

Office of Regulatory Management
Economic Review Form

Agency name	State Board of Education
Virginia Administrative Code (VAC) Chapter citation(s)	Not Applicable
VAC Chapter title(s)	Not Applicable
Action title	Guidelines for Instruction on Problem Gambling and the Addictive Potential Thereof
Date this document prepared	January 2, 2024
Regulatory Stage (including Issuance of Guidance Documents)	Issuance of Guidance Document

Cost Benefit Analysis

Complete Tables 1a and 1b for all regulatory actions. You do not need to complete Table 1c if the regulatory action is required by state statute or federal statute or regulation and leaves no discretion in its implementation.

Table 1a should provide analysis for the regulatory approach you are taking. Table 1b should provide analysis for the approach of leaving the current regulations intact (i.e., no further change is implemented). Table 1c should provide analysis for at least one alternative approach. You should not limit yourself to one alternative, however, and can add additional charts as needed.

Report both direct and indirect costs and benefits that can be monetized in Boxes 1 and 2. Report direct and indirect costs and benefits that cannot be monetized in Box 4. See the ORM Regulatory Economic Analysis Manual for additional guidance.

Table 1a: Costs and Benefits of the Proposed Changes (Primary Option)

(1) Direct & Indirect Costs & Benefits (Monetized)	<p>Direct Costs: There are no direct monetized costs resulting from this guidance document.</p> <p>Indirect Costs: There are no indirect monetized costs resulting from this guidance document.</p> <p>Direct Benefits: There are no direct monetized benefits resulting from this guidance document.</p> <p>Indirect Benefits: There are no indirect monetized benefits resulting from this guidance document.</p>	
(2) Present Monetized Values	Direct & Indirect Costs	Direct & Indirect Benefits
	(a) \$0	(b) \$0
(3) Net Monetized Benefit	\$0	
(4) Other Costs & Benefits (Non-Monetized)	<p>As gaming and gambling become more normalized in American society, it is important to keep in mind that a percentage of youth will experience problems. Prevention education efforts aimed at alcohol, tobacco, drug use and antisocial behaviors, should be extended to youth gambling.</p> <p>Chapter 192 of the 2022 Acts of Assembly added subsection D to § 22.1-206 of the Code of Virginia and requires that “[i]nstruction concerning gambling and the addictive potential thereof shall be provided by the public schools as prescribed by the Board of Education [“Board”].” In fulfillment of this requirement, the proposed Board guidance to school divisions for this topic includes instruction on how to recognize symptoms of problem gambling, prevent risky youth gambling and risky youth gaming, along with terminology, definitions, and resources to provide broad-based support and educate teachers and parents or guardians about problem gambling and the addictive potential thereof</p>	
(5) Information Sources	<p>Dowling, N. A., Merkouris, S. S., Greenwood, C. J., Oldenhof, E., Toumbourou, J. W., & Youssef, G. (2017). Early risk and protective factors for problem gambling: A systematic review and meta-analysis of longitudinal studies. <i>Clinical Psychology Review</i>, 51, 109- 124. https://doi.org/10.1016/j.cpr.2016.10.008</p> <p>Livazović, G., & Bojčić, K. (2019). Problem gambling in adolescents: what are the psychological, social and financial consequences? <i>BMC Psychiatry</i>. 19(1). https://doi.org/10.1186/s12888-019-2293-2</p>	

	FAQ - National Council on Problem Gambling. (2021). National Council on Problem Gambling. https://www.ncpgambling.org/help-treatment/faq/
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Table 1b: Costs and Benefits under the Status Quo (No change to the regulation)

(1) Direct & Indirect Costs & Benefits (Monetized)	<p>Direct Costs: There is no direct monetary cost associated the status quo.</p> <p>Indirect Costs: There may be indirect monetary costs associated with noncompliance with state law.</p> <p>Direct Benefits: There is no direct monetary benefit associated with the status quo.</p> <p>Indirect Benefits: There is no indirect monetary benefit associated with the status quo.</p>	
(2) Present Monetized Values	Direct & Indirect Costs	Direct & Indirect Benefits
	(a) \$0	(b) \$0
(3) Net Monetized Benefit	\$0	
(4) Other Costs & Benefits (Non-Monetized)	<p>Chapter 192 of the 2022 Acts of Assembly added subsection D to § 22.1-206 of the Code of Virginia and requires that “[i]nstruction concerning gambling and the addictive potential thereof shall be provided by the public schools as prescribed by the Board of Education [“Board”].”</p> <p>In fulfillment of this requirement, the proposed Board guidance to school divisions for this topic includes instruction on how to recognize symptoms of problem gambling, prevent risky youth gambling and risky youth gaming, along with terminology, definitions, and resources to provide broad-based support and educate teachers and parents or guardians about problem gambling and the addictive potential thereof</p>	
(5) Information Sources	https://www.doe.virginia.gov/home/showpublisheddocument/51384/638379075748370000	

Table 1c: Costs and Benefits under Alternative Approach(es)

(1) Direct & Indirect Costs & Benefits (Monetized)	The State Board of Education is required by § 22.1-206 to promulgate instruction on this topic.	
(2) Present Monetized Values	Direct & Indirect Costs	Direct & Indirect Benefits

	(a) \$0	(b) \$0
(3) Net Monetized Benefit		
(4) Other Costs & Benefits (Non-Monetized)	The proposed guidance document serves to bring instruction on how to recognize symptoms of problem gambling, prevent risky youth gambling and risky youth gaming, along with terminology, definitions, and resources to provide broad-based support and educate teachers and parents or guardians about problem gambling and the addictive potential thereof provided by the public schools as prescribed by the Board and as required by § 22.1-206. For this reason, there are not any other alternatives to consider for this guidance document.	
(5) Information Sources	https://lis.virginia.gov/cgi-bin/legp604.exe?221+ful+CHAP0192	

Impact on Local Partners

Use this chart to describe impacts on local partners. See Part 8 of the ORM Cost Impact Analysis Guidance for additional guidance.

Table 2: Impact on Local Partners

(1) Direct & Indirect Costs & Benefits (Monetized)	Direct Costs: There are no direct monetized costs to local partners. Indirect Costs: There are no indirect monetized costs to local partners. Direct Benefits: There are no direct monetized benefits to local partners. Indirect Benefits: There are no indirect monetized benefits to local partners.	
(2) Present Monetized Values	Direct & Indirect Costs	Direct & Indirect Benefits
	(a) \$0	(b) \$0
(3) Other Costs & Benefits (Non-Monetized)	The goals of the proposed Guidelines for Instruction on Problem Gambling and the Addictive Potential Thereof (“Guidelines”) are to prevent potential addiction and to avoid tragic outcomes that may occur for individuals who begin gambling young, and for educators to proactively engage in preventative measures that can support children towards choosing options other than gambling by extending prevention education efforts aimed at alcohol, tobacco, drug use and antisocial behaviors to youth gambling by encouraging school-based life skills training and providing actionable recommendations for optimizing health	

	literacy, empowering teachers, encouraging collaborative supports, and implementing evidence-based culturally responsive instructional resources aligned with the Health Education Standards of Learning. Moreover, the proposed Guidelines recognize the central role of the teacher and parents and were developed in consultation with educators, behavioral health professionals, and other subject matter experts.
(4) Assistance	
(5) Information Sources	

Impacts on Families

Use this chart to describe impacts on families. See Part 8 of the ORM Cost Impact Analysis Guidance for additional guidance.

Table 3: Impact on Families

(1) Direct & Indirect Costs & Benefits (Monetized)	Direct Costs: There are no direct monetized costs on families. Indirect Costs: There are no indirect monetized costs on families. Direct Benefits: There are no direct monetized benefits on families. Indirect Benefits: There are no indirect monetized benefits on families.	
(2) Present Monetized Values	Direct & Indirect Costs	Direct & Indirect Benefits
	(a) \$0	(b) \$0
(3) Other Costs & Benefits (Non-Monetized)	Youth gambling refers to gambling activities engaged in by minors or young people under the age of 18 in Virginia. This type of gambling is problematic because of the potential for young people to become addicted to gambling and develop negative social, financial, and health consequences.	
(4) Information Sources		

Impacts on Small Businesses

Use this chart to describe impacts on small businesses. See Part 8 of the ORM Cost Impact Analysis Guidance for additional guidance.

Table 4: Impact on Small Businesses

<p>(1) Direct & Indirect Costs & Benefits (Monetized)</p>	<p>Direct Costs: There are no direct monetized costs on small businesses. Indirect Costs: There are no indirect monetized costs on small businesses. Direct Benefits: There are no direct monetized benefits on small businesses. Indirect Costs: There are no indirect monetized benefits on small businesses.</p>	
<p>(2) Present Monetized Values</p>	<p>Direct & Indirect Costs (a) \$0</p>	<p>Direct & Indirect Benefits (b) \$0</p>
<p>(3) Other Costs & Benefits (Non-Monetized)</p>		
<p>(4) Alternatives</p>		
<p>(5) Information Sources</p>		

Changes to Number of Regulatory Requirements

Table 5: Regulatory Reduction

For each individual action, please fill out the appropriate chart to reflect any change in regulatory requirements, costs, regulatory stringency, or the overall length of any guidance documents.

Change in Regulatory Requirements

VAC Section(s) Involved*	Authority of Change	Initial Count	Additions	Subtractions	Net Change
N/A	Statutory:				
	Discretionary:				
					Total Net Change of Statutory Requirements:
					Total Net Change of Discretionary Requirements:

Cost Reductions or Increases (if applicable)

VAC Section(s) Involved*	Description of Regulatory Requirement	Initial Cost	New Cost	Overall Cost Savings/Increases
N/A				

Other Decreases or Increases in Regulatory Stringency (if applicable)

VAC Section(s) Involved*	Description of Regulatory Change	Overview of How It Reduces or Increases Regulatory Burden
N/A		

Length of Guidance Documents (only applicable if guidance document is being revised)

Title of Guidance Document	Original Length	New Length	Net Change in Length
Guidelines for Instruction on Problem Gambling and the Addictive Potential Thereof	N/A	13	0

*If the agency is modifying a guidance document that has regulatory requirements, it should report any change in requirements in the appropriate chart(s).