

## 3rd Quarter Report Problem Gambling

Organization Name	Goal #1 # Goal/YTD #/YTD %	Goal #2 # Goal/YTD #/YTD %	Goal #3 # Goal/YTD #/YTD %
Project Description	% Goal/ YTD %	% Goal/ YTD %	% Goal/ YTD %
\$ Granted/\$ Paid/\$ Remaining	Comments/Q3 Comments	Comments/Q3 Comments	Comments / Q3 Comments
<b>Problem Gambling/Workforce Development</b>			
<b>Board of Regents Nevada System of Higher Education University of Nevada, Las Vegas , Department of Counselor Education</b>	Enhance problem gambling counseling curriculum and conduct classes for 30 students. <b>30 / 28 / 93.3%</b> <b>(1) / 0</b> 10 students enrolled in the Compulsive Gambling Counseling II class in the Spring Semester.	Develop doctoral-level course on problem gambling. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> The course was approved on December 6, 2006. The earliest the course can be offered will be in Fall Semester of 2007. It will be a required course in the proposed Ph.D. in Counseling.	Develop comprehensive education, prevention, and awareness program targeted to adolescents and adults in Southern Nevada. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> In collaboration w/AHEC, 12 classes were offered at Clark High School on brain chemistry as related to problem gambling. 450 9th graders received the curriculum.
Workforce Development and prevention, education, and awareness relative to problem gambling. <b>\$36,667</b> \$25,797 <b>\$10,870</b>			
<b>Board of Regents Nevada System of Higher Education University of Nevada, Reno CASAT</b>	By August 2006, sponsor and enroll students in the first semester-based online academic problem gambling course through the University of Nevada, Reno, Independent Learning Department (UNR ILD). <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Course is being offered online	By January 2007, sponsor and enroll students in two semester-based online academic problem gambling courses through the UNR ILD. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Course is being offered online.	By June 2007, 25 undergraduate students and 50 graduate students will have completed at least one of the online academic problem gambling courses. 80-95% of students completing course will complete evaluation survey. <b>75 / 40 / 53.3%</b> <b>87 / 0</b> 17 students enrolled in the 1st course each semester. Only 6 students enrolled in the 2nd course. Total of 40 students enrolled.
Develop and implement two self-sustaining academic online problem gambling courses that are accessible to Nevada residents and provide partial tuition reimbursement for individual completing courses. <b>\$71,065</b> \$41,384 <b>\$29,681</b>			

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<u><b>Nevada Council on Problem Gambling</b></u> Develop and deliver professional level curriculum for core clinical training workshops, and expansion of continuing education opportunities for PG counselors and other professionals in Nevada.  <b>\$69,366</b> \$55,755 <b>\$13,611</b>	Develop 30-hour core curriculum consistent with Nevada requirements for problem gambling intern and coordinate delivery of full 30-hour curriculum at least five times through end of grant period. <b>5 / 4 / 80.0%</b> <b>(1) / 0</b> 29 individuals completed all 30 modules ytd. Total participation is 93 with 12 in Reno and 81 in LV. Out of 226 respondents, 98% strongly/agreed objectives were achieved and 99% felt training met or exceeded expectations.	Coordinate inclusion of 10 hours of gambling-specific workshops and presentations at professional conferences and training opportunities in Nevada. <b>10 / 3 / 30.0%</b> <b>(1) / 0</b> Coordinated presentations for Utah Conference and sponsored Dr. Nora's presentation in prior quarters. Received requests for speakers for two events to take place later in the year.	Develop and implement annual state conference w/10 hours of approved CEUs and 150 attendees. <b>10 / 10 / 100.0%</b> <b>150 / 100</b> Conference was presented to 100 attendees w/12 breakout sessions and 2 keynotes. Apps for approval of 10 CEUs submitted to NV Boards. \$9500 contributed by IGT & Harrah's.
<u><b>Nevada Council on Problem Gambling</b></u> Provide subsidies to up to 100 individuals completing problem gambling counselor or supervisory certification at 50% of the costs incurred. <b>\$30,833</b> \$0 <b>\$30,833</b>	Provide subsidies for up to 100 individuals completing the certification process for problem gambling counselor and/or supervisor at the rate of 50% of costs incurred for certification. <b>100 / 0 / 0.0%</b> <b>(1) / 0</b> No subsidies have been provided during this reporting period.	Disseminate information regarding availability of certification subsidies to all known interested parties. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Program guidelines and application forms provided to BOE. Four counselors eligible for subsidies; add'l 18 interns to receive program information.	<b>(1) / 0 / 0.0%</b> <b>(1) / 0</b>
<u><b>United States Veterans Initiative</b></u> Problem gambling workforce development for staff at U.S. VETS Las Vegas. <b>\$5,917</b> \$1,049 <b>\$4,868</b>	Support 3 employees to attend conference and training; refund 50% of certification costs. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> One employee completed all 10 sessions of core counselor training; a 2nd completed 9, and a 3rd has enrolled.	<b>(1) / 0 / 0.0%</b> <b>0 / 0</b> Additional funds awarded through N. LV Community Development Block Grant.	<b>(1) / 0 / 0.0%</b> <b>(1) / 0</b>

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<b><u>Problem Gambling/Treatment</u></b>			
<b><u>Board of Regents Nevada System of Higher Education University of Nevada, Las Vegas , Department of Counselor Education</u></b> Expand current problem gambling treatment services in Clark County. <b>\$133,873</b> \$86,790 <b>\$47,083</b>	Provide problem gambling counseling 40 hours per week <b>40 / 0 / 0.0%</b> <b>(1) / 0</b> Clients are seen based on their availability. The number of clients is too low to require 40 hours per week. RECOMMENDATION: Consider reduced funding. Q3: 6 individuals received 21 hours of one-on-one treatment services; 1 individual completed.	Include financial counseling in treatment program. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> All clients are referred for credit counseling. RECOMMENDATION: Develop measurable outcome	Supervisor and graduate assistants to comply with State Board regulations <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Program Director and Clinical Supervisor are Certified Problem Gambling Supervisors. All 3 Graduate Assistants are board interns.
<b><u>Bristlecone Family Resources</u></b> Expand existing gambling treatment services to include: inpatient treatment, transitional living, and outreach and prevention. These services will be offered in addition to already existing outpatient services. <b>\$115,048</b> \$104,503 <b>\$10,545</b>	Increase available treatment options to 7 hours per week of gambling-specific services for a maximum of 15 clients. <b>7 / 13 / 185.7%</b> <b>(1) / 0</b> All PG clients attend a minimum of 20 group hours per week plus 1-4 hours individual sessions. RECOMMENDATION: Incr goal Q3: 13 hours of gambling specific groups each week: 3 hrs educ'l; 2 hrs outpatient; 8 hrs intensive treatment.  2 PG interns passed tests for Certification; 2 PG interns working toward certification; 2 staff working toward PG internship.	Complete financial screening of 100% of clients entering the gambling treatment program. <b>(1) / 0 / 0.0%</b> <b>100 / 100</b> Consumer Credit Affiliates provide group counseling monthly. All clients are given financial screening at intake. Two 1-hour groups conducted weekly on financial planning for all clients; PG clients address restitution.	Collect date on 150 gambling treatment clients; 65% will report improved quality of life. <b>150 / 83 / 55.3%</b> <b>65 / 0</b> Need clarification regarding improved quality of life. Q3: Screened 30 OP clients and 40 residential clients. Treated 30 OP and 67 residential clients. Total hours for OP, residential and educational groups = 2,636.

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<b>Comprehensive Therapy Centers</b> Extended broad-based treatment program for pathological and problem gamblers, as well as their family members and loved ones in Clark County <b>\$84,727</b> \$75,286 <b>\$9,441</b>	Implement an intensive outpatient program four times per week with adjunct services. <b>4 / 8 / 200.0%</b> <b>(1) / 0</b> RECOMMENDATION: Incr goal Intensive OP held mornings and evenings 4 X/week for 3-7 clients with licensed personnel in every group and peer counselor 2 nights/week.  15 clients completed IOP program successfully.  ps: 17 clients completed; 81 intakes; 2109 indiv & group client hours.	Offer assessment services within three days of initial contact with client. <b>3 / 3 / 100.0%</b> <b>(1) / 0</b> Achieved, with available hours 6 days/week.	Sustainability Activities <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> LADC has become a PG intern and is working toward Certification.  Collaboration with GA and Nevada Council on Problem Gambling.
<b>New Frontier Treatment Center</b> Develop, implement and evaluate treatment services for problem gambling in Churchill and surrounding counties as an integrated component of substance abuse and co-occurring mental illness treatment and as a stand alone service. <b>\$120,072</b> \$105,025 <b>\$15,047</b>	Implement problem gambling treatment program in 6 to 8 rural communities in Northern Nevada. <b>6 / 6 / 100.0%</b> <b>0 / 0</b> Services available in Fallon, Lovelock, Ely, Pioche, Elko, and Winnemucca  NFTC has undergone major disruptions this past year with the departure of their Executive Director and a fire that burned down their primary residential treatment facility.	70% of enrolled clients (of the estimated 425) will show improvement on 3 to 4 measures. <b>425 / 38 / 8.9%</b> <b>70 / 81</b> The original estimate of 425 enrolled clients is clearly unrealistic. RECOMMENDATION: Revise target population. YTD: 38 clients diagnosed with PG; 37 treated; 31 improved; 19 completed or referred.  ps: Screened 689 clients; educated 549. Estimate service to 40 in FY08.	Track outcome measures (train staff on monitoring system and update policies, procedures, forms). Provide support for staff to gain PG certification. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> All staff have been trained on tracking systems. 3rd Quarter - Currently, four counselors are enrolled in the necessary 30 hour training course.  ps: 4 licensed interns; 3 intern applicants; 2 more within 6 months.

<b>Organization Name</b>	<b>Goal #1</b>	<b>Goal #2</b>	<b>Goal #3</b>
<b>Project Description</b>	<b># Goal/YTD #/YTD %</b>	<b># Goal/YTD #/YTD %</b>	<b># Goal/YTD #/YTD %</b>
<b>\$ Granted/\$ Paid/\$ Remaining</b>	<b>% Goal/ YTD %</b>	<b>% Goal/ YTD %</b>	<b>% Goal/ YTD %</b>
<b>Comments/Q3 Comments</b>	<b>Comments/Q3 Comments</b>	<b>Comments/Q3 Comments</b>	<b>Comments / Q3 Comments</b>
<b><u>The Problem Gambling Center</u></b> New program to reach out to senior citizens who are physically handicapped and/or financially devastated by problem gambling and offer on-site counseling at senior centers and travel vouchers to attend our intensive outpatient program. <b>\$64,035</b> \$46,579 <b>\$17,456</b>	Visit senior and other community centers to offer counseling to approximately 100 to 150 senior problem gamblers who are unable to attend the The Problem Gambling Center (PGC) clinic. <b>150 / 333 / 222.0%</b> <b>(1) / 0</b> Q3: Presented to 62 seniors at 8 senior centers/communities, health fairs and hospital programs. 12 attended OP program; 6 completed; 6 remain. RECOMMENDATION: Increase this goal	Distribute travel vouchers to 50 to 75 senior problem gamblers who are able to attend intensive outpatient program but do not have transportation. <b>75 / 0 / 0.0%</b> <b>(1) / 0</b> None of the senior citizens attending the presentations required travel vouchers. RECOMMENDATION: Consider reduced funding	They do not have an Outcome #3. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Plans underway to film PSA targeting senior population.
<b><u>The Problem Gambling Center</u></b> Establish new problem gambling treatment and outreach programming in Reno <b>\$220,350</b> \$201,507 <b>\$18,843</b>	Announce opening of center through advertisements and PSAs. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> The publicity resulted in numerous phone calls from potential clients and the IOP filled to maximum capacity of 12 clients by the following week. Ongoing efforts include networking with potential donors, free talks, PSAs, and training.	Initiate intensive outpatient program for approximately 150 individuals. <b>150 / 102 / 68.0%</b> <b>(1) / 0</b> Q3: 32 individuals entered IOP program 26 receive one-on-one counseling. Staff retreat planned to develop goals. One intern was certified in January; others continue with training.	Assist approximately 35 to 50 family members to cope with their loved one's addiction. <b>50 / 54 / 108.0%</b> <b>(1) / 0</b> 18 Family members received counseling in 3rd Q.
<b><u>The Problem Gambling Center</u></b> Provide treatment to problem gamblers through an intensive outpatient program <b>\$108,683</b> \$104,395 <b>\$4,288</b>	Decrease current average wait-list of 10 to 15 individuals by 75% to 0 to 5 individuals by providing limited counseling to individuals or small groups needing immediate care. <b>(1) / 0 / 0.0%</b> <b>75 / 100</b> The wait-list continues to show a significant reduction. The list has ranged from 0 to 3 individuals.	Establish crisis care program to offer immediate one-on-one counseling to approximately 70 individuals in urgent need. <b>70 / 205 / 292.9%</b> <b>(1) / 0</b> Q3: 57 individuals received one-on-one counseling totaling 94.5 hours. RECOMMENDATION: Increase this goal.	Increase clients served through existing program from 175 to 200. <b>200 / 157 / 78.5%</b> <b>(1) / 0</b> 48 new clients entered program in 3rd quarter; 26 have graduated, 8 dropped out and 14 are still attending.

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<u>Salvation Army</u> Expand existing residential treatment for substance abuse to permit program entry to single diagnosis (gambling only) individuals and provide new outpatient services for gamblers. <b>\$142,486</b> \$111,382 <b>\$31,104</b>	Provide 4 to 6 individuals gambling-only services in fully integrated setting in addition to 128 gamblers who also have substance abuse diagnosis. <b>5 / 15 / 300.0%</b> <b>(1) / 0</b> RECOMMENDATION: Incr goal 18-22 substance abuse clients w/pathological gambling diagnosis receive PG education and/or counseling on any given day. Q3: hours for Res'l gambling only clients = 147 group, 118 class, and 52 individual counseling. Add'l 38 hours of individual PG counseling provided to other clients.	Outpatient services for compulsive gambling to approximately 60 unduplicated individuals. <b>60 / 30 / 50.0%</b> <b>(1) / 0</b> 8 new gambling only outpatients this quarter; 2 completed successfully, 3 left treatment and 3 remain. 3rd Q hours = 192 group, 192 class and 48 individual session	Sustatinability, Staffing Information, and other comments. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Ongoing advertising is needed. 2 certified PG counselors and 2 PG interns. One mental health client mandated to treatment for problem gambling.
<u>Sierra Recovery Center</u> Screen Nevada substance abuse clients for problem gambling and provide group and individual problem gambling counseling for those clients identified. That counseling will be provided for residential and outpatient clients. We will also educate the community regarding problem gambling signs and symptoms so that they seek treatment and referral at our Outpatient facility. <b>\$57,024</b> \$42,303 <b>\$14,721</b>	Provide problem gambling screening to 102 clients per year with 2 group counseling sessions per week to estimated 50 clients assessed with gambling problem or who are at risk for problem gambling. <b>50 / 25 / 50.0%</b> <b>(1) / 0</b> 3rd Q: 89 clients screened using SOGS; 27 showed problem with gambling; 21 showed pathology. YTD: 203 SOGS; 25 clients treated.	Minimum of two professional counselors who are interns or certified in the treatment of problem gambling. <b>2 / 3 / 150.0%</b> <b>(1) / 0</b> The lead PG intern has left the organization. Another PG intern will also be leaving but a new PG intern (previously w/New Frontier) is now with SRC. 3 PG interns are seeking full certification. All have completed required CEUs; one has completed the exam for national certification.	Expand data collection for problem gambling. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Data collection system is in place. NOTE: Facility was evacuated 6/27/07 due to South Lake Tahoe fire.

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<b>Problem Gambling Research</b>			
<b>Board of Regents Nevada System of Higher Education University of Nevada, Las Vegas, International Gaming Institute</b> Develop and research a Nevada-specific problem gambling prevention and intervention strategy developed by Harvard Medical School's Division on Addictions. <b>\$191,000</b> \$66,040 <b>\$124,960</b>	Adapt "Your First Step to Change" toolkit to the Nevada environment. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> 10 experts provided critical evaluation. Improvements included listing local resources and strategies for casino workers with PG.	Implement the toolkit through mailing to qualified individuals and establish phone contact with 180 study participants. <b>180 / 180 / 100.0%</b> <b>(1) / 0</b> All 180 participants enrolled successfully and reflect Nevada demographics.	Compare three separate groups of 60 who receive different types of prevention measures to determine which approach works best; write and disseminate final report. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Final data to be collected by the end of June. Data analysis will be conducted with final report available by the end of August.
<b>Board of Regents Nevada System of Higher Education University of Nevada, Las Vegas, School of Public Health</b> Provide an evaluation and state-of-art guidelines for gambling treatment in the state in order to make treatment as efficacious as possible. <b>\$99,031</b> \$38,320 <b>\$60,711</b>	Comprehensively analyze all data provided by state-supported treatment facilities. Include treatment and suicidality data from VA if available. <b>9 / 9 / 100.0%</b> <b>(1) / 0</b> Data from all treatment facilities is compiled monthly and a summary is provided to the state. A comparative summary was presented to the Board in January.	Discover data trends within and across treatment facilities in Nevada through statistical pattern recognition and comprehensive analysis organized into a final report. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Brief analysis of trends provided to Board in January; additional analysis will be included in the final report.	Provide a comprehensive sociological analysis of data results and outcomes to include in final report and associated journal articles. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Sociological interpretations were included in the evaluation report; analysis for the final report is ongoing.

Organization Name	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD %	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD %	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD %
Project Description	Comments/Q3	Comments/Q3	Comments / Q3
\$ Granted/\$ Paid/\$ Remaining	Comments	Comments	Comments
<b><u>Mojave Adult, Child and Family Services</u></b> Conduct a small research study to develop objective and statistically relevant information on the attitudes and behaviors of people having intellectual disabilities who participate in gaming activities to further inform gambling treatment services. <b>\$29,799</b> \$15,751 <b>\$14,048</b>	Design and conduct a random sample survey of 100 to 150 subjects with intellectual disabilities as to the impact of gambling behaviors. <b>100 / 82 / 82.0%</b> <b>(1) / 0</b> Recruitment process was somewhat delayed due to human subject study issues. 82 recruited as of 4/15/07. ps: 100 recruited; 79 surveyed as of 6/26	Collect, analyze, and report study findings. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Survey completed on approx 65 subjects. Database completed; data entry has begun. First draft of study anticipated May 31. ps: preliminary results: 2 pathological gamblers; 4 problem gamblers	Educate and inform problem gambling treatment providers, casino management, and the general community about the study and its findings. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Preliminary findings presented at NV Conference in April. Proposing to incl. routine assessment of gambling habits for clients , and care provider training at Desert Regional Center.

### **Problem Gambling\Prevention**

<b><u>Board of Regents Nevada System of Higher Education University of Nevada, Reno CASAT</u></b> Produce and deliver problem gambling prevention awareness campaign and education and awareness materials to seniors, their friends and families, the general public and professionals in addiction, aging and related health fields throughout Nevada. <b>\$163,000</b> \$99,022 <b>\$63,978</b>	Develop Web site content, maintain dataset for projected 4600 to use self-screening tool, and conduct satisfaction survey to measure 50% incr in awareness, <b>4,600 / 0 / 0.0%</b> <b>50 / 0</b> NOTE: Focus of project was changed through work with contractor; consequently measurable objectives were neglected. RECOMMENDATION: Staff to provide greater oversight in the future. Design completed and website will be launched pending receipt of add'l materials from NV Council. Demo at <a href="http://demo.nevadacouncil.org">http://demo.nevadacouncil.org</a> .	Develop content and design brochures for Senior Education Kits. Test items with focus groups within 6 months of start date of grant. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Focus groups indicate materials are very effective in educating and increasing awareness on PG and in providing info on where to call and what to do about the issue. Design of booklet is being revised based on info from focus group report. 2nd focus group scheduled for May. 2500 Kits to be completed by the end of June.	Develop educational film reproducible to VHS and DVD format for inclusion in Senior Education Kits. Test copy with focus groups within 6 months of start date of grant. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Initial focus group indicated the DVD is highly effective in telling real stories about real people addressing the issue of PG. Filming is complete and final editing is underway; retest scheduled for May with production by the end of June.
--	--	--	---

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<u><b>Nevada Council on Problem Gambling</b></u> Youth & Family Awareness Program - Development and implementation of a two-part community education program using teaching kits specific to youth gambling issues and impact of problem gambling on the family. <b>\$85,667</b> \$33,777 <b>\$51,890</b>	Develop script and produce 15- to 20-minute youth gambling film; develop and produce facilitator guide and teaching kits including handouts and evaluation surveys. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Obtained expert review with suggestions for discussion questions and activities. Held 2 focus group screenings to I.D. key discussion points and target messages for teaching kits.	Distribute teaching kits and conduct facilitator workshops; conduct follow-up survey of facilitators to evaluate implementation and effectiveness. <b>25 / 0 / 0.0%</b> <b>(1) / 0</b> ps: AHEC teachers presented youth program to 598 students at Clark & Rancho HS	Develop script and produce 15- to 20-minute family-themed problem gambling film; develop and produce facilitator guide and teaching kits including handouts and evaluation surveys. Distribute kits, conduct facilitator workshops with follow up survey for evaluations. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Developed and approved final script Filming scheduled in April; ps: Master DVD was delivered in May
<u><b>Nevada Council on Problem Gambling</b></u> Utilize remaining balance to support prevention activities authorized through the Subcommittee for prevention <b>\$36,887</b> \$485 <b>\$36,402</b>	\$485 for costs of training meeting at UNLV. No additional costs incurred as yet. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b>	<b>(1) / 0 / 0.0%</b> <b>(1) / 0</b>	<b>(1) / 0 / 0.0%</b> <b>(1) / 0</b>
<u><b>Southern Nevada AHEC</b></u> Provide a 3-pronged, evidence based youth gambling prevention education and awareness program incorporating school-based education, parent education and prevention information dissemination to reduce teen gambling in Clark County. <b>\$58,756</b> \$51,522 <b>\$7,234</b>	Train staff on problem gambling; incorporate youth problem gambling content into PA 20-week schedule and deliver to at least 375 ninth- and tenth-grade students, 50% of whom will show increase in protective factors and decrease in risk behaviors specific to youth gambling. <b>375 / 375 / 100.0%</b> <b>50 / 0</b> Post-testing to follow course completion. 375 Clark HS students received classes; 900 Rancho HS students receiving PA/PG instruction.	Adapt "Season of Discovery" summer program to integrate youth problem gambling; deliver to 45 students, 50% of whom will show improved attitude and increased knowledge; 50% report they do not intend to gamble. <b>45 / 0 / 0.0%</b> <b>50 / 0</b> Preparations for April meeting to expand curriculum.	Train staff and integrate examples and activities into AFL parent classes; deliver to at least 300 parents, 42% of whom will identify risk and protective factors for youth problem gambling. Develop and distribute flyer. <b>300 / 119 / 39.7%</b> <b>42 / 0</b> 119 parents attended AFL Level 1 classes: "Youth Gambling: What's the Big Deal?" and an improved section on brain development in 3rd Q. Flyer developed.

Organization Name Project Description \$ Granted/\$ Paid/\$ Remaining	Goal #1 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #2 # Goal/YTD #/YTD % % Goal/ YTD % Comments/Q3 Comments	Goal #3 # Goal/YTD #/YTD % % Goal/ YTD % Comments / Q3 Comments
<u><b>United States Veterans Initiative</b></u> Problem gambling prevention and education for homeless and formerly homeless veterans in a residential setting at U.S. VETS Las Vegas. <b>\$39,667</b> \$21,032 <b>\$18,635</b>	Begin awareness campaign and document development of strategic plan. Document presentations. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Screened 906 homeless vets YTD, providing info on PG prevention and education services at USVI and treatment services available at VA. Made 16 presentations to community agencies and businesses.	Plan and coordinate 2 training seminars for staff and partners. 160 residents identified w/PG will participate in on-site support group. <b>160 / 73 / 45.6%</b> <b>(1) / 0</b> General program improvements resulted in less turnover so the number of eligible participants is lower. Hosted seminar for AmeriCorps members and student intern with 13 attendees. 73 of 93 eligible residents have attended the support group, YTD.	90% of participants enrolled at US VETS LV will attend group on PG Prevention. <b>(1) / 0 / 0.0%</b> <b>90 / 71</b> 199 YTD attended prevention class. Pre-tests show 5/20 error rate; post-tests show 3/20 error rate for a 10% improvement.
<u><b>WestCare</b></u> Develop gambling prevention curricula and implement to targeted at risk populations in rural and urban Nevada; Partner with Nye Community Coalition to develop media campaign to include brochures and PSA to be aired in rural Nye County. <b>\$36,667</b> \$24,526 <b>\$12,141</b>	Develop education and awareness content with assistance from Dr. Braunlich. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Q3: Staff received training DVD and education and awareness content in March 2007.	Deliver problem gambling prevention campaign through TV, radio, pamphlets, and youth products. <b>(1) / 0 / 0.0%</b> <b>(1) / 0</b> Awareness and prevention message received in March; media campaign to begin in April.	Fifty percent of surveyed Nye County teens will respond that they have an increased level of awareness of problem gambling issues. <b>(1) / 0 / 0.0%</b> <b>50 / 0</b> Pre-survey completed January. Training on PA modules yet to be completed. PA schedule to begin in April.