



2019 SCHOLARSHIP CONTEST GUIDELINES

The Missouri Gaming Association is announcing the Project 21 2019 Scholarship Program. This will be the twenty-third year the scholarship campaign is conducted in Missouri. The goal of this scholarship program is to not only inform our youth that it is not permissible in Missouri for persons under the age of 21 to gamble in a casino, but to also educate them about the dangers and consequences associated with underage gambling.

The Project 21 Underage Gaming Task Force was established by Harrah's Entertainment in 1989 to address the issue of underage gambling. We strongly believe in the continuation of education and awareness programs such as Project 21 as effective tools in deterring underage gambling.

Project 21 2019 Scholarship Program provides students an opportunity to disseminate their message by writing an article or creating a poster or video addressing the issue of underage gambling. Project 21 Scholarships will be awarded for 2019 as follows: One \$2,500.00 First Prize, and Three \$1,500.00 Second Prizes.





2019 ESSAY/POSTER/VIDEO SCHOLARSHIP APPLICATION



1. Applicant's Name: _____
2. Applicant's **COMPLETE** Address: _____
 City, State, Zip: _____
 E-Mail Address: _____
3. Phone: () _____ Alternate Phone: () _____ Present School Grade: _____
4. School Name: _____
5. School **COMPLETE** Address & Phone: _____
6. Please indicate whether you are submitting an Article _____ Poster _____ Or Video _____
7. If you are submitting an article, please complete 7a and b; or c below. Please send 1 set of the school publication containing the article.
 - a. School Newspaper Name: _____
 - b. Date Article Published: _____
 - c. If there is not a school publication the article must be presented to an appropriate class as determined by the school counselor and must be published in a local newspaper sometime between Dec. 1, 2018 and Feb. 15, 2019. A signed letter from the school counselor verifying the class presented to and date of presentation as well as one copy of the newspaper containing the published article must accompany the application.
8. If you are submitting a poster, **please note the poster must be on 22 in. x 28 in. poster board. Please write your name and address on the back of your poster.**
 Date Displayed: _____ Campus Location Displayed: _____
9. If you are submitting a video, please make a copy and send it with your name and address on the label. All videos entries must be in DVD format and must be at least 1 minute in length, but no longer than 5 minutes. Keep in mind copy right infringement if you are using music.
 Date(s) Viewed: _____ Campus Location Viewed: _____
10. Desired career path if known: _____

PLEASE NOTE THAT THIS IS A SCHOLARSHIP PROGRAM. THE SCHOLARSHIPS (ONE \$2,500.00 FIRST PRIZE AND THREE \$1,500.00 SECOND PRIZES) WILL BE MADE PAYABLE TO THE WINNING STUDENT(S) **AND** THE SCHOOL OF HIGHER EDUCATION THE STUDENT IS ATTENDING OR PLANS TO ATTEND. IF THE STUDENT IS UNDECIDED ABOUT WHEN AND/OR WHERE HE/SHE WILL ATTEND AT THE TIME SCHOLARSHIP AWARDS ARE DISTRIBUTED, THE SCHOLARSHIP WILL BE HELD IN ESCROW BY THE MISSOURI GAMING ASSOCIATION (FOR A PERIOD NOT TO EXCEED 4 YEARS) UNTIL THE STUDENT IS READY TO ATTEND A SCHOOL OF HIGHER EDUCATION. **IF YOU WILL BE ATTENDING A SCHOOL OF HIGHER EDUCATION AND YOU HAVE CHOSEN THE SCHOOL YOU PLAN TO ATTEND, PLEASE IDENTIFY THE NAME AND ADDRESS OF THE SCHOOL BELOW:**

Name and Address of School of Higher Education: _____

 Student's Name (Please Print) Date

 Student's Signature Name of School Counselor/Advisor

 Student's Age and Birth Date Phone Number of Counselor/Advisor

If student is less than 18 years of age, a parent or guardian must sign this application.

 Parent's Name (Please Print) Date

 Parent's Signature

Please return application, entry and other required documentation as outlined in the PROJECT 21 2018 SCHOLARSHIP GUIDELINES to Missouri Gaming Association, Attn: Mike Winter, 109A East High St., P.O. Box 305, Jefferson City, MO 65102 by **March 1, 2019.**

PLEASE SEE PROJECT 21 2019 SCHOLARSHIP GUIDELINES FOR COMPLETE RULES.

MISSOURI GAMING ASSOCIATION

PROJECT 21 2019 SCHOLARSHIP PROGRAM GUIDELINES

1. **Eligible Applicants:** ALL MISSOURI HIGH SCHOOL SENIORS are eligible (exception - see Rule 8 below).
2. **Content:** Articles, posters and videos will be reviewed and judged for originality, content, style and educational value. The focus of the article, poster or video should be on the topic of deterring young people from engaging in underage gambling and/or the ramifications associated with underage gambling. **Please do not confuse this topic with anti-gambling or compulsive gambling topics as they are not the same.**
3. **Entry Requirements:**

Article - An article entry must be published in the newspaper, magazine or publication of the applicant's school between December 1, 2018 and February 15, 2019 (exception noted in 7c of the Application). One set of the student newspaper, magazine or publication in which the article appears must be submitted.

Poster - A poster entry must be displayed in a public area of the applicant's school for at least one full week between December 1, 2018 and February 15, 2019. The poster entry must be accompanied by an essay (minimum of one-page; double-spaced) discussing the topic of underage gambling as noted in "Content." The essay does not need to be displayed or published at the school. A brief letter signed by a school counselor certifying the poster was displayed at the school along with the dates of display must also accompany the poster and essay. Keep in mind raised objects have a tendency to detach from poster board during shipment.

Video - A video entry must be viewed in a school class or forum between December 1, 2018 and February 15, 2019 and must be at least 1 minute in length, but no longer than five minutes. A brief letter signed by a school counselor certifying the video was viewed at the school along with the date(s) must accompany the video.
4. **Application:** **The article, poster or video entry must be accompanied by a Project 21 2018 Scholarship Application, in addition to any other required documentation outlined above.** Students may download an application at www.missouricasinos.org or by calling the Missouri Gaming Association at 573-634-4001 for further instruction.
5. **Submission Deadline:** The article, poster or video entry, completed application and other required documentation outlined above must be received by the Missouri Gaming Association, Attn: Mike Winter, 109A East High St., P.O. Box 305, Jefferson City, MO 65102 by **MARCH 1, 2019.**
6. **Judging:** Final judging and the selection of the winning entries will be determined by an Executive Committee comprised of officials from the Missouri Gaming Association. All decisions made by the Association will be final. Entries become the property of the Missouri Gaming Association and will not be returned except at the discretion of the MGA.
7. **Notice to Winners:** Notification to the winners of the winning articles, posters and/or videos will be **announced by March 31, 2019.** The checks will be **awarded by April 15, 2019** unless Rule 11 applies.
8. **Ineligibility:** Part-time casino employees that are high school seniors working less than 32 hours per week **are** eligible. Children (Missouri high school seniors) of Missouri casino employees **are** eligible for the Project 21 Scholarships, provided the student is not a child of a Missouri Gaming Association officer or a Missouri Project 21 Executive Committee member. Prior winners of Project 21 Scholarships **are not** eligible.
9. **Scholarship Awards:** The student authors and/or artists of the winning entries will each receive a Project 21 Scholarship in accordance with Rules 10 and 11 below.
10. **Joint Authorship:** If a winning article is written by more than one student author, then the authors of the article will all share pro rata in the Project 21 Scholarship. If a winning poster or video is created by more than one student, then the creators of the poster or video will all share pro rata in the Project 21 Scholarship.
11. **Scholarship Check Distribution:** The Project 21 Scholarship checks will be issued jointly to the winning author and to an accredited school of higher education including colleges, universities and vocational/technical schools located within the United States, which the winning student is, or will be attending. If a winning student has not chosen a school of higher education when the scholarship check is scheduled for distribution, the Missouri Gaming Association will hold the winnings (or the pro rata amount as the case may be) in escrow until the student is ready to attend school. The proceeds can be held no longer than four years. After four years, the proceeds will be donated to a charitable agency or used for a charitable purpose (including other Project 21 Scholarships) if the funds have not been used by that time.

Bet You Didn't Know

By Raylee Metcalf, Advance R-IV High School

Underage gambling has become a serious problem for teenagers. An estimated 4-5% of youth, ages 12-17, meet one or more criteria of having a gambling problem. Another 10-14% are at risk of developing an addiction, which means that they already show signs of losing control over their gambling behavior. (www.youthgambling.com).

Gambling is popular with teenagers, it includes games such as poker, dice, scratch cards, betting on sports and internet gambling. Teenagers on occasion just gamble for fun, while others gamble excessively and neglect responsibilities, which can lead to addiction. Teenagers need to know the risk of underage gambling. Online betting can create: bullying situations, lead to stress, depression, neglecting homework, skipping classes at school, stealing, lying to family and friends, and in severe cases suicide. (www.mgc.dps.mo.gov)

Research states that gambling is the fastest growing teenage addiction, with the rate of pathological gambling among high school and college-aged youth about twice that of adults. Pathological gamblers lose all the money they have, then run up credit card debt. They sell or pawn possessions and plead for loans from family and friend. More than half end up stealing money. According to Howard J. Shaffer, director of the Harvard Medical School Center for Addiction Studies, "Today, there are more children experiencing adverse symptoms from gambling than from drugs... and the problem is growing. (<https://www.pbs.org/wgbh/pages/frontline/shows/gamble/procon/horn.html>)

Parents need to know the warning signs of a gambling addiction and be able to identify a child's change in behavior. Warning signs include tiredness, irritability, asking for money, failing grades in school, and house items disappearing. Other signs could be a surplus of extra money received from bets. If any of these changes in behavior occur, parents need to seek professional help for their child. A parent should call the school guidance counselor and discuss the change

in the child's behavior, then call the 1-888-BETSOFF helpline, which provides free gambling treatment for compulsive gamblers.

Education is the key to deter young people from underage gambling. Student council members along with teachers, parents, community and the gaming commission all working together to implement a week focused on prevention. Perhaps it could be called, "Bet You Didn't Know Week". Ideas to consider for the awareness week: research and write short essays; create posters and place in businesses around town; offer prizes for the best essay and poster; plan activities for each day of the week focusing on prevention; assembly where students present posters and essays at the assembly, special speakers such as a local police officer from the community and someone from the gaming commission to address the consequences of underage gambling. Tackling underage gambling in middle school and high school is a crucial preventive strategy. This could be accomplished with the awareness week.

The Missouri law states that a person must be 21 years old to legally gamble. If a teenager is caught gambling, it is a misdemeanor and he/she can be fined up to \$500. A teenager can be placed in jail for up to six months for attempting to enter a casino with a false identification. A first-time offender is charged with a class B misdemeanor, and second time offender is charged with a class A misdemeanor. Teenagers must list the misdemeanor charge on college and work resumes. Charges will have a negative impact on future careers. Actions have consequences, either good or bad, and problems arise when we don't think about the consequences of our actions. Focus on making good life choices and don't let underage gambling become an addiction.

Raylee Metcalf, a 2018 graduate of Advance R-IV, Advance, MO, won a \$1,500 scholarship to use at East Central College in Union, MO for her article.