



North Carolina Problem Gambling Program  
**1-877-718-5543**  
[morethanagamenc.com](http://morethanagamenc.com)

## College and University Grant Information

### What You Need to Know

- People who report having three or more Adverse Childhood Experiences (ACEs) are three times more likely to have a problem with gambling.
- Sixty to 80 percent of adolescents (between the ages on 10 and 19) across the globe gamble each year.
- People in their teens and twenties have the highest rates of problem gambling.
- Youth with gambling problems are more likely to use tobacco, drink heavily and use drugs.
- The gaming and gambling industries are converging, allowing for gambling elements to be embedded into video and social games.
- Approximately six percent of college students in the United States have a serious gambling problem.
- Athletes have a high risk for problem gambling because of their competitive personalities.
- Gambling addiction has the highest suicide rate of all addictions.
- Nearly all United States colleges and universities have policies on student alcohol use; however, only 22 percent have a formal policy on gambling.

### Defining Problem Gambling

Problem gambling, or gambling disorder, includes all gambling behavior patterns that compromise, disrupt or damage personal, family or vocational pursuits. The essential features are increasing preoccupation with gambling, a need to bet more money more frequently, restlessness or irritability when attempting to stop, “chasing” losses and loss of control. In extreme cases, problem gambling can result in financial ruin, legal problems, loss of career and family or even suicide.

### The North Carolina Problem Gambling Program

The North Carolina Problem Gambling Program (NCPGP) was established to provide and support effective problem gambling prevention, education, outreach and treatment programs throughout the state.

### The College and University Grant Program

The NCPGP offers grants of up to \$5,000 to colleges and universities to promote problem gambling education and outreach to students, faculty and staff. The program focuses on outreach and education, screening, and gambling policy implementation. Grantees provide information about the NCPGP and problem gambling to students, faculty and staff. Participants in the program can distribute promotional items with the NCPGP Helpline, create an educational event or presentation, create curriculum for courses, participate in Problem Gambling Awareness Month, or integrate problem gambling into a health and wellness coalition. Grantees can also utilize screening questions in health centers and counseling departments, send students, faculty, and staff to Sure Bet workshops, and participate in the National Gambling Disorder Screening Day.

### Sure Bet Workshops

The NCPGP provides a workshop series called Sure Bet across the state of North Carolina several times per year. The registration fee and room and board can be included in the grant budget and reimbursed at the North Carolina Department of Health and Human Services state rate.

Contact Alison Drain at [alison.drain@dhhs.nc.gov](mailto:alison.drain@dhhs.nc.gov) or 919-800-8482 for more information.



# College and University Grant Guidelines

## Approach to Application

### 1) Outreach and Education

Provide information about the North Carolina Problem Gambling Program (NCPGP) and problem gambling to students, faculty and staff by the following:

- Distribute promotional items with the NCPGP logo.
- Create an educational event or presentation.
- Select a population of students to focus on an educational event or marketing campaign.
- Identify and select peer educators to implement programs on campus.
- Create a curriculum for courses or trainings.
- Send students and faculty to Sure Bet workshops.
- Participate in Problem Gambling Awareness Month.
- Create a marketing campaign or social media campaign to release on campus.
- Send staff, counselors, peer educators, or administrators to Sure Bet workshops.
- Integrate problem gambling into a health and wellness coalition.

### 2) Screening

Utilize screening questions in the counseling center, health center or financial aid department. Participate in the National Gambling Disorder Screening Day or another day of your choice. Analyzed results of a screening day should be shared with the NCPGP staff.

### 3) Policy

Implement a campus policy on gambling.

Coordination with graphics and design, peer health, social work, psychology, education and counseling departments is encouraged.

## How the Grant Program Works

- The soft deadline for applications is May 30 and the final deadline is August 30. The first round of grants will be awarded on August 15. The second and final round of grants will be awarded on September 30.
- The grant award is official once the award letter and approved plan is returned to Alison Drain with the appropriate administrator's signature from the college or university.
- This is a reimbursement grant. The college or university grant department must send an invoice and an itemized expense report after services have been rendered or items purchased to the attention of Alison Drain at Alison.drain@dhhs.nc.gov. Invoices and itemized expenses can be sent monthly or by June 30 of the following year.
- A midterm report is due by January 15 of each year.
- All changes to program outcomes and/or program budget must get pre-approval by sending the original grant document with changes made in red adjacent to approved outcomes and/or budget.
- The outcomes, or end-of-year report, is due to Alison Drain by May 30.
- The grant program is competitive and each year grantees must reapply.

## Acceptable Uses of Funding

- Student stipends for problem gambling outreach, design, promotional work and research.
- Prizes for artwork competitions, such as designs for T-shirts, posters and brochures.
- Printing and distribution of educational materials on campus.
- Educational events or presentations to students, faculty and staff.
- Door prizes for attending problem gambling related presentations or for filling out surveys.
- Public service announcement supplies, such as software, projectors, laptops or cameras.

- Print outreach materials with the NCPGP logo on T-shirts, water bottles, etc. (Any promotional item above \$40 must get pre-approval).
- Sure Bet workshop registrations, lodging and mileage for students, faculty, and staff to be reimbursed at the North Carolina Department of Health and Human Services state rate.
- Guest speakers related to problem gambling (need pre-approval).

### **Unacceptable Uses of Funding**

- Faculty and staff stipends, or fringe benefits.
- Indirect costs such as office expenses or administrative expenses.
- Funding another program's materials.

### **Outreach and Education Areas of Focus**

Below are a few suggestions for outreach and education. Please do not hesitate to reach out to Alison Drain at [Alison.drain@dhhs.nc.gov](mailto:Alison.drain@dhhs.nc.gov) with any other ideas or areas of focus.

- A peer educator program would include selected students attending a series of webinars in order to prepare them for their role on campus. The webinars could include information about problem gambling on college campuses, how to present information on problem gambling, and bystander training.
- Sports betting is being legalized in states across the country. North Carolina is just a signature away from having college sports betting available at the two Cherokee Casinos in western North Carolina. The NCAA and the ACC will be rolling out modules for student athletes to take by 2021. However, we encourage our college and university campuses to augment these modules with educational opportunities for student athletes to learn about problem gambling as it relates to sports betting, NCAA policies, and integrity issues that could arise with collegiate sports betting.
- An educational event on campus for the general population of students that engages them in fun and educational activities to assist in learning about problem gambling on college campuses and how to reach out for help.
- A marketing campaign designed by graphic design and communication students on campus to be distributed through electronic and print media. A kick-off event is suggested for this type of program.
- Promotional items distributed with the North Carolina Problem Gambling Helpline and website, providing students with the knowledge that there are services for those affected. A leaflet or flyer could be utilized as part of the promotional items with a few important facts about problem gambling on college campuses.
- A social media campaign during Problem Gambling Awareness Month, which utilizes the college or universities social media pages. It is suggested that a group of students and staff are selected to share these messages on their pages.
- A contest for the best problem gambling awareness T-shirt design; have it printed and distribute the winning T-shirt at a school event.
- A curriculum that includes problem gambling for social work, psychology or counseling students.
- Training on problem gambling for incoming freshmen or resident assistants.