

CULTURAL COALITION

serving southeastern & northeastern CT

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Problem Gambling Awareness Through the Arts Initiative-2024

Scoring Rubric *FINAL 1/26/24*

How does this application rate on each of the seven (7) elements?

Use this scale to insert a number score for each element below:

5 EXCELLENT	4 VERY GOOD	3 GOOD	2 FAIR	1 POOR
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Cultural Community/Population	
1. Identifies/explains the specific population or cultural community selected for engagement (Q.6)	
2. Describes the population or culturally specific technique/method/language that will be used to reach the target audience (Q.6, 7 & 8)	
Use of Art for Engagement – Art Project or Arts-based Approach	
3. Identifies/explains the specific artform that will be used to increase awareness of problem gambling (Q.7)	
4. Describes the promotion plan and/or method for dissemination of information related to the art. Multiple layers of engagement or occurrences encouraged (Q.8)	
Other Considerations	
5. Budget & Narrative support the goals and intended use of the funds (Q.9 & 10)	
6. Explains how project will incorporate READI (Relevant, Equitable, Accessible, Diverse, Inclusive) practices (Q.11)	
7. Likelihood of success for meeting the goals of the Problem Gambling Awareness Through the Arts Initiative (Overall)	
TOTAL SCORE for this Application	
Add 7 scores above	

Note: The application submission, scoring and grant decision process is managed by the Cultural Coalition.

- All applications will be reviewed for eligibility prior to scoring (age, location, qualified business, artist or org.)
- The Application Review Panelists will be Cultural Coalition staff & contractors that adhere to conflict of interest, confidentiality and scoring process policies. Individual scores will not be shared.