

SENATE, No. 3344

STATE OF NEW JERSEY
221st LEGISLATURE

INTRODUCED JUNE 3, 2024

Sponsored by:

Senator JOHN F. MCKEON

District 27 (Essex and Passaic)

Senator JAMES BEACH

District 6 (Burlington and Camden)

Co-Sponsored by:

Senator Turner

SYNOPSIS

Establishes public awareness campaign concerning risks of gambling and resources available to compulsive gamblers; appropriates \$200,000.

CURRENT VERSION OF TEXT

As introduced.



(Sponsorship Updated As Of: 9/12/2024)

1 AN ACT establishing a public awareness campaign on the risks of
2 gambling and the resources available to compulsive gamblers,
3 supplementing Title 5 of the Revised Statutes, and making an
4 appropriation.

5
6 **BE IT ENACTED** *by the Senate and General Assembly of the State*
7 *of New Jersey:*

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9 1. a. The Director of the Division of Gaming Enforcement, in
10 consultation with the Commissioner of Health, shall establish a
11 compulsive gambling public awareness campaign to educate the
12 general public on the inherent risks of gambling and the resources
13 available to help compulsive gamblers in the State. The campaign
14 shall, at a minimum, provide information on:

- 15 (1) the risks associated with gambling;
16 (2) the potential consequences associated with gambling;
17 (3) the rate of addiction associated with gambling; and
18 (4) the resources available to compulsive gamblers in New
19 Jersey.

20 b. The Director of the Division of Gaming Enforcement, in
21 consultation with the Commissioner of Health, shall develop and
22 implement a public awareness campaign on the risks of gambling
23 and the resources available to compulsive gamblers through media
24 outlets, which include, but are not limited to: Statewide newspapers,
25 radio, public service announcements, social media, television
26 advertisements, and any other media outlets deemed appropriate by
27 the Director, no later than 180 days after the enactment of P.L. , c.
28 (C.) (pending before the Legislature as this bill).

29 c. The Director shall report to the Governor, and to the
30 Legislature pursuant to section 2 of P.L.1991. c.164 (C.52:14-19.1),
31 no later than 24 months after the effective date of this act, on the
32 activities and accomplishments of the public awareness campaign.

33 d. The Division of Gaming Enforcement may accept, for the
34 purposes of the public awareness campaign, any special grant of
35 funds, services, or property from the federal government or any of
36 its agencies, or from any foundation, organization, or other entity.

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38 2. There is appropriated from the General Fund to the Division
39 of Gaming Enforcement in the Department of Law and Safety
40 \$200,000 to develop and implement the public awareness campaign,
41 and effectuate the provisions of this act.

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43 3. This act shall take effect immediately.

STATEMENT

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This bill requires the Director of the Division of Gaming Enforcement to establish a compulsive gambling public awareness campaign to educate the general public on the inherent risks of gambling and the resources available to help compulsive gamblers in the State.

Under the bill, the Division of Gaming Enforcement, in consultation with the Commissioner of Health, will develop and implement a public awareness campaign on the inherent risks of gambling and the resources available to help compulsive gamblers in the State through media outlets, which include, but are not limited to, Statewide newspapers, radio, public service announcements, social media, television ads, and any other media outlets deemed appropriate by the commissioner, no later than 180 days after this bill is enacted.

The Director of the Division of Gaming Enforcement will report to the Governor, and to the Legislature, no later than 24 months after the effective date of this bill, on the activities and accomplishments of the public awareness campaign.

Finally, the bill appropriates, from the General Fund to the Department of Law and Public Safety \$200,000 to develop and implement the public awareness campaign.