

Underage Gambling Prevention – Capacity Building Mini Grants

Request for Applications

PROJECT OVERVIEW

The New York Council on Problem Gambling (NYCPG) is accepting applications for a mini-grant project to support communities interested in preventing underage gambling. The purpose of this project is to support an array of activities to help communities increase capacity with special focus on community influencers (i.e. local youth-influencing adults) and community readiness to address and prevent underage gambling with comprehensive strategies.

Eligible applicants include:

- Entities located in NYS.
- Entities who are tax exempt.
- Entities who have an interest in preventing underage gambling in their community.

Participating providers will be paid \$5,000 following completion of all project requirements (see below). All applicants who meet the eligibility criteria and have proposed activities as outlined in the *Activity Guidelines* section below, will be accepted to participate. Applications will be reviewed on a rolling basis as they are submitted. Contracts are awarded on a first come, first served basis until funding is exhausted. Payments will be made upon approval of final project reports. All project activities must be completed no later than November 18, 2022. Project reports must be completed on or before December 1, 2022.

BACKGROUND INFORMATION: Underage Gambling and Associated Resources in New York State

According to recent survey results, between 17 (NYS Center for School Health, 2019 YRBS results) and 40 percent (NYS OASAS, 2014 YDS results) of NYS youth in grades seven through twelve have gambled in the last year. Youth throughout NYS are playing lottery, lotto and scratch off games; betting money on raffles and charity games; and betting money on sports through traditional bets, pools, and fantasy sports.

While underage gambling may seem a benign activity to some, NY specific data has indicated that past 30-day use of alcohol, being drunk, use of marijuana, and consumption of energy drinks is higher among youth who gamble than youth who do not gamble. Additionally, among youth who report gambling in NYS, more than thirty percent began gambling before age 10. (NYS OASAS, 2014 YDS results) Such an early age of onset increases the likelihood of long-term consequences such as addiction to gambling and substances; mental health concerns such as depression and anxiety; and suicidal thoughts and attempt. (Wynne, et. al., 1996; Hardoon, et. al., 2002; Gupta & Derevensky, 1998; Potenza, et. al., 2002)

The issue of underage gambling is not a standalone condition. The increased risk for other risky behaviors and long-term consequences can lead to poorer health outcomes for youth. The combination

of all these factors and outcomes can lead to reduced overall public health as these youth interact with the community. The effects of underage gambling are far reaching.

With the recent legislation to open mobile sports betting in NYS, as well as the increased blurring of lines between video gaming and gambling, it's imperative that our community influencers are proactive. Community influencers need to be prepared to educate youth on the risks and consequences of underage gambling and create safe environments where youth can thrive.

The current infrastructure of underage gambling prevention in New York State includes the following strategies:

- **EDUCATION:** Education sessions to teach parents about gaming, gambling and emerging technology delivered by NYS OASAS Prevention Providers.
- **SCREENING:** Teen Intervene providers are trained to screen and refer youth who are struggling with gambling-related problems.
- **INFORMATION DISSEMINATION:** Additional NYS specific resources for underage gambling include:
 - YOU(th) Decide – A hub for all NYS underage gambling resources including eBooks, videos, talking tips and school policy guide (LINK: [YOUthDecideNY.org](https://youthdecide.ny.gov/))
 - Talk2Kids – Resources to help parents understand youth gambling and gaming, and tips to start the conversation with their children. (LINK: [Talk2Kids.org](https://talk2kids.org/))
 - Don't Bet Yet and Go Away Monster – Video, activity sheets and comic book to help kids between the ages of 9 and 13 understand how gambling problems can affect a family. (LINK: [DontBetYet.com](https://dontbetyet.com/))

PROJECT GOALS: Build Capacity and Readiness to Prevent Underage Gambling across New York State

Comprehensive needs assessment, conducted throughout New York State, indicates that while stakeholders and community influencers across New York state are concerned about underage gambling, they are not prepared to do anything about it. Discussions at the community level have indicated an overall general low-level of support for underage gambling prevention activities and efforts, are paired with a low level of readiness to act. This shows us that although some individuals and leaders may be supportive of preventing underage gambling, the majority of communities are not ready to take action. Additionally, those who are ready to conduct activities to prevent underage gambling often lack the knowledge, resources and support to do so.

While the underage gambling prevention efforts and resources listed above have been effective in reaching audiences to increase awareness about the importance of preventing underage gambling, few efforts have been focused on meeting local needs identified by communities across the state. Research has shown that a vested interest in the cause and an active role in planning and implementing interventions, is the most effective way to improve health outcomes and to prevent declining public health.

The current New York State underage gambling prevention infrastructure has gaps that we hope to fill through provider's project activities. Partnering agency activities will be expected to engage community influencers, groups and interested citizens in activities that will raise awareness of underage gambling,

fill underage gambling infrastructure gaps, and increase community capacity to address the issue of underage gambling. Current missing comprehensive strategies include:

- **NEEDS ASSESSMENT** – community specific needs assessment survey data identifying current community awareness, capacity and readiness to prevent underage gambling.
- **CAPACITY BUILDING** – internal (agency) and external (community) identification of current community influencers and agencies who are interested in preventing underage gambling.
- **POLICY/ENVIRONMENTAL WORK** – internal (agency) and external (community) evaluation of current policies that create safe environments that prohibit underage gambling.
- **COALITION/RELATIONSHIP BUILDING** – engaging interested community influencers to review current policies and take action to raise awareness of the issue of underage gambling in local communities.

PROJECT INFORMATION AND DETAILS

Activity Guidelines:

All activities completed through this project should build on the capacity of community influencers and their readiness to prevent underage gambling. Providers will complete a survey at the beginning of the application process to measure the readiness and capacity to prevent underage gambling in their identified/targeted community. A sample of the survey is included in Appendix 1 of this document.

As defined by SAMHSA, “capacity involves building resources and readiness to address the priority problem and its associated factors.” Community readiness has been defined as how prepared a community is to address a specific issue – in this case, that issue is underage gambling. Community-based processes such as training and education for professionals and community members, assessing needs and assets, strategic planning with partners, and coalition building around the issue of underage gambling are all examples of activities that increase capacity. The community readiness framework can also help guide project activities. Appendix 2 titled “Brief Descriptions of Community Readiness Levels with Example Actions for Change” gives a brief definition of each stage of readiness and example activities for each phase.

Proposed activities should start with a community needs assessment, involve multiple sectors of the community and must be aimed at increasing community influencer capacity and readiness to prevent underage gambling within the targeted community, match identified areas of need in the survey, and be in line with the explanations and examples given above and in the attached documentation.

Project Requirements:

- Submit application and capacity/readiness assessment survey.
- Conduct community needs assessment (i.e. survey, interviews, focus group, data review, etc.).
- Complete 4-hour NYCPG Underage Problem Gambling Prevention Training Series.
- Participate in UAG prevention peer-sharing calls hosted by NYCPG starting on the date of your signed contract. Calls are from 2-3pm on the last Thursday of each month starting in February.
- Conduct activities as outlined in your application.

- Complete capacity/readiness follow-up assessment survey and project report (including activity(-ies) and outcomes).

Project Submission:

All applicants must complete the readiness/capacity survey AND the project application to be accepted to participate in this project.

LINK TO SURVEY: <https://www.surveymonkey.com/r/2022-CB-Survey-RFP>

LINK TO APPLICATION: <https://www.surveymonkey.com/r/2022-CB-Application-RFP>

Applications will be reviewed to ensure the following criteria are met before accepted for participation:

- Is the applicant an eligible entity?
- Did the applicant complete the Capacity/Readiness Assessment Survey *and* the Project Application in full?
- Do the proposed activities match the level of community need identified?
- Do the proposed activities fall within categories included in activity guidelines?

CONTACT INFORMATION:

If you have questions about the project, application process, or anything related, please reach out to:

Stelianos Canallatos
Prevention Specialist, NYCPG
SCanallatos@NYProblemGambling.org
(518) 573-6727

APPENDIX 1: READINESS/CAPACITY SURVEY

LINK TO SURVEY: <https://www.surveymonkey.com/r/2022-CB-Survey-RFP>

Below are the questions you'll be asked in the Readiness/Capacity Survey. This list is meant to be a reference only. Do not complete your answers on this page for your submission. Use the LINK TO READINESS/CAPACITY SURVEY (above) to submit your survey. Your responses will be emailed to you upon completion of the survey for your use in planning your project.

The questions below will serve as a mini needs assessment of the capacity and readiness within your community to prevent underage gambling. The information you share will serve as a basis for building your activities for the Underage Gambling Prevention – Capacity Building Mini Grant. Read through each section and item carefully, answer to the best of your ability and add comments where appropriate. After you submit your survey, we will send a copy of your answers to your email address so you can use the information in planning your project.

Name:

Job Role/Title:

Group/Agency/Organization:

Business Mailing Address:

Phone Number:

Email:

Assessment of Agency and Community Capacity to Prevent Underage Gambling

Instructions: Each of the statements below refers to a different element of capacity to prepare your agency and community to prevent underage gambling. On a scale of 1 to 5, 1 being strongly disagree and 5 being strongly agree, rate each of these statements. There is a comment box after each statement in case you'd like to give more information.

1 Strongly Disagree

2 Disagree

3 Not Sure

4 Agree

5 Strongly Agree

Underage gambling is a part of our agency's mission.

Our staff have been trained in understanding and preventing underage gambling.

We have at least one person on staff who is deemed our in-house go to when it comes to underage gambling prevention.

We incorporate the discussion of underage gambling in every conversation we have about risky behaviors.

We have policies in place to prevent underage gambling (For example: fundraising policies, tech use policies, event policies, etc.).

We include underage gambling in our needs assessment process on a regular basis.

We know what the specific underage gambling issues are in our community – organizational, leadership, general public.

We have connections/partnerships with organizations that care about preventing underage gambling.

Underage gambling data is included/collected through at least one survey in our community. Our community/partners include underage gambling in their needs assessment process on a regular basis.

There are underage gambling prevention messages in the community.

Leaders are educated about underage gambling – risks, how to prevent, etc.

Youth-serving workers and advocates in the community are educated about underage gambling - risks, how to prevent, etc.

Community members are educated about underage gambling - risks, how to prevent, etc.

Underage gambling prevention is a part of the strategic plan/that of our partners/community.

A diverse group of individuals and a variety of community sectors are involved in underage gambling efforts, including the general public.

There are existing policies in the community specific to underage gambling. (For example: fundraising policies, tech use policies, event policies, etc.)

Overall Community Readiness to Prevent Underage Gambling

*Instructions: Think about the community that you intend to target through this project. That might be a city, a town or an entire county. Choose the stage of readiness that most closely aligns with how the majority of people in that community view underage gambling. *You can refer to APPENDIX 2: Brief Descriptions of Community Readiness Levels with Example Actions for Change for more information about community readiness.*

1. No Awareness: Underage gambling is not generally recognized by the community/leaders as an issue or as something that happens locally.
2. Denial/Resistance: At least some community members recognize that underage gambling is a concern, but there is little recognition that it might be occurring locally.
3. Vague Awareness: Most feel that there may be a local concern about underage gambling, but there is no immediate motivation to do anything about it.
4. Pre-Planning: There is clear recognition that something must be done to prevent underage gambling and there may even be a group addressing it. However, efforts are not yet focused or detailed.
5. Preparation: Active leaders begin planning underage gambling prevention efforts in earnest. The community offers modest support of efforts.

6. Initiation: There is enough information about underage gambling in the community to justify efforts. Activities are underway.
7. Stabilization: Underage gambling activities are supported by community decision makers. Professionals and stakeholders are trained and experienced to prevent underage gambling.
8. Confirmation/Expansion: Underage gambling prevention efforts are in place. Community members feel comfortable using programs and talking about the issue, and they support expansions. Local data are regularly obtained.
9. High Level of Community Ownership: Detailed and sophisticated knowledge exists about the prevalence and consequences of underage gambling in the community. Effective evaluation guides new directions. Model is applied to other issues.

APPENDIX 2: Brief Descriptions of Community Readiness Levels with Example Actions for Change

**Adapted from the Tri-Ethnic Community Readiness for Community Change Handbook*

Stage 1: No Awareness

Underage gambling is not generally recognized by the community/leaders as an issue or as something that happens locally.

1. One-on-one visits with community leaders and members. Pay particular attention to the details of these visits (message, communicator, etc.)
2. Visit existing and established unrelated small groups to inform them of the issue.
3. Get individuals in your social network excited and solicit their support – be creative! Give them ideas and information that they can post on their Facebook page or other outlets.
4. Collect stories of local people who have been affected by this issue in this community and find creative ways to disseminate these.
5. Conduct an environmental scan to identify the community's strengths, weaknesses, opportunities, and threats.

Stage 2: Denial/Resistance

At least some community members recognize that underage gambling is a concern, but there is little recognition that it might be occurring locally.

1. Continue actions from previous stage.
2. Put information in church bulletins, club newsletters, respected publications, Facebook, etc.
3. Distribute media articles that highlight issue in the community.
4. Communicate strategically with influencers and opinion leaders.

Stage 3: Vague Awareness

Most feel that there may be a local concern about underage gambling, but there is no immediate motivation to do anything about it. "Something should probably be done about underage gambling, but what? Maybe someone else will work on this."

1. Continue actions from previous stages.
2. Present information at local community events and unrelated community groups. Don't rely on just facts. Use visuals and stories. Make your message —sticky||.
3. Post flyers, posters, and billboards.
4. Begin to initiate your own events (e.g., potlucks) to present information on this issue. But they must be fun or have other benefits to potential attendees.
5. Publish editorials and articles in newspapers and on other media with general information but always relate the information to the local situation.

Stage 4: Preplanning

There is clear recognition that something must be done to prevent underage gambling and there may even be a group addressing it. However, efforts are not yet focused or detailed.

1. Continue actions from previous stages.
2. Introduce information about issue through presentations/media.
3. Review the existing efforts in community (e.g., curriculum, programs, activities) to determine who benefits and the degree of success.
4. Conduct local focus groups to discuss issues and develop strategies.
5. Increase media exposure through radio and TV public service announcements and other forms of social media.

Stage 5: Preparation

Active leaders begin planning underage gambling prevention efforts in earnest. The community offers modest support of efforts.

1. Continue actions from previous stages.
2. Conduct public forums to develop strategies.
3. Get key leaders to speak out.
4. Sponsor a community picnic or event to kick off new efforts or revitalize existing efforts.

Stage 6: Initiation

There is enough information about underage gambling in the community to justify efforts. Activities are underway.

1. Continue actions from previous stages
2. Conduct in-service training on Community Readiness for professionals and paraprofessionals.
3. Plan publicity efforts associated with start-up of activity or efforts.
4. Attend meetings to provide updates on progress of the effort.
5. Conduct consumer interviews to identify service gaps, improve existing services and identify key places to post information.
6. Begin library or Internet search for additional resources and potential funding.
7. Begin some basic evaluation efforts.

Stage 7: Stabilization

Underage gambling activities are supported by community decision makers. Professionals and stakeholders are trained and experienced to prevent underage gambling.

1. Continue actions from previous stages.
2. Plan community events to maintain support for the issue.
3. Conduct training for community professionals and community members.
4. Introduce your program evaluation through training and newspaper articles.

5. Conduct quarterly meetings to review progress, modify strategies.
6. Hold recognition events for local supporters or volunteers.
7. Prepare and submit newspaper articles detailing progress and future plans.
8. Begin networking among service providers and community systems.

Stage 8: Confirmation/Expansion

Underage gambling prevention efforts are in place. Community members feel comfortable using programs and talking about the issue, and they support expansions. Local data are regularly obtained.

1. Continue actions from previous stages.
2. Formalize the networking with qualified service agreements.
3. Prepare a community risk assessment profile.
4. Publish a localized program services directory.
5. Maintain a comprehensive database available to the public.
6. Develop a local speaker's bureau.
7. Initiate policy change through support of local city officials.
8. Conduct media outreach on specific data trends related to the issue.
9. Utilize evaluation data to modify efforts.

Stage 9: High Level of Community Ownership

Detailed and sophisticated knowledge exists about the prevalence and consequences of underage gambling in the community. Effective evaluation guides new directions. Model is applied to other issues.

1. Continue actions from previous stages.
2. Maintain local business community support and solicit financial support from them.
3. Diversify funding resources.
4. Continue more advanced training of professionals and paraprofessionals.
5. Continue re-assessment of issue and progress made.
6. Utilize external evaluation and use feedback for program modification.
7. Track outcome data for use with future grant requests.
8. Continue progress reports for benefit of community leaders and local sponsorship. At this level the community has ownership of the efforts and will invest themselves in maintaining the efforts.

APPENDIX 3: PROJECT APPLICATION QUESTIONS

LINK TO APPLICATION: <https://www.surveymonkey.com/r/2022-CB-Application-RFP>

Below are the questions you'll be asked in the Project Application to help you prepare for your application. This list is meant to be a reference only. Do not complete your answers on this page for your submission. Use the LINK TO APPLICATION (above) to submit your application.

- Did you complete the capacity/readiness survey? Yes/No (*NOTE: If your answer is “no” you will be redirected out of the application and asked to complete the survey *before* submitting the application.)
- Contact Information:
 - Name
 - Title
 - Email
 - Phone Number
- Organization/Group/Coalition Information:
 - Name
 - What is your non-profit (501) type and status?
 - Business Mailing Address
 - Website Address
 - Mission
 - County(-ies) of Service
 - Community of Focus for this Project and Justification for the Selection of this Community
 - Based on the results of your survey, write a summary of your community of focus' readiness/community needs, specific to community members who influence youth, to address/prevent underage gambling.
 - Needs Assessment: Focusing on community members who influence youth, how will you conduct your needs assessment in your selected community of focus (i.e., surveys, interviews, focus group, data review, etc.)?
 - Activities: Focusing on community members who influence youth, describe activities to be conducted through this project to address the above community of focus' readiness/needs. Include specific outputs for each activity. (Example: We will hold one community discussion around the issue of underage gambling with a minimum of 20 attendees).