



Arizona Department of Gaming

# Problem Gambling

**FY 2020**

## **Problem Gambling Prevention Grant Program Competitive Grant Announcement**

### **Eligibility**

State, county, local, non-profit and tribal agencies in Arizona that meet the qualifications are eligible to apply.

### **Open Date:**

Applications may be started in the Grants Management System (GMS) beginning  
Monday, March 11, 2019

<http://acjc.azcjc.gov/GMS3/LogIn.aspx>

### **Deadline:**

Applications are due by 3:00 p.m., Friday, April 19, 2019

### **For Assistance:**

For questions regarding this grant solicitation or eligibility, please contact:

Kathy Donner, Education and Prevention Administrator, at 602-255-3889,  
[kdonner@problemgambling.az.gov](mailto:kdonner@problemgambling.az.gov)

For questions regarding grant application process or grant system, please contact:

Simone Courter, Grant System Administrator, 602-364-1186, [scourter@azcjc.gov](mailto:scourter@azcjc.gov)

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## **ABOUT THE DIVISION OF PROBLEM GAMBLING PROGRAM**

Pursuant to A.R.S. § 5-601.02(H)(3)(a)(ii), of the monies deposited by the Tribes into the Arizona Benefits Fund, the Department of Gaming (Department) receives two percent (2%) to fund state and local programs for the prevention and treatment of, and education concerning, problem gambling. In addition, for fiscal year 2006 and each fiscal year since, the legislature has appropriated \$300,000 from Lottery revenues to fund problem gambling programs. The Department created the Division of Problem Gambling (DPG) in September 2003, whose duties and responsibilities include:

- A. Providing and supporting problem gambling programs that include prevention, treatment, and education; and self-exclusion.
- B. Contracting with behavioral health treatment professionals to provide programs for treating and educating individuals with gambling problems, and preventing further gambling problems; and
- C. Contracting with behavioral health treatment professionals skilled in problem gambling program training to provide training and education to other behavioral health treatment professionals to enable them to provide quality counseling and training to those needing help with gambling problems; and
- D. Monitoring all behavioral health treatment providers and trainers to ensure that they meet the requirements outlined in their respective contracts.

## **INTRODUCTION**

The Department of Gaming is publishing this notice to announce the solicitation of the Problem Gambling Prevention Grant Program for FY 2020 (July 1, 2019 to June 30, 2020). The grant program size is set at \$250,000. This program is designed to assist agencies in developing and implementing problem gambling prevention efforts. The Department is seeking to fund qualified individuals, organizations, or agencies to prevent problem gambling and provide outreach to both youth and older adults using innovative solutions and best practices.

Funding for this program must be expended by June 30, 2020, and may be renewed by the Department for an additional year, ending June 30, 2021.

All qualified agencies, organizations, and individuals are encouraged to apply.

## **ABOUT THE PROBLEM GAMBLING PREVENTION GRANT PROGRAM**

Problem gambling affects approximately two percent of Arizona's adult population and four to six percent of the youth population. The statistics for pathological gambling soar much higher. Because there is not a 100 percent safe form of gaming, the Department feels there is a need to educate our citizens that all gambling carries some type of risk and that over time, almost everyone does lose. Few targeted prevention efforts and programming have been made toward this issue. Therefore, the Department wishes to expand its prevention, education, and outreach efforts through the Problem Gambling Prevention Grant.

Statistics known about problem gambling appear to mirror those of substance abuse. Moreover, studies repeatedly show protective factors such as family cohesion, school, and community connectedness reduce the risk of problem gambling and substance abuse. Risk factors such as family members and peers with gambling and substance abuse problems, the death of a close friend or family member, the arrest of a family member, personal illness, low self-perceived academic achievement, ineffective coping strategies and elevated school problems increase one's risk for both gambling and substance abuse problems.

The Problem Gambling Prevention Grant seeks effective outreach and prevention programs targeted at boys and girls, ages eight years old up to 25 years old, and older adults over 55 years.

## **FUNDING PRIORITIES**

Applicants should submit proposals for gambling community prevention outreach activities that target the youth or older adult population and utilize the following outreach strategies in their projects. The DPG intends to award one or more grants for prevention work targeting youth and one or more grants for prevention work with the older adult community. All grantees must produce and deliver programming that meets the grant programs purpose and outline how their project will accomplish the following:

### **1. A Specific Identified Population within the Target Group**

Each applicant should be a community agency/entity currently working with a sub-group of either youth or older adults within the State of Arizona. Therefore applicants will implement a pilot program that builds and furthers their current prevention efforts within the chosen specific population.

### **2. A Description of the Prevention Model to be Utilized**

Applicants shall provide OPG with a comprehensive description of the prevention model/s to be used in this project. Projects should evaluate one (1) of the public health models, environmental management, youth empowerment and development and social-ecological theory as possible proven prevention models for this type of programming.

### **3. Utilization of all six (6) of the Substance Abuse and Mental Health Services Administration (SAMHSA) and the Center for Substance Abuse Prevention (CSAP) Strategies over at least three of the six (6) Prevention Domains (Individual, Peer, Family, School/Work, Community, Society/Environmental) within the Identified Populations**

Projects need to incorporate the CSAP strategies of using a community-based process, information dissemination, problem identification and referral, education, alternative activities and environmental approaches in each of the specified populations (youth and older adults) in at least three of the six prevention domains.

### **4. Use of Evidence-Based Strategies**

The American Psychological Association (APA) defines Evidenced-Based as "The integration of the best available research with clinical expertise in the context of patient

characteristics, culture and preferences.” Therefore “Evidence-Based” indicates a program relies on some proof of effectiveness through research and criteria-based review as the foundation on which to build targeted prevention programming. The projects should incorporate these and would need to provide OPG detailed descriptions of what evidence-based strategies they are using as the foundation or structure for their programming.

#### **5. Description of the Risk and Protective Factors to be Addressed**

The few statistics known about problem gambling appear to mirror those of substance abuse. Therefore applicants need to incorporate and describe how the risk and protective factors affect their targeted population. Research has shown repeatedly that risk factors such as having a parent, sibling, relative, friend or significant person with either a gambling problem or substance abuse problem can increase a person’s chances for gambling or substance abuse, while protective factors such as family cohesion and community connectedness can reduce the risks. Projects focused on using these protective factors in preventing problem gambling in youth and older adults are greatly needed and desired.

#### **6. Measurable Goals and Objectives**

Successful programs have clearly defined and measurable goals. Applicants must have concrete and measurable goals and objectives each year funding is obtained. Program goals are what the general intention or overall aim of the project or program will be during the time period. Objectives are outcomes that represent the achievement of program goals. OPG seeks concrete, observable and measurable objectives from the projects.

#### **7. Evaluation Component Designed to Measure Changes in the Identified Population’s Attitudes, Knowledge and Behaviors**

Any programs or projects developed and submitted for the grants process shall have measurable goals and objectives. Programs shall build an evaluation component into the program which will measure changes in knowledge, attitudes and behaviors while also monitoring programming outcomes. Evaluation components shall also incorporate qualitative, quantitative, and process outcome methods.

#### **8. The Project must be able to be Replicated and Reproduced in other Communities.**

Successful applicants will be able to sustain their programs after funding has ceased. Funding for projects will be for 12 consecutive months beginning July 1, 2019 with an option to renew the grant for one additional year. Renewals will be based on project performance and the availability of funding. Strong proposals will address the continuation of the project beyond the grant-funded performance period. OPG is searching for programs that are reproducible, have community involvement and ownership and have a long-term commitment from those involved.

## **FUNDING AVAILABILITY**

The Department will make funds available for multiple grants to be allocated directly to state, county, local, and tribal agencies, and non-profit organizations or entities for projects that will achieve the goals of the Problem Gambling Prevention program. *At this time, the estimated total amount of grant funds available is \$250,000.* The Department expects to make multiple awards from the total amount available. Payments to grantees will be made by the Arizona Criminal Justice Commission (ACJC) through an agreement with the Department to provide grant management services.

All projects funded under this program will be for twelve (12) consecutive months starting July 1, 2019, and ending June 30, 2020. The Department may choose to renew a grant for up to one additional year at the same funding level depending on project performance and funding availability. In the event that the Department renews a grant project, the period of performance will be from July 1, 2019, to June 30, 2021.

## **REPORTING REQUIREMENTS**

Monthly financial reports: Grantees are required to submit monthly financial reports for expenditure reimbursement. Monthly financial reports will be reported through ACJC's Grant Management System (GMS). Payments to grant recipients will come from the Arizona Criminal Justice Commission through an agreement with the Department of Gaming.

Quarterly activity reports: Grantees are required to report quarterly on goals and objectives included in the successful grant application including all performance measures used in the application. Quarterly activity reports will be submitted on a report form approved by the Department of Gaming and uploaded to ACJC's Grant Management System.

In addition to the above reporting requirements, grantees are expected to cooperate fully in any evaluation efforts required by the Department.

## **SCORING PROCESS**

Each grant application will be scored by a team of at least three qualified individuals based on the scorecard on page 8.

Department of Gaming staff will prepare a proposed allocation plan based upon the results of the scored grant applications and present the proposed allocation plan to the Director of the Department of Gaming for review and approval. The Director may affirm, modify, or reject the allocation plan.

Department of Gaming staff may provide additional information to assist the Director in approving funding decisions. This information may include, but is not limited to, past performance of applicants, including achievement of past goals and objectives or outcomes, and financial and programmatic monitoring deficiencies. Applications will be scored using the scorecard included in this announcement.

Prior grant performance history documentation should be uploaded for review along with the application.

Acceptable prior grant performance history can be one or all of the following:

- a letter of past performance signed by an agency head
- programmatic monitoring summary and/or corrective action report
- financial monitoring summary and/or corrective action report
- other documentation supporting the achievement/success of a project

Please note: a scored application does not guarantee an award.

## **SPECIAL REQUIREMENTS**

Include the following with the application:

- A copy of the most recently completed financial audits must be uploaded to the Grant Management System (GMS) at the time of the application. If your agency does not have a current audit completed for the most recently ended fiscal year, a written explanation as to why and, if applicable, a timeframe for completion.
- If applicable, letter(s) from agencies/organizations indicating their intent to participate, support, or collaborate on the project must be uploaded to the Grant Management System at the time of application.

## **APPLICATION PROCESS**

The grant application for the Problem Gambling Prevention Grant for FY 2020 must be completed and submitted using the Grant Management System (GMS). Review the Application Instructions included in the attachments in GMS, which outlines how to complete your application. Information on how to access the Grant Management System, are available at this link:

**<http://acjc.azcjc.gov/GMS3/LogIn.aspx>**

**Paper or emailed applications will not be accepted. All applications and attachments must be submitted through the Grant Management System. *Please note that the Grant Management System (GMS) only functional when using Internet Explorer and is not supported by other web browsers.***

**The application must be successfully submitted to the Grant Management System no later than 3:00 p.m. on Friday, April 19, 2019. Late applications will not be accepted by the Grant Management System or be considered by the Department of Gaming.**

**APPLICATION CHECKLIST**

\_\_\_ Application submitted via <http://acjc.azcjc.gov/GMS3/LogIn.aspx>

\_\_\_ A-133 Audit (submit as an attachment) or most recently completed financial audit

\_\_\_ Letters of participation, collaboration, or support

### Scorecard – Problem Gambling Prevention Application Scorecard

Category	Description	Maximum Possible Score
Scope of Work	<p>Scope of work includes identification of the problem in the community, supported by statistical data and how the project will be implemented.</p> <ul style="list-style-type: none"> <li>• Problems are clearly stated</li> <li>• Problems are evidenced with statistics</li> <li>• Summary describes agency's activities</li> <li>• Summary includes networking with agencies</li> <li>• Summary is realistic and achievable</li> <li>• Considers gaps in services</li> </ul>	30
Project Timeline and Budget	<p>Project clearly identifies timeline for implementation.</p> <p>Budget categories are thoroughly filled out and :</p> <ul style="list-style-type: none"> <li>• Budget costs are reasonable and allowable</li> <li>• Narrative description is complete</li> </ul>	10
Collaboration Elements and Partners	<p>The project collaborates with other agencies or community organizations.</p> <ul style="list-style-type: none"> <li>• Public and community agencies are listed</li> <li>• Detailed collaboration described</li> <li>• Includes a collaborative strategy</li> <li>• Builds and maintains partnerships at federal, state and/or local levels</li> </ul>	15
Sustainability Plan	<p>The project structure and planning reflects an existence beyond grant funding availability.</p> <ul style="list-style-type: none"> <li>• Identify future potential funding sources</li> <li>• Establish a stable operating structure</li> <li>• Offer a plan or approach to building new partnerships or strengthening existing partnerships with collaborators</li> </ul>	10
Evaluation Plan	<p>Evaluation method/approach is sound and data used allows for effective evaluation.</p> <ul style="list-style-type: none"> <li>• Data collection methodologies clearly defined</li> <li>• Measures relate to effective evaluation</li> <li>• Process to incorporate evaluation findings for purposes of project improvement is identified</li> <li>• Includes evaluation processes that allow for assessing effectiveness and includes sound and reliable data</li> </ul>	15
Project Goals and Objectives	<p>Goals and objectives identify intended project accomplishments.</p> <ul style="list-style-type: none"> <li>• Goals are overarching and reasonable</li> <li>• Goals relate to the problems identified</li> <li>• Objectives are reasonable and achievable</li> <li>• Objectives are a logical connection to goals</li> <li>• Measures are appropriate and collectible</li> </ul>	20
<b>Total Possible Score: 100</b>		

