

## If you or someone you care about has a gambling problem, **YOUTH GAMBLE TO:** there is hope. Help starts today by calling **1.800.547.6133.** ☐ Escape problems, boredom, or pain More information is available at www.evergreencpg.org. ☐ Get an adrenaline rush Make "easy" money Impress others or get attention Make friends ► PEER-TO-PEER CAMPAIGN WITH MEDIA PARTNER Each year, at least two schools (high school or college) Unlike the topic of drug and alcohol use, problem are selected whose business students run a competitive, gambling is rarely discussed in school or at home, and full marketing campaign with multi-media elements, ☐ Sports (including Fantasy Football and NCAA many teens enter into adulthood without knowledge of the risks such as logos, radio and TV commercials, and social media March Madness) involved with gambling. For most people, gambling is fun and a messaging. Students work in teams to "market" a youth ☐ Card and dice games source of recreation and entertainment. But for some, gambling problem gambling awareness campaign to their peers, ☐ Raffles can become an addiction that can destroy relationships and with the winning team's commercial airing on our media ☐ Lottery and scratch tickets goals, and even lead to suicide. partner's radio station. ☐ Social gaming and Internet gambling ☐ Casino games (blackjack, craps, roulette, and WARNING SIGNS ▶ YOUTH PROBLEM GAMBLING & THE ARTS GRANT slot machines) The YPGA Grant program empowers youth and young ☐ Gambling to escape boredom, pain, or loneliness adults to make healthy choices around risky behavior, ☐ Needing to bet more and more money to maintain thrill such as gambling. Each year, at least one student group ☐ Unexplained absences from school or work ☐ Set a time limit—and stick to it is selected to produce a program or project using the ☐ Losing a job or college scholarship because of gambling ☐ Set a money limit—and stick to it arts—such as music, dance, visual, or media arts— ☐ Talking frequently about gambling ☐ Gamble ONLY to have fun that educates their peers and community about youth ☐ Becoming irritable and angry when trying to guit ☐ Don't gamble when lonely or upset problem gambling prevention and awareness. YPGA ☐ Gambling to win back losses or to chase wins ☐ Don't gamble to win back a loss or chase a win Grants range from \$500-\$5,000. ☐ Constantly borrowing money from friends to gamble ☐ Expect to lose—not win ☐ Stealing money to gamble For more information on our youth programs, visit ☐ Possessing large sums of money or bragging about www.evergreencpg.org > Youth Programs. gambling wins ☐ Gambling to impress friends or family ☐ Damaging relationships with parents or others because of gambling help starts here > 1.800.547.6133 CONFIDENTIAL INFORMATION AND REFERRALS