



2008 SCHOLARSHIP CONTEST GUIDELINES

The goal of Project 21 is to stop casino gambling by people under the age of 21. One of the best tools available to help us achieve this objective is education.

The Project 21 Scholarship Contest was designed to let young people educate other young people that it is not permissible in Missouri for persons under the age of 21 to gamble in a casino. It is our hope the contest will also make people aware of the dangers and consequences of underage gambling.

All entries in the Project 21 Scholarship Contest should be themed around, and/or address, these very important issues through poster, essay or video.





2008 ESSAY/POSTER/VIDEO SCHOLARSHIP APPLICATION



- 1. Applicant's Name(s):
2. Address(s):
3. Phone Nos.: () Present School Grade:
4. School Name:
5. School Address & Phone No.:
6. Please indicate whether you are submitting an Article, Poster, And/Or Video.
7. If you are submitting an article, please complete 7a and b below. Please send 3 sets of the school newspaper containing the article.
8. If you are submitting a poster, please note the poster must be on poster board size at least 22 x 28 inches.
9. If you are submitting a video, please make a copy and send it with your name and address on the label.
10. Future Educational Plans:

PLEASE NOTE THAT THIS IS A SCHOLARSHIP PROGRAM. THE SCHOLARSHIPS (TWO \$1,500.00 FIRST PRIZES AND FOUR \$1,000.00 SECOND PRIZES) WILL BE MADE PAYABLE TO THE WINNING STUDENT(S) AND THE SCHOOL OF HIGHER EDUCATION THE STUDENT(S) IS ATTENDING OR WILL ATTEND.

Student's Signature Date

Student's Name (Please Print) Student's Social Security #

Student's Age and Birthdate Name of Student's School Advisor

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

Parent's Signature Date

Print Name

- Please Return Application (with published article, poster or video) to Mike Winter, Missouri Gaming Association, 101 E. High St. - Suite 250, P.O. Box 305, Jefferson City, MO 65102 by March 5, 2008.
Article must be published in the school publication between January 1, 2008 and February 29, 2008.
Posters and video tape must be displayed/viewed at the school for at least one week between January 1, 2008 and February 29, 2008.

PLEASE SEE PROJECT 21 2008 SCHOLARSHIP GUIDELINES FOR THE COMPLETE RULES OF THE PROJECT 21 2008 SCHOLARSHIP PROGRAM.

MISSOURI GAMING ASSOCIATION

PROJECT 21 2008 SCHOLARSHIP PROGRAM GUIDELINES

Harrah's Entertainment created the Project 21 Underage Gaming Task Force in 1989 to address the issue of underage gaming. This will be the eleventh year the Scholarship Campaign is conducted in Missouri. Project 21 is an awareness campaign aimed at informing the general public that the legal age for casino gaming in Missouri is 21. Missouri casinos attempt to deter persons under the age of 21 from entering the casino floor to gamble. As part of the awareness campaign, the Missouri Gaming Association is announcing the Project 21 2008 Scholarship Program. The goal of this Scholarship Program is to disseminate information to students concerning the issue of underage gambling through encouraging student authors to write, and to have published in student newspapers and magazines, informative articles addressing the issue of underage gambling and through the creation of posters and video which are publicly displayed/viewed at the schools. Project 21 Scholarships will be awarded for 2008 as follows: Two \$1,500.00 First Prizes, and four \$1,000.00 Second Prizes. We believe that education and awareness of the underage gambling issue will help deter underage gambling.

Scholarship Rules:

- 1. Eligible Applicants:** All Missouri residents WHO ARE SENIORS IN HIGH SCHOOL are eligible (except for those described in Rule 8 below). Interested students must submit to Project 21 an article, poster and/or video on the topic of underage gambling.
- 2. Article/Poster/Video Requirements:** Any article submitted must have been published in the newspaper, magazine or publication of the applicant's school between Jan. 1, 2008 and Feb. 29, 2008. Any poster submitted must have been displayed in some public area of the applicant's school for at least one full week between Jan. 1, 2008 and Feb. 29, 2008. Any video must be viewed in a school forum or meeting between Jan. 1, 2008 and Feb. 29, 2008 and must be four minutes or less in length.
- 3. Submission:** 3 sets of student newspaper, magazine or publication in which the article appears must be submitted to Mike Winter, 101 E. High St. - Suite 250, P.O. Box 305, Jefferson City, MO 65102 by March 5, 2008. The original poster or video, along with a brief letter, signed by a school administrator certifying that the poster or video was displayed at the school, with the dates of display, must accompany the submission.
- 4. Application:** The article or poster must be accompanied by a Project 21 2008 Scholarship Application. Any student may obtain a Project 21 Scholarship Application by calling or writing the Missouri Gaming Association, 101 E. High St. - Suite 250, P.O. Box 305, Jefferson City, MO 65102. All completed Applications must be returned along with the article, poster or video to Mike Winter as detailed in Rule 3 above. The submission of an Application gives the Project 21 Executive Committee or any member thereof the right to use the student's name, photo, article or poster in media announcements and other publications without compensation.
- 5. Standards:** Articles, posters and/or videos will be reviewed and judged for originality, content, style and educational value. Articles will also be judged for journalistic content. Entries become the property of the Missouri Gaming Association and will not be returned except at the discretion of MGA. Articles should be written on the topic of deterring young people from engaging in underage gambling. Please do not confuse this topic with the issue of compulsive gambling. Although the two may be related, they are not the same. The focus of the theme of your article, poster or video should be on the ramifications of underage gambling.
- 6. Judging:** Final judging and the selection of the winning articles, posters and/or video will be determined by an Executive Committee comprised of officials from the Missouri Gaming Association. All decisions made by the Association will be final.
- 7. Notice to Winners:** Notification to the winners of the winning articles, posters and/or video will be announced by April 16, 2008. The checks will be awarded by May 14, 2008 unless Rule 11 applies.
- 8. Ineligibility:** Missouri casino employees are not eligible for the Project 21 2008 Scholarships, except that part-time employees (less than 32 hours of work per week) are eligible. Children of Missouri casino employees are eligible for the Project 21 Scholarships, provided that they are not children of Missouri's Gaming Association officers or children of the Missouri Project 21 Executive Committee. Prior winners of Project 21 awards are not eligible.
- 9. Scholarship Awards:** The student authors and student artists of the winning articles, posters and/or video 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(s) is, or will be attending. If a winning student(s) has not chosen a school of higher education that he or she will attend, the Missouri Gaming Association will hold the winnings (or the pro rata amount as the case may be) in escrow until the student(s) is ready to attend school. The proceeds will not be held for 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.

Underage Gambling: An Unsafe Bet

By Mercedes Baldwin

He calls his mom to ask for some cash. Betting on the game made him short for the week. In the background he can hear his dad rushing his mom off the phone. He's impatient; he always goes to the casino on Thursday nights.

Sure, he'll use the cash to buy some food, but he's also been invited to go to the casino Saturday night with a group of guys.

The higher risk for developing a gambling problem in college comes hand-in-hand with increased freedom. The college years are full of at-risk behaviors, including underage gambling.

However, the root of underage gambling begins as young as age 10. Most children are introduced to gambling by a parent or close adult. This risky endeavor becomes even more popular in high school. In a single study, more than 30 percent of high school students admitted to gambling periodically. Some didn't even know it's illegal. (www.888betsoff.com)

While high school students are mastering the art of betting on sports and playing poker, they look forward to "hanging with the guys" and playing in even bigger groups in college.

Some colleges are even promoting underage gambling. Poker tournaments are major events held on some campuses. Prizes such as flat-screen TV's,

stereo systems and other expensive electronics are given to the winner.

Underage gambling is viewed as "the norm" on many college campuses. While playing cards with friends and betting on sports games isn't uncommon, studies over the past decade show that playing the lottery, gambling at the casino, and internet gambling are the more popular forms of underage gambling.

Nearly 1,400 students completed a survey done within two major Minnesota universities. Of these, 84 percent of students admitted to gambling within the last year. The most popular forms of gambling were slot machines (68 percent); the lottery, including scratch-off tickets and daily numbers, (64 percent); playing cards with friends (41 percent); playing cards at a casino (40 percent); and betting on, sports (37 percent).

(<http://www.miph.org/gambling/gmb-collegestud.html>)

In Missouri, there is an organization which strives to increase awareness about the problems of underage gambling. The Missouri Alliance to Curb Problem Gambling presents facts and warning signs to help educate teachers, parents and teenagers at the website www.mgc.dps.mo.gov.

Students can legally purchase lottery tickets at the age of 18 but gambling on the casino floors is forbidden until age 21. Casinos have rigid security to crack down on underage gamblers.

Some college students participate in gambling to give themselves something to do. While it may be fun to attend the poker tournaments, or even play in them, most college students don't know they could become addicted or may be already.

Just before he hangs up the phone, his mother confides in him that she wishes she could do something else with her Thursday nights besides watch his father waste away money at the casino. His mom makes him promise that he'll never let gambling be a part of his everyday life.

He'll get the money just in time for Saturday night out with the guys. Enclosed inside the envelope will be a letter from his mom saying she's sent a little extra and to go out and have fun with it. But instead of going to the casino, he'll keep his promise. You can bet on it.

Mercedes Baldwin, formerly of Mexico Senior High School, won a \$1,000 scholarship to Truman State University for her essay entry that appeared in her high school newspaper The Bulldog's Growl.