledgements

DraftKings, Inc. provided funding to support the expansion of Screening Day, including the printing of BBGS pocket screeners in multiple languages, the development and distribution of gambling screening resources and materials to state problem gambling councils, and a tabling event at TD Garden during a Boston Bruins game. We are grateful to the International Center for Responsible Gaming for providing Screening Day magnets. The Massachusetts Department of Public Health, Office of Problem Gambling Services funded “Screening Day Expansion in Massachusetts.”