Title: Statehouse Advocacy in Action (1.50 – C-R1, G4, P5, S-R1)

Location: Sycamore 1

Speakers: Kelly Smith & Louis Weigele

Topic: Policy and Advocacy

Focus Population: General Assembly

Participant Skill Level: Beginner

Summary: This Statehouse Advocacy in Action session will be a valuable experience that attendees can use to shape public policy to support their everyday work and the lives of Ohioans. An overview will be provided of the inter-workings of the Ohio Statehouse, the members of the General Assembly, and current legislation. Audience members will learn the legislative process and generally how a bill becomes a law. Attendees will be taught how to advocate and why it is important to be active participants in state government. Real examples of legislative advocacy will be given to familiarize audience members about strategies and useful tips. The goal is for attendees to walk away with the necessary tools and energy to advocate effectively.

Learning Objectives:
1. Learn about the inter-workings of the Ohio Statehouse.
2. Understand the legislative process.
3. Feel inspired to advocate.

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Title: Staying Mentally Fit: Focus on Suicide, Digital Health and Gambling Behavior (1.50 - C1, G4, P6, S1)

Location: Sycamore 2

Speaker: Dr. Tim Fong

Topic: Suicide, digital health and gambling

Focus Population: Young Male Adults

Participant Skill Level: Beginner

Summary: This workshop will describe current office-based techniques that promote recovery beyond treatments that focus on reducing problem gambling behaviors. Specifically, suicide prevention techniques that involve screening and current methods for reducing suicide risk factors will be discussed. Secondly, time will be spent reviewing what is known and what needs to be understood about the impact digital devices have on recovery. The digital experience includes gaming, gambling, social media participation, entertainment but also engagement in recovery activities and accessing endless resources and opportunities. This workshop will discuss how digital recovery tools can promote recovery while also reviewing best practices to reduce the negative impact and harm of excessive digital behaviors.

Learning Objectives:
- Review currently available suicide prevention tools and screening practices that can be used in office-based settings
- Enhance clinical skills that will reduce suicide risk factors for clients with gambling disorder
- Provide an overview of the digital experience that clients with gambling disorder will encounter during recovery
- Develop clinical skills that can be used to promote digital recovery tools while minimizing harm of unhealthy digital experiences

Title: Problem Gambling Screenings in Small Agencies: Lessons Learned and Growing Plans (1.50 - C4, G2, P-R1, S3)

Location: Cypress 1

Speakers: Amanda Burke & Bill Newberry

Topic: Client Engagement, Gambling Integration

Focus Population: Older Adults, Men, Women, Young Adults

Participant Skill Level: Beginner

Summary: Incorporating problem gambling prevention and treatment services into an existing AoD organization may present as a challenge. This session will explore the lessons learned by a small nonprofit agency though integrating gambling prevention/treatment services and client screening into the mission of the agency. Areas to be addressed include: pros and cons to common screening tools, benefits of post-engagement screening, considerations for staff education, and ideas for increasing screening numbers. An analysis of key findings from four years of agency screening data will also be shared.

Learning Objectives:
1. By the end of the session, participants will be able to discuss considerations for staff education.
2. By the end of the session, participants will be able to identify strategies for increasing screening and PG identification within their agency.
3. By the end of the session, participants will be able to explain the benefits to post-engagement screening.

Title: Cracking the Code: A Blueprint to Distorted Thinking (1.50 - C1, G1, P2, S1)

Location: Cypress 2

Speaker(s): Michael Rosen

Topic: Client Engagement, Superstition

Focus Population: All

Participant Skill Level: Intermediate

Summary: Presenters will closely evaluate human psychology as it relates to the innate need for structure, order, and predictable outcomes. Current trauma research brings focus to the complex relationship between the cognitive process and the development of behaviors. For the gambler, the essential preference of symmetry can lend to false patterns and the dangerous assignment of reason to randomness. The gambling industry understands this concept, strategically disorders in-game experiences, and thus makes the gambler more prone to repeat a bet to correct the pattern. The concept of "gambler's fallacy" will be explored, bringing examples and discussion to the audience of how significant number sequences, shapes, and superstition have become part of the ritualized, problematic behavior for gamblers. The lecture concludes with practical tools to take into a therapy setting and discussing professional opinions on mock gambling activities.

Learning Objectives:
1. Discuss current trauma research associating cognition and behavior.
2. Discuss common cognitive distortions experienced by problem gamblers including the gamblers fallacy and biased evaluations.
3. Discuss practical tools to take into a therapy setting to combat distorted thinking.

Title: Integrating Gambling with AOD Prevention Programming and Beyond (1.50 – C7, G1, P2, S3)

Location: Cypress 3

Speaker(s): Lauren Munk & Claire Spada

Topic: Gambling Integration, Prevention

Focus Population: Adolescents, Cultural/Ethnic Trends, Older Adults, Men, Veterans, Women, Young Adults

Participant Skill Level: Beginner

Summary: The message around problem gambling is one that is critical to share, but can be difficult to find an open audience who will listen and acknowledge it. Different approaches of outreach should be taken based on the population you are trying to inform. Come discover some easy tactics to better help you integrate problem gambling information into programming that you may already be doing in your community for youth and adults.

Learning Objectives:
1. Participants will be better able to understand how to integrate gambling with AOD programs and other programming
2. Participants will have 1-3 activities integrating gambling with an AOD message
3. Participants will gain knowledge on how to promote programming in the community

Continuing Education Guide:

C1/Theories of Addiction/Addiction Knowledge
C2/Counseling Procedures & Strategies
C3/Group Process & Techniques Working w/Addicted Populations
C4/Assessment & Diagnosis of Addiction
C5/Relationship Counseling w/Addicted Populations
C6/Pharmacology
C7/Prevention Strategies
C8/Treatment Planning
C9/Legal & Ethical Issues in Counseling
R1/Field Related Other

G1/Knowledge of Gambling Disorder
G2/Gambling Counseling Practice
G3/Special Issues in Gambling Treatment
G4/Professionalism in Gambling Treatment
R1/Field Related Other

P1/Planning & Evaluation
P2/Prevention Education & Service Delivery
P3/Communication
P4/Community Organization
P5/Public Policy & Environmental Change
P6/Professional Growth & Responsibility
P7/Ethics
R1/Field Related Other
PS1/Human Resources Management
PS2/Fiscal Management

R1/Field Related Other
S1/Counselor Development for Clinical Sup.
S2/Professional & Ethical Standards for Clinical Sup.
S3/Program Development & QA for Clinical Sup.
S4/Performance Evaluation for Clinical Sup.
S5/Administration for Clinical Sup.
R1/Field Related Other

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