

Governor's Commission on Addiction, Treatment, & Prevention

GAMBLING TASK FORCE

August 18, 2026 10:00 –11:30 am
NH Hospital Association/GUW
125 Airport Road, Concord, NH 03301

Attendance

Name	Attendance
Task Force Members	
Keith Nyhan	In person
David Suckling	In person
Phoebe Axtman	In person
Brian Harlow	In person
Angela Bergen	In person
Randy Stevens	Absent
Nick Pfeifer	In person
Steve Norton	Absent
Public	
Ed Talbot	Zoom
Sam	In person
Liaison(s)/ Subject Matter Experts/Invited Guests	
Cooley Arroyo	In person
Valerie Connor	In person
Charlie McIntyre	In person
Center for Excellence on Addiction/JSI Staff	
Amy Daniels	Zoom
Olivia DiGeronimo	In person
Rekha Sreedhara	Zoom
Rachel Warner	Zoom
Julia Tran	Zoom

Welcome & Introductions

All participants, in person and on Zoom, introduced themselves. In person were Brian Harlow self-representing, Angela Bergen of the NH Council on Problem Gambling, Phoebe Axtman of Be One Counseling, Dave Suckling of Alexandria Police, Nick Pfeifer of NHADACA, and Olivia DiGeronimo of JSI,

Governor's Commission on Addiction, Treatment, & Prevention

GAMBLING TASK FORCE

who provides technical assistance to the Governor's Commission. Online were Amy Daniels, Rekha Sreedhara, Rachel Warner, and Julia Tran of JSI. Members of the NH Lottery and Gambling Commission were also present as invited guests; Valerie Connor, Cooley Arroyo, and Charlie McIntyre were in person.

Review 7/21/26 Minutes & Action Items

Angela made a motion to accept the minutes as is. Brian seconded. All in favor, no abstentions. Motion passes.

Presentation from NH Lottery and Gambling Commission

The NH Lottery and Gambling Commission presented on gambling revenue streams to the Task Force. In 2026, gambling revenue in NH is likely to exceed \$300 million dollars; it is currently the third largest revenue source in the state. These revenue streams include lottery and Keno, games of chance, video lottery terminals, and historic horse racing. The Lottery and Gambling Commission regulates most of these streams, and operates some of them, such as Keno and DraftKings. Their compliance team consists of: an enforcement unit, who works with game operators on day to day operations, an audit unit that reviews financial and paper trails, and a licensing unit that issues and maintains licenses.

The Lottery Commission opened time for Q&A with the Task Force, explaining further about charity revenue and their concerns about prediction markets and sweepstakes (unregulated casinos/online gaming). The Lottery Commission helps select the charities and non-profits that receive part of the revenue, as part of charitable gaming. The payout depends on the game, and for some games, such as Bingo, there must be a charity attached to run the game. In regards to prediction markets and sweepstakes, the Commission isn't able to enforce outside of what they regulate, and as these mediums become more popular, they have expressed their concerns to the NH Attorney General.

Self-exclusion databases were also a major topic of discussion. All casinos need to have responsible gaming plans for players who want to self-exclude or limit their play. The Commission shared that although online platforms often offer self-exclusion and limit lists, physical room restrictions are limited. Individuals can choose to self-exclude at one location, but travel to another to play, and lists do not currently apply across state lines. The Lottery Commission recommends developing a statewide self-exclusion list.

Ed Talbot, attending this meeting as a member of the public, expressed that self-exclusion lists need to be simplified; individuals should not have to self-exclude at each and every location. They also suggested investigating how Massachusetts implements their GameSense dedicated facilities within their casinos, keeping in mind that NH casinos tend to be smaller, making it financially challenging to implement GameSense services on the same scale.

Governor's Commission on Addiction, Treatment, & Prevention

GAMBLING TASK FORCE

In addition to lack of centralization, another issue with self-exclusion is that if individuals have self-excluded from a room, but still participate and win, they may be barred from collecting their winnings. There is concern that from a treatment standpoint, this punitive consequence of violating the self-exclusion list does not match addiction medicine principles, and instead criminalizes the behavior.

Another way that the Commission works to address problem gambling is by training operators and retailers to identify signs of problem gambling. However, turnover is very high so they often have to expend further effort and resources into re-training.

Cooley Arroyo of the Lottery Commission left at 10:56 am.

The Task Force thanked the Lottery Commission for their time, and the Lottery Commission looks forward to continuing the discussion and collaboration.

Review Language Best Practices

Phoebe prepared a presentation on Language Best Practices to provide Task Force members with a helpful vocabulary to discuss gambling and people impacted by gambling problems. For context, research on problem gambling has been difficult to consolidate due to differences in term usage. There is also a lack of state-specific prevalence studies, indicating that more research needs to be done.

Language is important because the way that providers speak about a person impacts their treatment, and individuals may be more likely to engage with resources and support that use welcoming and non-stigmatizing language. While individuals may use different vocabulary to refer to themselves, professional and legislative language should reflect best practices. Instead of referring to an individual as a "compulsive/problem gambler," use instead "person affected by a gambling problem." Another example is instead of "pathological gambling," refer to it as a "gambling disorder." Additional examples of person-first language to discuss problem gambling can be found on the [National Council on Problem Gambling website](#).

Phoebe also presented definitions for social gambling, problem gambling, and responsible gambling. Social gambling is gambling for entertainment. Problem gambling is when gambling impacts a person's daily life, career, or interpersonal relationships. Responsible gambling is a term from the casino industry. Casinos are required to have plans for responsible gaming that include informed decision-making, awareness of risk and personal limits, and the shared responsibility of individuals, operators, and regulators. The treatment approaches to gambling disorders are similar across types of gambling. However, the variety of gambling types itself is a challenge. Treatment providers are often learning about new types of gambling as clients request support.

Governor's Commission on Addiction, Treatment, & Prevention

GAMBLING TASK FORCE

Due to time constraints, the presentation will be continued at a future meeting and slides shared with the Task Force.

New Business

No new business, but Keith appreciated the presentation from the Lottery Commission. The group would like to compile questions to the Lottery Commission. The Chief thanked Angela for her presentation on Recovery Friendly Workplace.

Public Comment

None.

Closing

Chief David Suckling made a motion to adjourn. Keith first, Brian seconded. All in favor. Motion passes.

Decisions/Recommendations Made

1. The Task Force approved the minutes from the July 21st Task Force meeting.

Next Steps

- The next Gambling Task Force meeting will take place on September 15 at 10:00-11:30 am.
- Phoebe's presentation on Language Best Practices will be shared with the Task Force.
- The Task Force will share questions with JSI to compile and share with the Lottery and Gambling Commission.