

**SFY 2018-2019 Youth Problem Gambling
Awareness and Prevention Program (YGAP)
Implementation Plan for *Stacked Deck***

Date:

School/Community-based Program:

Name of Principal:

Address:

County, City, State, Zip:

Phone Number:

Fax Number:

Problem Gambling Outreach/Prevention/Awareness Program

Coordinator:

Phone:

E-mail Address:

Make Checks Payable to:

Mailing Address:

Attention:

SFY 2018-2019 Youth Problem Gambling Awareness Program

School/Community-based Program: _____ Coordinator: _____

Which semester will the program be implemented? _____ Winter _____ Spring _____ Summer _____ Fall

Do you teach at a year round school? _____

*It is encouraged that all grant applications be submitted by the following three dates -- June 30, August 30, or (final deadline) September 30, 2018. It is suggested that grantees implementing programs in the fall semester submit the application by June 30. Please note that it takes 6-8 weeks for the grant applications to be processed and funds to be mailed out and delivered. All deliverables (outcomes) are due by June 30, 2019 (after completing program).

*See attached sample. Using the grid below, list all the proposed programs for which the school/community-based program is requesting funding in SFY 2018-2019. All outcomes must be measurable. **Add extra sheets as needed.***

Proposed Programs	Outcomes <i>(What are the activities will you implement?)</i>	Measures <i>(How will you measure your success?)</i>	Deliverables or Outcomes <i>(This section is to be completed after you have implemented the program and it must be emailed to coordinator by June 30, 2019.)</i>
Increase outreach, prevention and awareness of problem gambling among student/community coalitions			
Increase general outreach, prevention and awareness about problem gambling in the school or community			

SFY 2018-2019 Problem Gambling Outreach/Prevention/Awareness Budget

School/Campus:

Total projected funding available for SFY 2018-2019: _____

Budget Category	Budget Amount	Budget Detail
Travel to Stacked Deck Summer School program (Hotel, food, and mileage)		
Program Costs (The number of hours preparing and teaching curriculum and implementing outreach, equipment purchases, contractors, and program supplies)		
Other (Be specific)		
TOTAL		

Funding cannot be utilized for direct salaries or fringes. Funding can be utilized to offset costs of the organization such as the planning and program development time that employees will utilize to put together and implement the program. Funding can also be utilized to pay contractors with an expertise that will assist the students in the development of any deliverables.

Travel is for Sure Bet I, II, and III and for the Stacked Deck Summer School program. It is encouraged that all staff implementing the program attend a Stacked Deck training given by the prevention coordinator for the NC Problem Gambling Prevention Program. The staff should be reimbursed at the state rate for any food, hotel, or mileage costs incurred. These rates are on NC Budget and Management Website. (See attached document)

Program costs include any supplies or equipment needed to implement the program. Please consider supplies needed for PSA's, posters, or any other deliverables when creating this budget. Please also consider adding funds for awareness activities during March – Problem Gambling Awareness Month.

SAMPLE SFY 2018-2019 Problem Gambling Outreach/Prevention/Awareness Plan

School/Community-based Program:

Coordinator:

Proposed Program	Outcomes	Measures
<p>Increase outreach, prevention and awareness of problem gambling among student/community coalitions</p>	<ul style="list-style-type: none"> • Present the Stacked Deck curriculum to _____ middle school/high school students. • Provide a problem gambling presentation to a school group or club and have the club engage in outreach. • Available for fidelity check, feedback, training and technical assistance during the year from NCPGP Prevention Coordinator. 	<ul style="list-style-type: none"> • Using pre and post-tests, _____ (percentage of students) of participants will demonstrate knowledge in problem gambling after taking curriculum. • _____ (# of students) will indicate that they know how, where and when to refer a client or family member for problem gambling services. • ____ (# of students) learned about problem gambling and engaged in activities as a part of a school group or club. • NCPGP Prevention Coordinator will conduct site visit.

<p>Increase general outreach, prevention and awareness about problem gambling in the school or community</p>	<ul style="list-style-type: none"> • Improve campus web information on problem gambling including posting on social media. • Hold an outreach event to recognize Problem Gambling Month (March). • Develop one new PSA or media/poster (choose one). • Helpline brochures and posters will be available to students in the front office. • Provide a supply of helpline brochures and cards to at least 50 students. 	<ul style="list-style-type: none"> • School/community-based program website will have current and accurate information on problem gambling. • _____ of our social media followers were exposed to _____ posts. • Outreach event reached _____ people. • PSA or media/poster will reach at least _____ students based on viewer or readership numbers. • Helpline brochures and posters were available to students in ____ location(s). • _____ of brochures or cards were passed out directly to students.
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