WHEREAS: Problem gambling is compulsive gambling where an individual is unable to resist the impulse to gamble; and

WHEREAS: Problem gambling is a public health issue affecting Minnesotans of all ages, genders, races, and ethnic backgrounds; and

WHEREAS: Problem gambling has significant societal and economic costs for individuals, families, businesses, and communities; and

WHEREAS: Problem gambling is treatable, and treatment is effective in minimizing the harm to both individuals and society; and

WHEREAS: Numerous individuals, professionals, and organizations have dedicated their efforts to the education of the public about problem gambling and the availability and effectiveness of treatment; and

WHEREAS: Organizations throughout the United States have joined together to raise awareness of this issue during National Problem Gambling Awareness Month.

NOW, THEREFORE, I, TIM WALZ, Governor of Minnesota, do hereby proclaim the month of March 2020, as:

PROBLEM GAMBLING AWARENESS MONTH

in the State of Minnesota.

IN WITNESS WHEREOF, I have hereunto set my hand and caused the Great Seal of the State of Minnesota to be affixed at the State Capitol this 20th day of February.

[Signature]
GOVERNOR

[Signature]
SECRETARY OF STATE