



Investing in Prevention: NCPG's Agility Grants

July 18, 2024

About NCPG

Vision: To advance well-being by minimizing harm from gambling problems.

Mission: To lead awareness and advocacy efforts to reduce gambling harm.

Purpose: To serve as the national advocate to mitigate gambling-related harm.



NCPG's Major Programs & Services

- National Conference on Gambling Addiction and Responsible Gambling
- National Problem Gambling Helpline (1-800-GAMBLER) call, text, chat
- **Agility Grants for problem gambling prevention programs**
- Problem Gambling Awareness Month (March)
- Gift Responsibly Campaign (December & year-round)
- Education & trainings, webinars
- Leadership Circle of major donors & thought leaders
- Membership for organizations & individuals
- Lottery Responsible Gambling Verification
- Internet Compliance Assessment Program
- Guidelines and standards on gambling-related policies

Agility Grants

The Agility Grant program supports *innovation & amplification* of prevention gambling programs.

- Agility Grants are made possible with funding from the NFL via the NFL Foundation and support from FanDuel, GeoComply and Playtech
- Agility Grants Program will take place over three years, with increasing investments each year:
 - Year 1 (2022) - \$250,000
 - Year 2 (2023) – \$350,000
 - Year 3 (2024) -- \$500,000
- Agility Grants are part of an overall \$6.2M three-year grant to:
 - Modernize the national Prevention Gambling Helpline
 - Disseminate Agility Grants to community groups for prevention programs
 - Create national communications campaigns including PSA & microsite ResponsiblePlay.org



Agility Grants

Mission:

- Proliferate prevention gambling programming across the country.
- Invest in historically underinvested regions and communities.
- Amplify programs supporting communities of color and communities disproportionately affected by problem gambling.

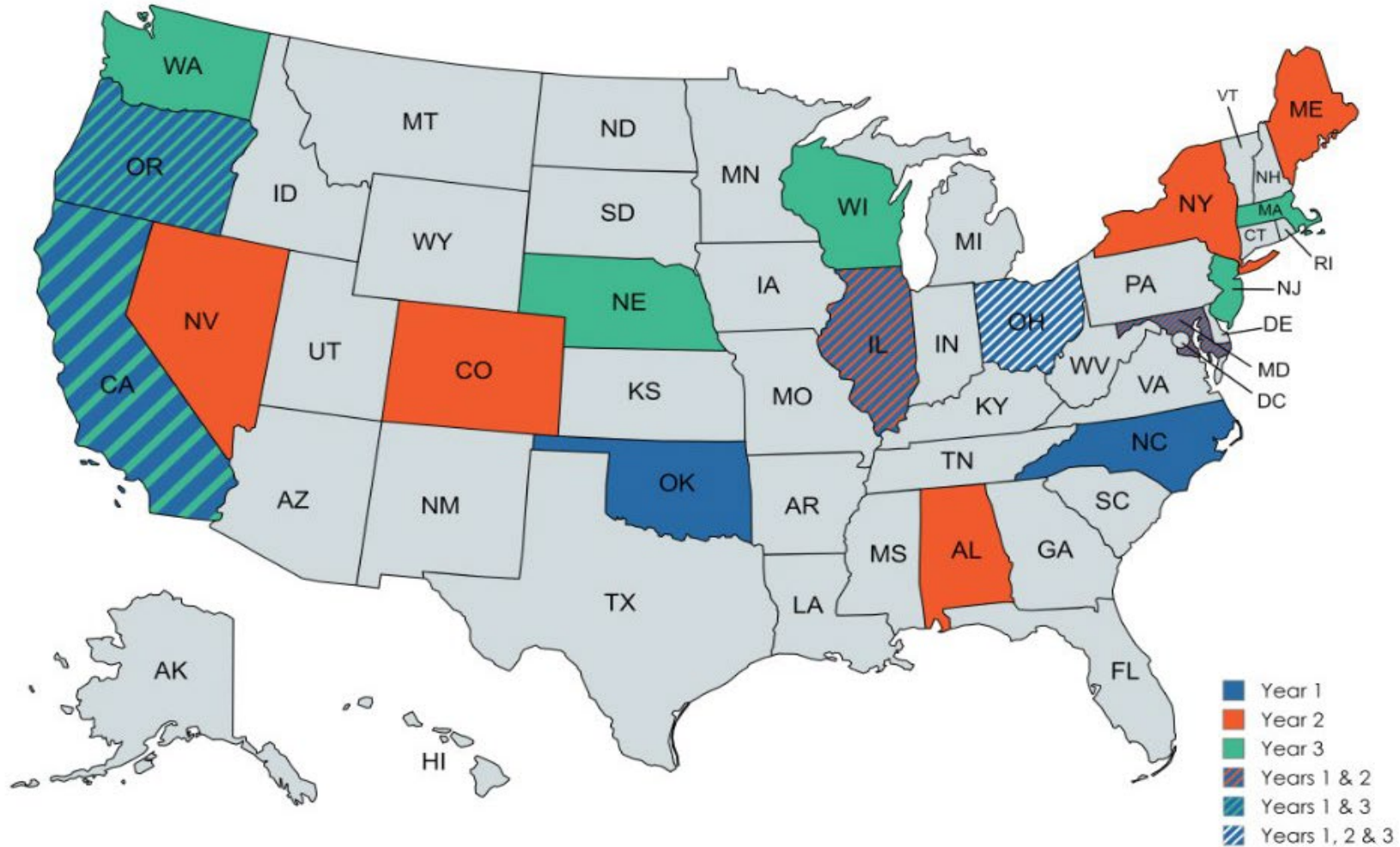
Strategic Priorities:

- Prevention Innovation - aims to foster and accelerate the development, deployment, research, and evaluation of problem gambling prevention programs and curricula to communities disproportionately affected by problem gambling.
- Prevention Amplification - aims to promote new thought leaders and platforms to educate communities about problem gambling.

Core Principles:

- Innovation, collaboration, and amplification of diverse voices

Grantees Across the Nation



Grantees - Years 1 & 2



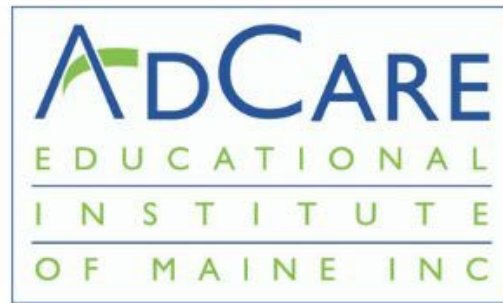
Grantees – Year 3



AdCare Educational Institute of Maine

**Youth Gambling Prevention
Graphic Medicine**

Prevention in Pictures: Prevention Graphic Novels to Facilitate Conversations with Youth



New England (HHS Region 1)

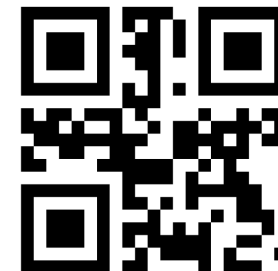
PTTC

Prevention Technology Transfer Center Network

Funded by Substance Abuse and Mental Health Services Administration

Who we are

- **AdCare Educational Institute of Maine** is a non-profit agency in Augusta. In operation for about 30 years, AdCare has a number of contracts with the State of Maine to provide workforce development and program management.
 - Behavioral Health and Substance Use Disorders Services
 - Prevention Training & Technical Assistance Services
 - Public Health and Health Care Emergency Preparedness Services
 - Problem Gambling Services



adcareme.org



Who we are



New England (HHS Region 1)

PTTC

Prevention Technology Transfer Center Network
Funded by Substance Abuse and Mental Health Services Administration

New England Prevention Technology Transfer Center (NEPTTC):

Through a contract with SAMHSA, AdCare Maine serves as the New England Prevention Technology Transfer Center. The mission of the New England PTTC is to provide training and technical assistance services to the New England prevention workforce including professionals/pre-professionals, organizations, and others in the prevention community.

The New England PTTC serves HHS Region 1: CT, ME, MA, NH, RI, VT



pttcnetwork.org/center/new-england-pttc

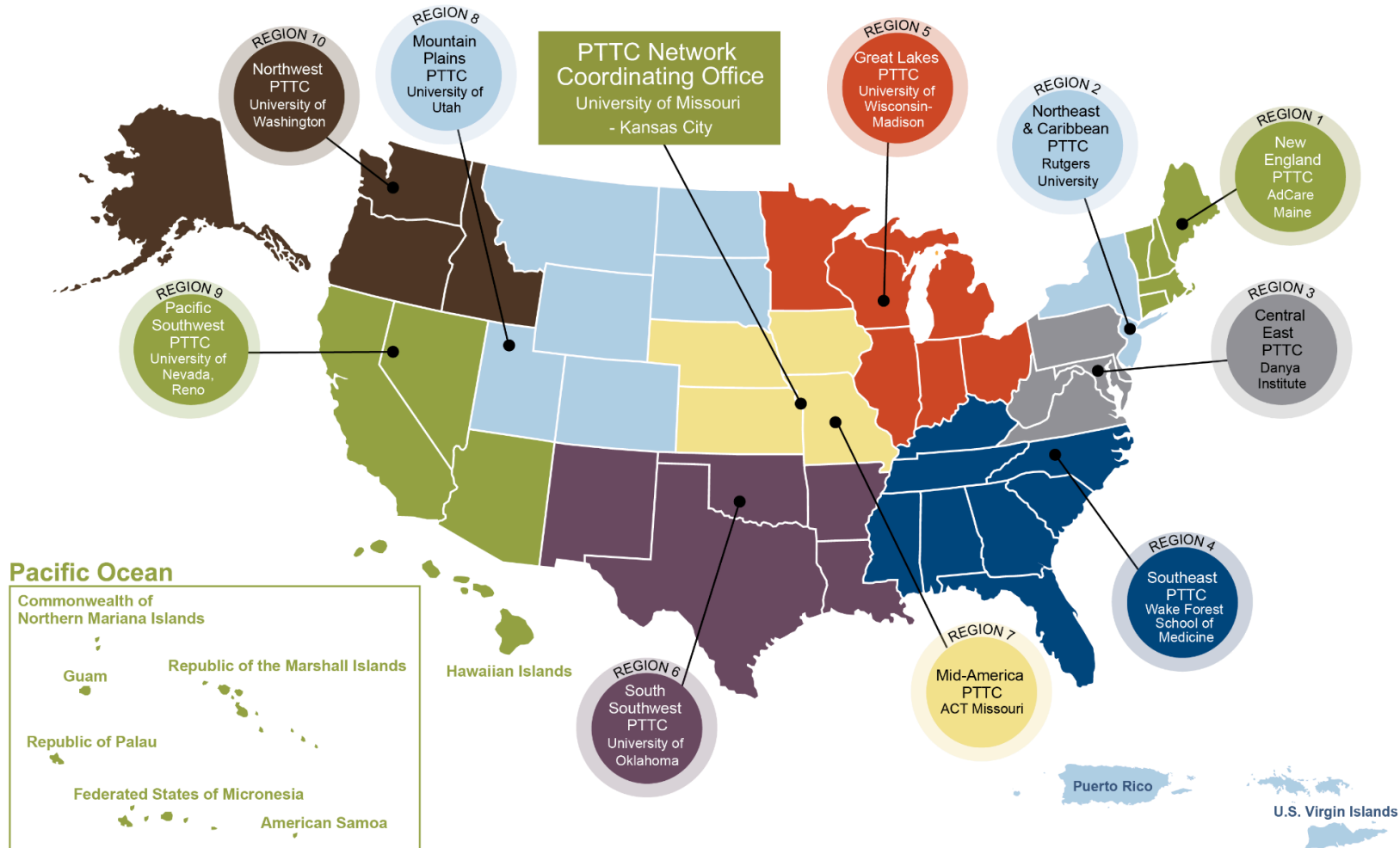
FIND A PTTC REGIONAL CENTER



PTTC

Prevention Technology Transfer Center Network
Funded by Substance Abuse and Mental Health Services Administration

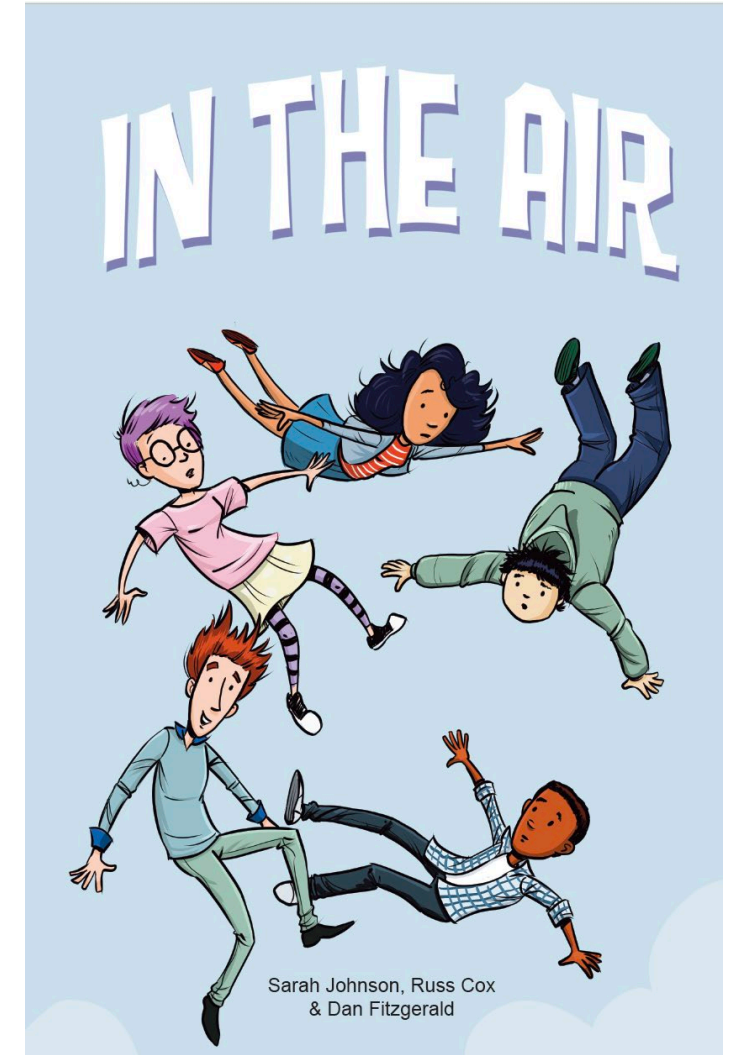
PTTC Network



<https://pttcnetwork.org/find-your-center>

AdCare Maine/New England PTTC Agility Grant Project

- Develop a graphic medicine novel for problem gambling prevention to engage youth in conversations
- Follow the same process used in the development of a prior NE PTTC Project which was a graphic medicine resource to address vaping called “In The Air”



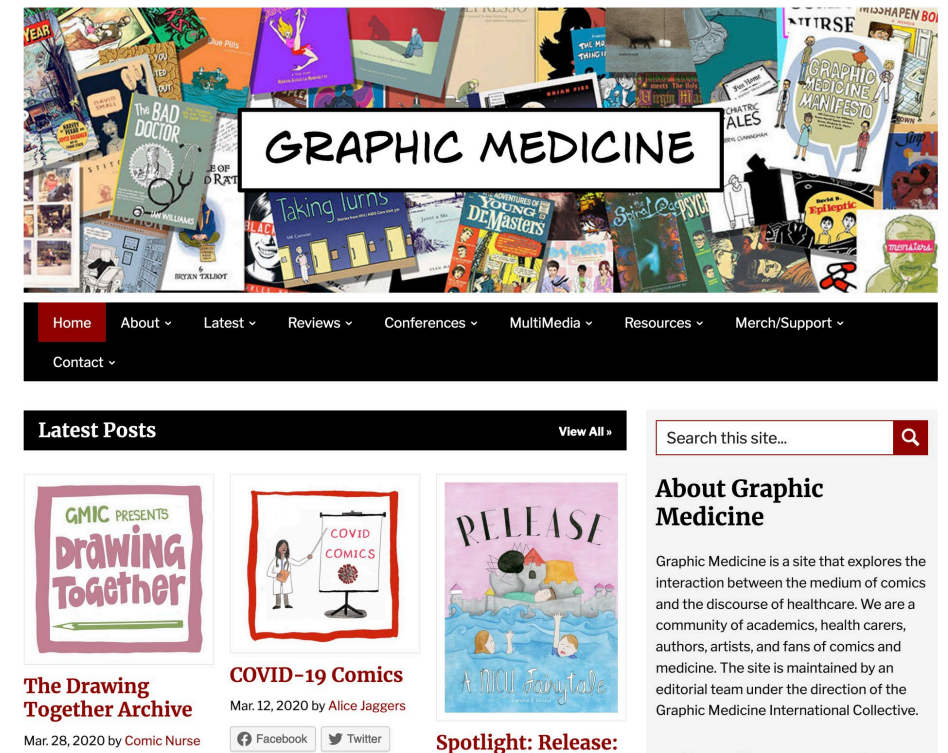
AdCare Maine/New England PTTC Agility Grant Project

- Work with a Youth focus group to craft a relatable story line
- Collaborate with a youth gambling prevention subject matter expert to ensure problem gambling content is evidence-based
- Work with an illustrator
- Develop an implementation guide to accompany the graphic medicine
- Produce the resources in English, Spanish, and Portuguese



What is “graphic medicine”?

- Graphic medicine is sub genre of Graphic Novel
- Illustrations + Health information
- An **evidence-based** way to communicate health information through illustration
- A platform for people with prevention knowledge to convey that to students through conversations and story telling
- <https://www.graphicmedicine.org/>



Youth Voices: SoPo Unite

South Portland, Maine, SoPo Unite youth groups are held year-round at the high school. Youth come together and discuss ways to support the health and well-being of their peers. Projects have included:

- Presentations to underclassmen, middle school students, parents, and at State-wide conferences
- Participating in trainings on alcohol, tobacco, and marijuana prevention, how to be a peer support, and restorative practices
- Creating media on various health topics to share with peers (podcasts, videos, posters, picture displays, etc.)



Youth Voices

Focus groups with SoPo Unite students

What students wanted to see:

- Relatability
- Seeing different types of people represented
- Fantasy + Reality
- Horror genre
- Likeable characters that don't always make the "right" choice
- Getting stuck and getting help
- Connections between people
- Ending that's not super positive, but also not super negative
- Girls and women facing struggles too, not always being the heros/savers
- Did NOT want to see addiction as being something that makes you bad, or means that you can't heal, or addiction as the "monster"



How to use

Simply:

- Fostering Conversations

As a curriculum:

- Conversations
- Worksheets
- Pre and post Surveys



Facilitator's Guide

The Facilitator's guide is designed to support a facilitator who wants to simply have conversation, or who wants to follow the curriculum to fidelity.

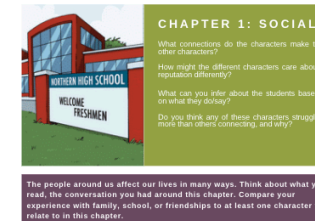
- Conversation topics
- Worksheets and how-to information
- Examples
- Implementation tips
- Resources

WORKSHEETS

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SEPTEMBER 2021

WORKSHEET EXAMPLES

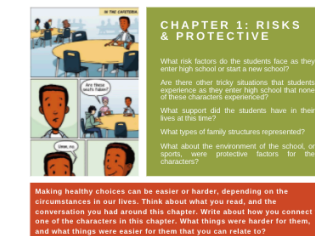
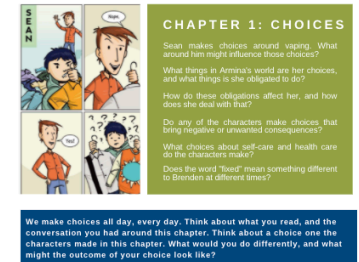


EXAMPLE:

Zoe relied on her friends and teammates a lot. Her team mate told her that she needed to use more deodorant in a nice, private way, and Sean helped her find her way to a new class. I rely on my friends for a lot of things, too. I don't know what I would do if I didn't have my best friends in my life!

EXAMPLE:

Armina is angry with her parents about getting a divorce. She doesn't say anything to them about it, but she does try to keep up with school and her running. If it were me, I would have told my dad that I needed him to be more understanding that I couldn't do everything I used to do, because it is too much to do all the time. I think my dad would understand, and it would make it easier for me to maintain what I liked and not fight with my parents.



EXAMPLE:

I connected with Caleb because he is new to the school, and he had to think about where he would fit in in a new school and all the other parts of being a freshman. When I moved schools, it was hard for me to find friends, too, and I had to think about being myself but also fitting in to a new place.

Goals/Outcomes for this project

The goal of this program is to provide a free, innovative, evidence-based, and accessible youth problem gambling prevention resource for schools and prevention professionals in the New England region.

Outcome:

- At least 1,200 youth in New England have access to the program
 - 10 teachers or prevention professionals per New England state (six states) implementing the program
 - Each teacher reaches 20 students
- Disseminated through New England PTTC email list, Advisory Council, and members of the Northeast Consortium on Problem Gambling



Timeline: 2024

- **January - March:** Convening youth and begin crafting storylines
- **March – May:** First drafts and ongoing refinements and edits
- **June – August:** Final drafts of graphic medicine book and implementation guides
- **September:** Graphic medicine goes to print; Host Train-the-Trainers and implement dissemination plans
- **October – December:** Ongoing technical assistance for implementers and continued outreach and dissemination

Additional Information

Paperback copies of the book will be available at no cost in New England, disseminated through the New England PTTC

The PDF will be available to anyone, no matter where you are from

There will be a form to fill out on the NE PTTC website to request having the books mailed to you or the PDF emailed to you.



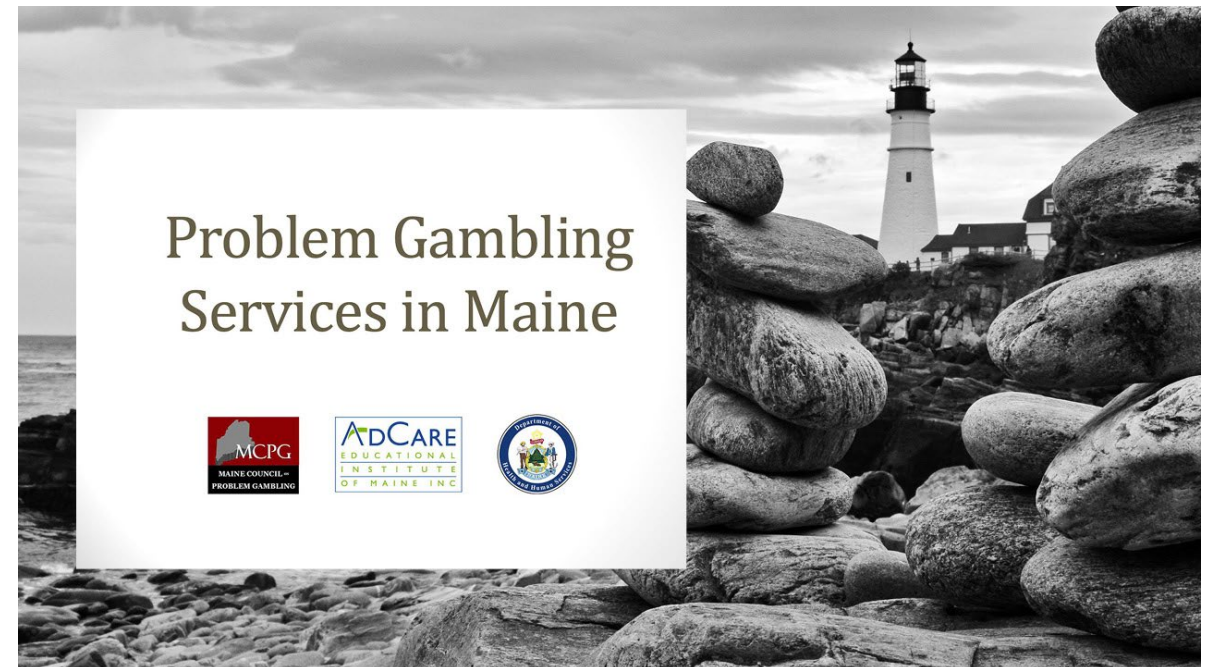
Contact me:

Lori Manson

Problem Gambling Services Coordinator, AdCare Educational Institute of Maine
Board Member, Maine Council on Problem Gambling

(207) 626-3615

lmanson@adcareme.org



Maryland Council on Problem Gambling

**Culturally-Infused PG Prevention for
Deaf and Hard of Hearing Consumers**

Amplifying Voices

Maryland Council on Problem Gambling



Who We Are

The Maryland Council on Problem Gambling (MCPG) is a non-profit 501(c) 3 corporation. Its mission focuses on 3 A's: Advocacy, Awareness, and Assistance. The primary mission of MCPG is one of advocacy for those affected by gambling problems, working to increase public awareness about problem gambling, and advocate for assistance in the areas of treatment, education, prevention, and research for those adversely affected by gambling and for the community at large.

Using a social justice, inclusion, and cultural competency model for advocacy, awareness, and assistance. Recognizing structural barriers, cultural contexts, and the intersectionality of cultural worldviews and identities that are important to honor and consider in problem gambling advocacy, awareness, and assistance.

Agility Grant Project

Deaf and Hard of Hearing Consumers: Maryland

Why: little or limited research regarding problem gambling in this community

“The United States Census Bureau estimates that there are 5,976,407 individuals living in Maryland.

Based on the Johns Hopkins study’s findings, it is estimated that there are approximately 1.2 million

Marylanders aged 12 years or older who are deaf or hard of hearing in at least one ear and 759,000

Marylanders aged 12 years or older who are deaf or hard of hearing in both ears.”



GAMBLING

WHAT DO YOU KNOW ABOUT IT?

Who: The Maryland Council on Problem Gambling

What: We are looking for people in the Deaf and
Hard of Hearing community to complete a short survey
about their gambling knowledge and experience.

When: August 24, 2024 and September 21, 2024

Where: Martin Luther King Library 901 G St. NW
Washington, DC 20001

Time: 10a-1p



HONORARIUM
\$25 AMAZON GIFT
CARD
(ONE-TIME PARTICIPATION)



MCPG

Maryland Council on Problem Gambling

CONTACT: LATANYA JONES

TEXT: 267-961-2071

RIVEON

Mental Health and Recovery

**Lorain County Problem Gambling
Prevention Initiative**

RIVEON

Mental Health and Recovery

Formally known as The LCADA Way and The Nord Center

Ashley Truman-Skvor, OCPS, CDCA

Emily Winfield, OCPS, CTTS

Risky Business Overview

Developed by W. Richlen, J. Wilson, C. Williams for the Substance Abuse Resources & Disability Issues Program at Wright State University in 2014, Risky Business offers 6 sessions for intervention with students 8th-12th grade.

1. Decision Making
2. Youth and Violence Prevention
3. Youth and Problem Gambling
4. Risky Sexual Behaviors
5. Myth About Drugs
6. Alcohol and Drug Prevention

Durling Middle School, Lorain, OH Demos

Males: 48 approx.
Females: 34 approx.

White/Caucasian: 25 approx.
Black/African American: 40 approx.
Multiracial: 7 approx.
Hispanic: 10 approx.
TOTAL: Approx. 82 8th grade students



Pre and Post Surveys

A gambling addiction is just like a drug addiction.

Pre: 74.7% True

Post: 92.9% True

I know the warning signs of problem gambling.

Pre: 58.6% True

Post: 84.7% True

Is it risky for children or adolescents to gamble with money several times a week?

Pre: 79.8% Very Risky

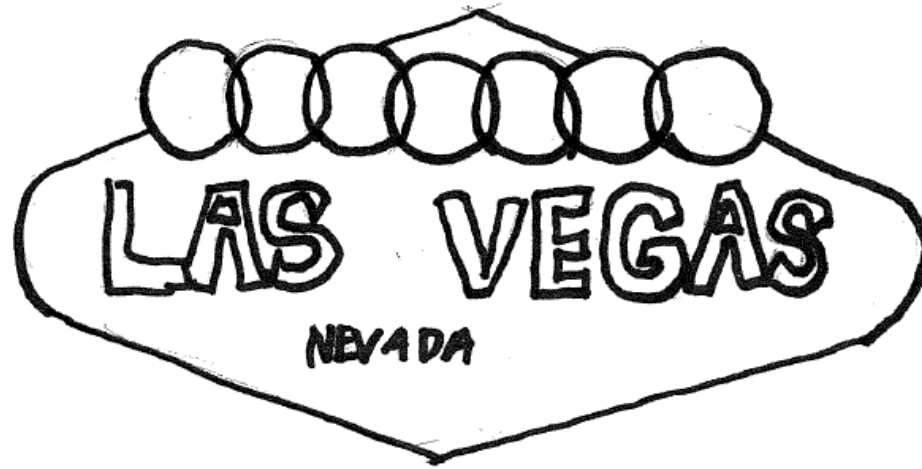
Post: 87.1% Very Risky

Legalized forms of gambling are safe.

Pre: 69.7% True

Post: 87.1% True

PSA's



What's the chance that you quit gambling? it is one-in-5000 to one in about 34 million to win any gambling game

to quit gambling call

1-800-Gambler

Gambling is bad but sometimes

fun

When the

fun stops



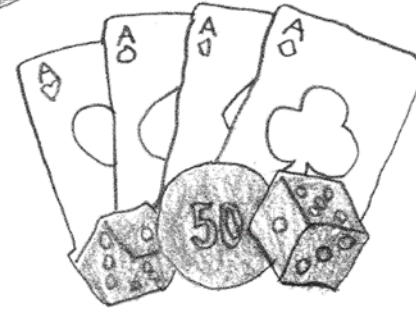
Know
when to
stop

Youth and Gambling

Joe, London,
Bradent,



It can have negative effects
on mental health and Physical health



if the individual of underage gambling,
the consequence is a disorderly Person's
offense

the strain on Psychological wellbeing
can result in low self-esteem, a loss of
trust and social withdrawal

What is Gambling?

Gambling is where someone take their own money and they're placing bets on anything from sports, card games, and etc.

How can you become addicted?

When you win one and you win a lot of money you just get confidence and wanna keep spending your money and eventually will go into dept.



Thoughts on young gambling



Young gambling is common today. 8% of gamblers in Lorain Ohio. Our thoughts on young gambling is that it needs to be stopped. Most people choose gambling over work or even paying bill, and sometimes some people take it to far, even to the point people kill each other over money and it doesn't even have to be cards it could be over video game, basketball games, and even the weather. Of course there is more because there is always something to gamble about young gambling is dangerous all gambling is dangerous.



Agility Grants: Fall 2024 Now Open!

APPLICATION NOW OPEN: JULY 10 - AUGUST 21, 2024.



- Info Webinar: Recorded July 11, available on demand
- Office Hours available until August 21
- Program Evaluation 1:1 TA Sessions available
- Awards will be made in October 2024
- Grant Implementation Period: Jan 1 to Dec 31, 2025
- **More info: NCPGambling.org/Agility**

SCAN FOR DETAILED INFORMATION, FAQs, OFFICE HOURS & MORE!

Agility Grants: Eligibility

Who Can Apply?

- IRS registered, tax exempt, 501(c)(3) organizations.
- NCPG Members **AND Non-Members** are welcome to apply.
- Organization and services must be based in the United States.
- Organizations who did **NOT submit an application** for Round 5 of Agility Grants.
- Programs/projects focused on **Problem Gambling Prevention**.
 - *Applications focused on treatment, recovery, responsible gambling, or other adjacent issues will **not** be considered for an Agility Grant.*

Agility Grants: Strategic Priorities

Agility Grants will support prevention programming **innovation and amplification**.

- Programs/projects must align with one or both of these priority areas.
- This can include new activities, validation of promising initiatives, or expansion of proven programming.

Prevention Innovation

Foster and accelerate the development, deployment, research, and evaluation of problem gambling prevention programs and curricula to communities disproportionately affected by problem gambling.

Prevention Amplification

Increase community awareness, response and support through the identification and elevation of new leaders, partnerships and voices within the problem gambling prevention community, especially prioritizing youth and leaders of color.

Agility Grants



Contact Us

National Council on Problem Gambling

730 11th Street, NW, Suite 601

Washington, DC 20001

Tel: +1.202.547.9204

Web: NCPGambling.org



NCPG
National Council on Problem Gambling