



# *Capital Projects Grant*

2023 Program Overview

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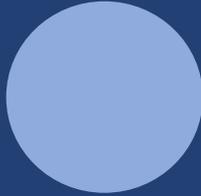
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# Acknowledgement of Traditional Land



# What's New for 2023





# 2023 Updates to the Capital Projects Grant Guidelines



## Key changes

- Including the repatriation of Indigenous cultural belongings and ancestral remains as eligible capital projects

## Other minor changes

- All reference to COVID-19 has been removed from the Guidelines
- The award notification date for capital projects has been adjusted to December 31
- Clarification that IT projects (software purchase, installation, training, etc.) are an eligible acquisition project
- Additional information on how applications are assessed and scored

# Capital Projects Grant Overview





# Capital Projects Grant Overview



## ● \$5 MILLION

Capital Project Grants help not-for-profits with capital projects or acquisitions



- Competitive grant process
- Projects must cost between \$20k and \$1.25M
- Between 20% and 50% of the total cost of a project may be funded
- Grants of **\$20,000 - \$250,000**
- Must have matching funds

# Capital Projects Grant Overview

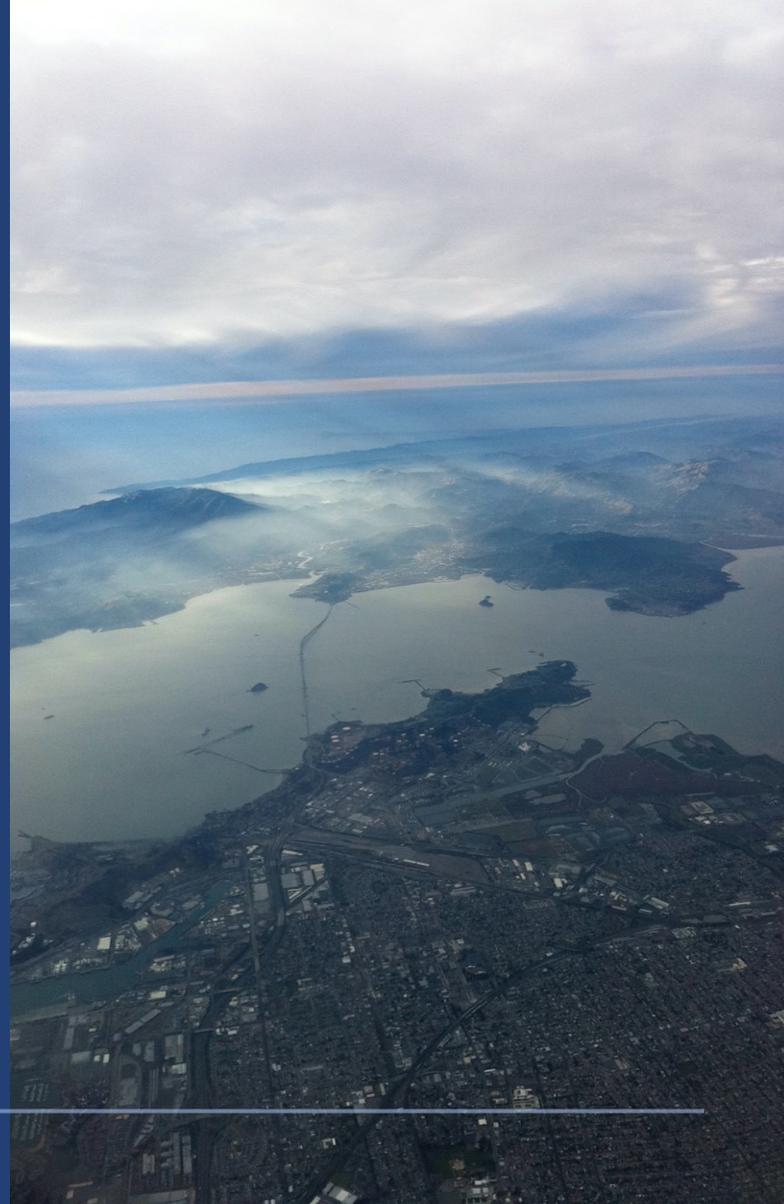


Application intake period:  
June 5 - August 3



Grant Notification Date:  
December 31, 2023

- One application per year
- One grant per project
- Can still apply for regular/annual  
Community Gaming Grants



# Capital Projects Grant Overview

## Applications are competitively assessed

- ✔ Put forward a strong application
- ✔ Submit application on time
- ✔ Provide complete, accurate documentation and information
- ✔ All applications reviewed and assessed at the same time, against one another

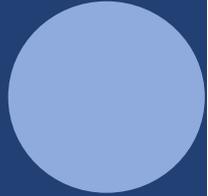


# 2023 Capital Projects Grant Guidelines

- Updated annually
- Includes eligibility criteria, assessment and scoring information
- Provides document checklist and instruction for filling out application



# Organization Eligibility



# Organization Eligibility

## Eligible Organizations



## To be eligible for a grant, an organization must:

- Be a not-for-profit organization
- Operate primarily for community benefit
- Deliver or support programs within the Community Gaming Grant's six sectors
- Have an open membership
- Have a volunteer board and voting membership
  - More than double the number of voting members to board members
- Democratically chosen board members
  - Two-thirds reside in B.C.
  - Board members do not receive remuneration for their board role

# Organization Eligibility

An organization is **ineligible**  
for a grant if it is a:

- For-profit organization
- “Member-funded” society
- Political party, political action group or lobby group
- Federal, provincial, regional, municipal, First Nation or other local government
- Provincially or municipally-operated facility (healthcare, education, library, museum, etc.)
- Educational institution or school
- Religious Institution

Ineligible Organizations



# Organization Eligibility

The Branch requires the following **documents** to assess **organization eligibility**:



**Constitution and Bylaws** (if not provided within the last 2 years)



**Board of Directors** List

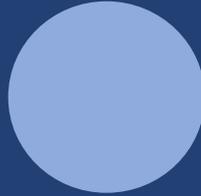


**Minutes** from most recent **Annual General Meeting**

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# Project Eligibility



# Project Eligibility



**Facilities:** construction of new facilities; renovation or maintenance of existing facilities

- **Examples:** Purchase new/used buildings, community or childcare facility, recovery house, interior or exterior renovation (kitchen/bathroom/flooring/roof), HVAC system, elevators, tennis bubbles, lighting, curling club refrigeration



**Community Infrastructure:** development of public amenities that improve B.C. residents' quality of life

- **Examples:** Playgrounds, outdoor structures, community space, skate park, hiking/walking trails, public wharf, ecosystem restoration



**Acquisitions:** purchase of fixed capital assets for long-term ownership and use by the applicant organization

- **Examples:** Vehicles, buses/vans, IT software, office or technical equipment, audio/visual equipment, sports equipment, boats



**Repatriation Projects:** the repatriation of Indigenous cultural belongings and/or ancestral remains.

- **Examples:** Community museum returning artifacts to the Nation of origin, ancestral remains are returned to community/family
-



## Facilities &



## Community Infrastructure

- Must be undertaken by an eligible organization for community benefit
- Must be accessible to the public upon completion
- Must be located on one of the following:
  - land owned by an eligible organization
  - land leased to an eligible organization on a long-term basis (10-years), or
  - public land

## Project Eligibility





## Acquisitions

- Acquisition is necessary for the delivery of a program or service.
- The acquisition is purchased by an eligible organization primarily for community benefit
- The project is for the purchase of privately-owned fixed capital assets for long-term use
- The capital asset must fully belong to the eligible organization

## Project Eligibility





## Repatriation Projects

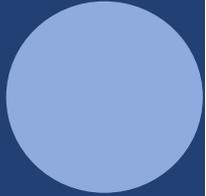
- Not-for-profit organizations apply to either receive or send Indigenous cultural belongings and/or ancestral remains
- Research, negotiations, and determination regarding the ownership of the items must be completed prior to applying
- Signed documents confirming the intention to repatriate materials must be provided with application

### *Project Eligibility*

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# Financial Eligibility



# Financial Eligibility

## Organizations must:

- ✔ Have a separate “Gaming Account”
  - Void Gaming Account cheque attached to application
- ✔ Have matching funds to complete the project
- ✔ Use any restricted funds designated for the project (if relevant) in full toward matching fund requirement
- ✔ Past recipients of Community Gaming Grants must be up-to-date and in good standing with their Gaming Account Summary Reports



# Financial Eligibility

The Branch requires the following **documents** to assess **financial eligibility**:



A **revenue and expense statement** for the previous fiscal year (most recently complete)



A **balance sheet** for the previous fiscal year



An **organization budget** for the current fiscal year



**Accompanying notes** to the financial statements for the previous fiscal year

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# Assessment and Scoring





# Assessment and Scoring Process



**1. Applicants must meet all Mandatory Eligibility Criteria to have their project assessed:**

- Organization Eligibility
- Project Eligibility
- Financial Eligibility

**2. Projects are then scored against the Assessment Criteria**

**3. Once the ranking process has been completed, additional considerations may be applied (e.g. sector distribution, regional distribution, Indigenous projects)**

# Assessment and Scoring Process

## Community benefit (20%)

- Describe your project and why it is needed.
- How will your community benefit from this project?

## Inclusiveness and Accessibility (5%)

- How many people in the community will benefit?
- It is open/inclusive to as many people as possible?

## Assessment Criteria



# Assessment and Scoring Process

## Assessment Criteria

### Project Feasibility (25%)

- Project Timeline
- Risk Management Table
- Approvals and Permits
- Ongoing Operational Viability
- State of Title or License to Occupy (if applicable)



# Assessment and Scoring Process

## Financial Considerations (45%)

- Project Cost
- Requested Grant Amount
- Project Budget
- Quotes
- Planned Use of Grant Funds
- Matching Funds

## Assessment Criteria



# Assessment and Scoring Process

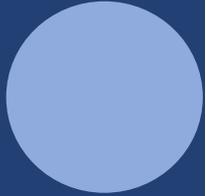
## Assessment Criteria

### Environmental efficiency (5%)

- Climate action or energy-efficient features



# Spending the Grant



# Appropriate Use of Funds

**Grant funds must be used to cover costs directly related to, and necessary for, the successful implementation of an approved project.**

Eligible expenses include:

- Project-related fees paid to professionals, technical personnel, consultants and contractors
- Project materials (e.g., lumber, kitchen equipment)
- Transportation or shipping costs for acquisitions
- Licenses, permits and insurance required for the project
- Any other direct and necessary costs incurred in the implementation of the project



## Funding:

- Grant funds are deposited into an organization's "Gaming Account."

## Expenses

- All eligible expenses should be paid directly from the Gaming Account.
- Grant funds may be transferred – by cheque or electronically – from the Gaming Account to the General Account for the reimbursement of eligible program expenses.

## Method

- Cheque or board-approved electronic transfer.

## Documentation

- Invoices and receipts must be retained for five years.

## Timelines

- Projects must start within 12 months of receiving the grant.
- Grant funds must be spent within 36 months of receipt.

## Spending Rules



# Financial Reporting

All Gaming Grant spending must be reported in the **Gaming Account Summary Report (GASR)** and the **Capital Project Grant Supplement**.

- All organizations that receive Community Gaming Grants or have previously received a grant and still have money in their Gaming Account, must submit a GASR.
- Organizations must also complete a Capital Projects Grant Supplement
- Report on all spending during the fiscal year
- Expenses must be consistent/comparable to those outlined in the approved grant application
- Must be submitted within 90 days of the organization's fiscal year end.



# Example Gaming Account Summary Report (GASR)



**SAMPLE**

## Gaming Account Summary Report

### Gaming Policy and Enforcement Branch

Mail: PO Box 9110 5th Prov Govt, Victoria, BC V8W 9N1  
 Courier: 3rd Floor, 910 Government St., Victoria, BC V8W 1X3  
 Phone: (250) 387-6311 | Web: <https://gaming.gov.bc.ca/>

### Community Gaming Grants Branch

Mail: PO Box 9892 5th Prov Govt Victoria, B.C. V8W 9T6  
 Courier: 3rd Floor, 800 Johnson Street Victoria, B.C. V8W 1N3  
 Phone: 1-800-663-7867 or 250-356-1081 | Email: [CommunityGamingGrants@gov.bc.ca](mailto:CommunityGamingGrants@gov.bc.ca)  
 Web: <https://gov.bc.ca/communitygrants>

### BEFORE YOU START

Use this form to report all deposits to, and all disbursements from, your organization's Gaming Account(s) during your fiscal year.

- Organizations must submit this form within 90 days following their fiscal year-end.
- Use the latest version of this form, available at: <https://www.gov.bc.ca/gov/content/sports/culture/gaming-and-gaming-grants/documents/forms>
- If you are a licensing client only, submit the completed form by mail to the Gaming Policy and Enforcement Branch (see address above) or by email to: [gamingbranch@gov.bc.ca](mailto:gamingbranch@gov.bc.ca)
- If you are a gaming grant client only, or both a gaming and licensing client, submit the completed form by mail to the Community Gaming Grants Branch (see address above) or by email to: [CommunityGamingGrants@gov.bc.ca](mailto:CommunityGamingGrants@gov.bc.ca)

### SECTION 1 – ORGANIZATION INFORMATION

L&G File#: (for your organization)

000000

Report completed on:

(DD-MM-YYYY)

20-04-2017

Report for your fiscal year

ending on: (DD-MM-YYYY)

31-03-2017

### PLEASE PRINT CLEARLY

Organization name: (as it appears on the constitution and/or certificate of incorporation if applicable)			
XYZ Association			
Organization mailing address: Unit, Street, and/or PO Box	City	Postal Code	
PO Box 12345	Burnaby	V3N 9V1	

### SECTION 2 – OPENING BALANCE OF GAMING ACCOUNT

\$ 2,522.33 1

Opening balance is the amount carried forward from the previous year's report (Closing Balance). If you have not previously had any gaming funds, the amount will be zero. If your organization has more than one Gaming Account, report the total opening balances of all Gaming Accounts.

### SECTION 3 – GAMING REVENUE

Gaming grant revenue: (indicate the amount received under each of the following grant categories)				
<b>Community Gaming Grant revenue:</b>				
PAC / DPAC Grant revenue: (Parent Advisory Councils and District Parent Advisory Councils)	\$	10,000.00	2	
Capital Project Grant revenue:	\$		4	
Other Gaming Revenue: (provide short description, such as pre-approved transfers or repayments)	\$		5	
<b>Gross revenue from all gaming event licences:</b> (attach an additional sheet if necessary – gross revenue must be reported for all Class A, Class B, Class C and Class D gaming event licences – funds received within the fiscal year must be reported, regardless of the gaming event start and end dates – report the total gross revenue during the reporting period for each gaming event – "reporting period" refers to the period of licensed gaming activity falling within the organization's fiscal year)				
License number:	License type: (Class A,B,C,D)	Reporting period: From (DD-MM-YYYY)	To (DD-MM-YYYY)	Amount:
12345	Class A ticket raffle	01-01-17	15-02-2017	\$ 21,050.00
				6
				7
				8
				9
				10
				11
				12
				13

Form: February 2022  
 Instructions: Retain a copy of this report for your organization's records. Keep your personal information safe by storing completed electronic or paper copies of this form in a safe and secure place.

Other gaming revenue: (attach an additional sheet if necessary)	
GST rebate (interest) or revenues from the sale of assets purchased with gaming funds:	\$ 200.00 14
Gaming fund donations from other organizations: (name of organization and amount received – attach an additional sheet if necessary)	
Cyprus Service Org. #56	\$ 1,500.00 15
	\$ 16
	\$ 17
<b>Total gaming revenue: (add lines 2 to 17)</b>	<b>&gt;&gt;&gt; \$ 32,750.00 18</b>

### SECTION 4 – PRIZE COSTS AND EXPENSES FOR LICENSED GAMING EVENTS

<b>Prize costs for licensed gaming events:</b> (Indicate the prize costs in each of the following categories – prizes are all cash and merchandise paid to players during licensed gaming events – if prizes were donated the prize cost is zero)	
Bingo prize costs: (total cost of all bingo gaming event licence prizes)	\$ 19
Ticket raffle prize costs: (total cost of all ticket raffle gaming event licence prizes)	\$ 10,000.00 20
Other prize costs: (specify licence type)	\$ 21
<b>Total prize costs: (add lines 19 to 21)</b>	<b>&gt;&gt;&gt; \$ 10,000.00 22</b>
<b>Expenses for licensed gaming events:</b> (Indicate the expenses in each of the following categories – these costs include advertising and marketing, salaries and wages, facility rental, bingo paper, contract fees for gaming service providers, printing, postage and mailing, supplies and other miscellaneous costs associated with licensed gaming events)	
Bingo expenses: (total expenses for all bingo gaming event licences)	\$ 23
Ticket raffle expenses: (total expenses for all ticket raffle gaming event licences)	\$ 2,200.24 24
Other gaming event expenses: (specify licence type)	\$ 25
<b>Total gaming event expenses: (add lines 23 to 25)</b>	<b>&gt;&gt;&gt; \$ 2,200.00 26</b>

### SECTION 5 – NET GAMING PROCEEDS AND DISBURSEMENTS FROM GAMING ACCOUNT

Net gaming proceeds: (subtract lines 22 and 26 from line 18)	>>> \$ 20,550.00 27
Total gaming revenue available for disbursement: (add lines 1 and 27)	>>> \$ 23,072.33 28
Total Capital Project Grant disbursements (if applicable): (Please itemize how Capital Project Grant funds were disbursed on the Capital Project Grant Supplement only)	>>> \$ 29

**Gaming fund disbursements:** (attach an additional sheet if necessary – itemize how gaming funds were disbursed – identify cheques, electronic fund transfer, debit card, bank charges or other reference number and include the level of detail outlined below). Do not include borrowed Capital Project Grant disbursements below.

Date: (DD-MM-YYYY)	Cheque, EFT, or Reference #:	Disbursed to:	Purpose:	Amount:
06-05-2016	14	Staples	Office Supplies- paper, photocopier	\$ 180.00 30
15-06-2016	15	Jane Doe (Program Coordinator)	Wages	\$ 2,555.69 31
12-08-2016	16	Con printing	Newsletter	\$ 1,500.00 32
04-09-2016	17	Cancelled		\$ 33
15-09-2016	18	Jane Doe (Program Coordinator)	Wages	\$ 2,555.69 34
20-09-2016	19	Rec. General	Deductions	\$ 526.99 35
15-12-2016	20	Future Shop	Equipment - computer	\$ 2,000.36 36
07-01-2017	21	ABC Company	Volunteer training	\$ 500.00 37
10-02-2017	22	Page Ltd.	Rent	\$ 4,000.38 38
15-03-2017	23	Jane Doe (Program Coordinator)	Wages	\$ 2,566.99 39
				\$ 40
				\$ 41
				\$ 42
				\$ 43
				\$ 44
				\$ 45
<b>Total gaming fund disbursements: (add lines 29 to 45)</b>				<b>&gt;&gt;&gt; \$ 16,385.36 46</b>

# Example Gaming Account Summary Report (GASR) – cont'd

## SECTION 6 – CLOSING BALANCE (subtract line 46 from line 28)

The closing balance must agree with your organization's financial records (general ledger balance or whatever other accounting record supports your organization's financial statements) and is to be carried forward as the opening balance to the next Gaming Account Summary Report.

## SECTION 7 – GAMING ACCOUNT INFORMATION AT FISCAL YEAR END

Financial institution name: (the name of your bank, credit union, etc.)  
Bank Credit Union

Financial institution address: Unit, Street, and/or PO Box  
5457 Burnaby Street

City	Burnaby	Postal Code	VJJ 5V9
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Account information and balances: (attach an additional sheet if necessary)

Account type:	Account number:	Balance:	
Gaming Account at fiscal year-end:		\$	48
Term deposit(s): (gaming funds only)	000-0000-0000	\$	6,686.97 49
GIC(s): (gaming funds only)		\$	50
Other: (short description):		\$	51
Total of account balances: (add lines 48 to 51 – this total must agree with line 47)			>>> \$ 6,686.97 52

## SECTION 8A – SERVICE CLUBS

Service Clubs (e.g. Lions Club, Kiwanis Club, Rotary Club) may retain up to 15 per cent of the net proceeds from their licensed gaming activities and 15 per cent of their community gaming grant; refer to the appropriate guidelines for additional information. Identify which of the above disbursements are included in the permitted percentage and the applicable gaming event licence and/or community gaming grant application number(s).

Total percentage retained: (gaming event licence)	%	Gaming event licence number:	
Total percentage retained: (community gaming grant)	%	Community gaming grant application number:	

## SECTION 8B – ORGANIZATION OPERATING COSTS

For grants received after April 1, 2022, Community Gaming Grant recipients can use up to 15 percent of the total grant funds toward organizational operational costs. These costs do not need to be related to the direct delivery of the program. Refer to the appropriate guidelines for additional information. Identify the applicable community gaming grant application number(s). Please note this does not apply to PAC or DPAC grants.

Total percentage retained: (community gaming grant)	12%	Community gaming grant application number:	1234567
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## SECTION 9 – COMMUNITY BENEFIT

Briefly describe how the broader community benefited from your organization's gaming grant funded programs for the fiscal year covered by this report. For each funded program, please provide statistics (if applicable), including, for example: the number of people served, attendees or participants, public access such as number of events, classes, sessions or operating times. Please note that this information may be made publicly available by the Community Gaming Grants Branch. (Limit your description to 300 words. A max of three photos may also be included in this report.)

Use this space to describe how your organization's gaming grant funded programs benefited your community during the fiscal year for which you are reporting. This may include very short descriptions of your programs, general information about the people who benefited from these programs, the number of people who benefited and the ways in which they benefited. You may also include information about special events held during the year that were funded by your gaming grant.

## SECTION 10 – CERTIFICATION

We, the undersigned board members, certify on behalf of the organization that all of the information stated is correct and that the board of directors has approved the submission of this report.

### Two board members of the organization (officers) who are responsible for the report: (one must be the treasurer – both must sign this form)

1	Position: (with the organization) Treasurer	First name: Sample1	Last name: Sample2		
	Address: Unit and Street 1230 Sample Street	City Burnaby	Province BC	Postal Code V3J 1A8	
	Business phone number: (XXX) XXX-XXXX (999) 999-9999	Ext: 8888	Home phone number: (XXX) XXX-XXXX (888) 888-8888	Cell phone number: (XXX) XXX-XXXX (777) 777-7777	
	E-mail address: (provide a valid e-mail address) sample@example.com	Signature: X	Date signed: (DD-MM-YYYY) 20-04-2017		
2	Position: (with the organization) President	First name: Sample3	Last name: Sample4		
	Address: Unit and Street 4560 Sample Street	City Burnaby	Province BC	Postal Code V3J 6Q2	
	Business phone number: (XXX) XXX-XXXX (999) 999-9999	Ext: 1111	Home phone number: (XXX) XXX-XXXX (111) 111-1111	Cell phone number: (XXX) XXX-XXXX (222) 222-2222	
	E-mail address: (provide a valid e-mail address) example@sample.com	Signature: X	Date signed: (DD-MM-YYYY) 20-04-2017		
Report prepared by: (if the report was prepared by one of the people above, include only their name below)					
3	Position: (with the organization) Accountant (not with the organization)	First name: Sample4	Last name: Sample5		
	Address: Unit and Street 7890 Sample Street	City Burnaby	Province BC	Postal Code V3J 3U7	
	Business phone number: (XXX) XXX-XXXX (333) 333-3333	Ext: 4444	Home phone number: (XXX) XXX-XXXX (444) 444-4444	Cell phone number: (XXX) XXX-XXXX (555) 555-5555	
	E-mail address: (provide a valid e-mail address) accountant@example.com	Signature: X	Date signed: (DD-MM-YYYY) 20-04-2017		

The information requested on this form is collected under the authority of the Gaming Policy and Enforcement Branch and the Community Gaming Grants Branch pursuant to the Gaming Control Act. The information provided will be used to assess compliance with the conditions of a gaming event licence and community gaming grant. Questions regarding licensing may be directed to the Gaming Policy and Enforcement Branch. Questions relating to grants may be directed to the Community Gaming Grants Branch.

# Example Capital Project Grant Supplement



## Capital Project Grant Supplement to the Gaming Account Summary Report

Community Gaming Grants Branch		L&G File#: (for your organization)	
Mail: PO Box 9892 Stn Prov Govt Victoria, B.C. V8W 9T6 Courier: 6th Floor, 800 Johnson Street Victoria, B.C. V8W 1N3 Phone: 1-800-663-7867 or 250-356-1081   Email: <a href="mailto:CommunityGamingGrants@gov.bc.ca">CommunityGamingGrants@gov.bc.ca</a> Web: <a href="http://gov.bc.ca/gaminggrants">http://gov.bc.ca/gaminggrants</a>			
Report completed on: (DD-MM-YYYY)		Report for your fiscal year ending on: (DD-MM-YYYY)	

### SECTION 12 – CAPITAL PROJECT GRANT REVENUE

Capital Project Grant date received (mm/dd/yyyy)		
Capital Project Grant total revenue (year 1):	\$	1
Amount remaining year 2	\$	2
Amount remaining year 3	\$	3

### SECTION 13 – CAPITAL PROJECT GRANT DISBURSEMENTS FROM GAMING ACCOUNT

Capital Project Grant disbursements:  
(attach an additional sheet if necessary – itemize how Capital Project Grant funds were disbursed – identify cheques, electronic fund transfer, debit card, bank charges or other reference number and include the level of detail outlined below. Demonstrate how the costs incurred were in accordance with the approved project budget.)

Date: (DD-MM-YYYY)	Cheque, EFT, or Reference #:	Disbursed to:	Purpose:	Amount:	
				\$	4
				\$	5
				\$	6
				\$	7
				\$	8
				\$	9
				\$	10
				\$	11
				\$	12
				\$	13
				\$	14
				\$	15
				\$	16
				\$	17
				\$	18
				\$	23
				\$	19
Total Capital Project Grant disbursements: (add lines 3 to 19)				>>> \$	20



## Capital Project Grant Supplement to the Gaming Account Summary Report

Community Gaming Grants Branch		L&G File#: (for your organization)	
Mail: PO Box 9892 Stn Prov Govt Victoria, B.C. V8W 9T6 Courier: 3rd Floor, 800 Johnson Street Victoria, B.C. V8W 1N3 Phone: 1-800-663-7867 or 250-356-1081   Email: <a href="mailto:CommunityGamingGrants@gov.bc.ca">CommunityGamingGrants@gov.bc.ca</a> Web: <a href="http://gov.bc.ca/gaminggrants">http://gov.bc.ca/gaminggrants</a>			
Report completed on: (DD-MM-YYYY)		Report for your fiscal year ending on: (DD-MM-YYYY)	

### SECTION 14 – PROJECT PROGRESS

Provide a brief status report on how the project is progressing towards completion:  
(Describe what work on the project has been completed to date, as well as what work remains to be done. In terms of percentage, how close is the project to completion? (e.g. 50 per cent complete))

The information requested on this form is collected under the authority of the Gaming Policy and Enforcement Branch and the Community Gaming Grants Branch pursuant to the *Gaming Control Act*. The information provided will be used to assess compliance with the conditions of a gaming event licence and community gaming grant. Questions may be directed to the Community Gaming Grants Branch, Victoria.

# Project Completion Report

Once a capital project is complete, the grant recipient must email the Community Gaming Grants Branch a short post-completion report.

The completion report should include:

- A description of the completed project and how it is benefitting the community
- A breakdown of total project expenses
- Photos

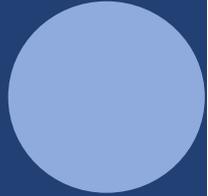
Send the completion report to:

[CommunityGamingGrants@gov.bc.ca](mailto:CommunityGamingGrants@gov.bc.ca)

The Branch may request that these materials be used to publicize the outcomes of the Capital Project Grant program.



# Applying for the Grant



# Applying for the Grant

Apply online at our website: <https://gov.bc.ca/gaminggrants>  
Assistance is available at all Service BC locations



The screenshot shows the British Columbia website interface. At the top is the BC logo and navigation icons. The breadcrumb trail reads: Home > Sports, recreation, arts and culture > Gambling and fundraising >. A left-hand navigation menu lists various options, with 'Online service' highlighted by a yellow arrow. The main content area features the title 'Community Gaming Grants Program' and a detailed description of the program. To the right, there are sections for 'Program Guidelines' and 'News & Updates'.

**BRITISH COLUMBIA**

Home > [Sports, recreation, arts and culture](#) > [Gambling and fundraising](#) >

- Community Gaming Grants
- PAC and DPAC Grants
- Capital Project Grants
- Reporting requirements
- Documents, forms and checklists
- Outreach and presentations
- Community Gaming Grants reports, statistics and publications
- News & Updates
- Contact us
- Online service

## Community Gaming Grants Program

The Community Gaming Grants program distributes \$140 million annually from commercial gambling revenues, to not-for-profit organizations. Grants support the delivery of ongoing programs and the completion of capital projects that directly benefit communities throughout B.C. Explore online resources and learn more about the available grants.

Three different types of grants are available through the Community Gaming Grants program. The links below provide additional information and resources specific to each type of grant:

- [Community Gaming Grants](#) provide funding to not-for-profit organizations, to support the delivery of accessible and inclusive programs and services to their communities.

### Program Guidelines

To learn more about each type of grant, please review the Program Guideline documents.

- [Community Gaming Grants: 2023 Program Guidelines](#)
- [Community Gaming Grants: 2022 PAC & DPAC Guidelines & Conditions](#)
- [2022 Capital Projects Sector Guide](#)

### News & Updates

**Before applying, it is strongly suggested to review the application tutorials and checklists**

# Applying for the Grant

[Home](#) > [Sports, recreation, arts and culture](#) > [Gambling and fundraising](#) > [Gambling in B.C.](#) >

Laws, regulations and policies

Reports, publications and statistics

Where the money goes

Gambling locations

## Gaming Online Service

**⚠ Effective February 1, 2023, the Gaming Online Service system will be updated to require the minimum 10-week (Class A & C) and 10 business day (Class B & D) processing time for charitable event applications as per the [Licensed Charitable Gaming Rules](#).**

**📌 [November 10, 2021 - Horse Racing Licence and Registration Applications Are Now Online](#)**

Go to the Online Service system by clicking the button below:



[Launch Online Service](#)

Using the Online Service (GOS), you can apply for a gambling event licence, gaming grant, registration as a gambling or horse racing worker. You can also check your licence or grant application status, or report gambling wrongdoing.

If you've never applied before or need a refresher, please prepare for your application beforehand by reviewing "how to apply" information (pre-application checklists, tutorials, frequently asked questions, and more) at the following links:

**Gaming Grants**

# Applying for the Grant



[Home](#) > [Sports, Recreation, Arts & Culture](#) > [Gambling & Fundraising](#) >

## Apply Online

- [Community Gaming Grants](#)
- [DPAC Grants](#)
- [PAC Grants](#)
- [Capital Project Grants](#)
- [Gaming Licences](#)
- [Special Approvals](#)
- [Gaming Worker Registration](#)
- [Horse Racing Registration](#)

[View Application Status Reports](#)

## Online Service

 For the best experience, use the Gaming Online Service with the latest version of Chrome. Effective February 1, 2023, the Gaming Online Service system will be updated to require the minimum 10-week (Class A & C) and 10 business day (Class B & D) processing time for charitable event applications as per the Licensed Charitable Gaming Rules.

## Welcome!

Use the left hand navigation bar to start an online application or to select another service option. An overview of the options is provided below. If you have a Business BCeID that has been registered for use with the Gaming Online Service,

## Preparing to Apply

Please prepare for your grant, licence or Gaming Worker application before you start:

- [Pre-Application Information for Gaming Grants](#)
- [Application Submission Guides, Forms and Resources for Charitable Gaming Event Licences](#)
- [Pre-Application Information for Gaming Workers](#)
- [Pre-Application Information for Horse Racing](#)



# Applying for the Grant

Intake Open: June 5 – August 3

Notifications by: Dec. 31, 2023



Apply online on our website



Paper applications are not accepted



Documents must be attached to application (no mail/email)



New applicants must contact the Branch and provide:

- BC Society Number
- Operating start date
- Fiscal Year End date

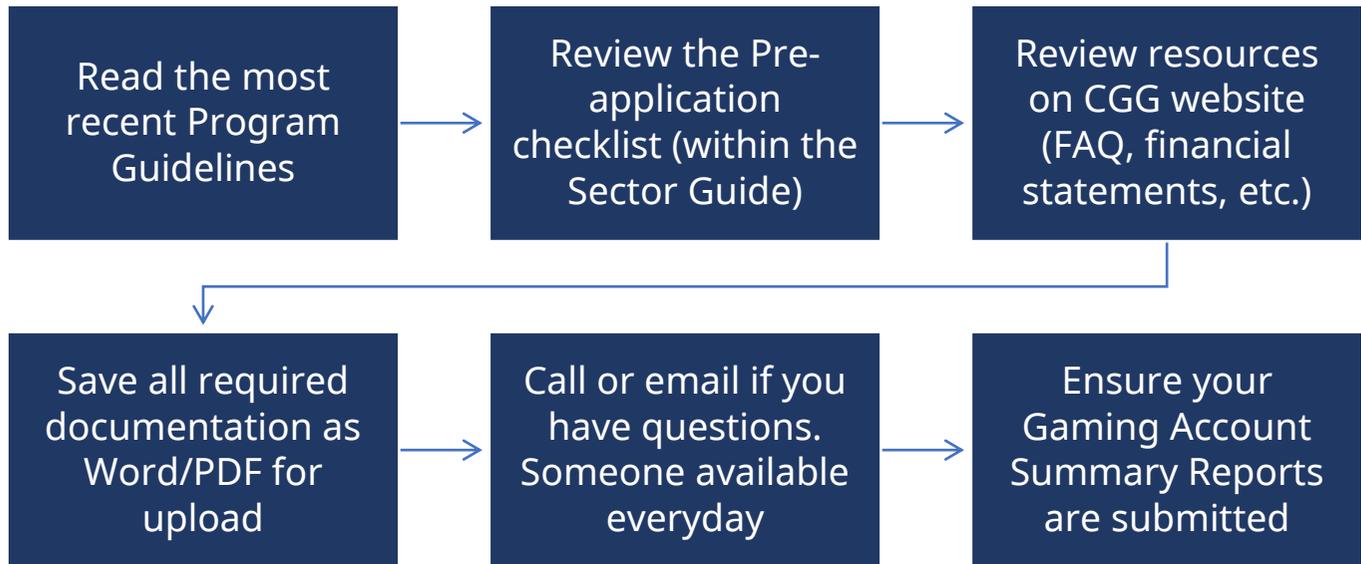
## Before Applying

Review the Sector Guide and/or the resources on our website for valuable tips:

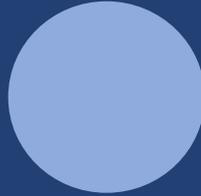
- Frequently Asked Questions
- Application tutorials
- Sample financial statements

# Applying for the Grant

## Tips and Advice for Applying



# Resources



# Key Resources and Contacts

## Community Gaming Grants Branch (CGG)

- Website: <https://gov.bc.ca/gaminggrants>
- General Questions: [communitygaminggrants@gov.bc.ca](mailto:communitygaminggrants@gov.bc.ca)
- Phone: 250-356-1081

## CGG Outreach Manager

- Email: [CGGOutreach@gov.bc.ca](mailto:CGGOutreach@gov.bc.ca)

## British Columbia Association of Charitable Gaming (BCACG)

The BCACG represents charities and community groups by promoting access to gaming revenues that are regulated by the Province of British Columbia and assists with applications.

- Website: <https://bcacg.com>
- Email: [gamingquestions@bcacg.com](mailto:gamingquestions@bcacg.com)



# Community Charitable Gaming Associations (CCGAs)

## CCGAs receive grants to help local non-profits

- **Dawson Creek – Northern Lights CCGA**  
<http://northernlightsgaming.ca/>
- **Prince George – Northern Interior CCGA**  
<http://www.northernica.org/>
- **Chilliwack – Fraser Valley CCGA**  
<https://fvccga.com/>
- **Victoria – Charity Works CCGA**  
<http://charityworks.ca/>
- **Comox – Valley CCGA**  
[www.valleycharitablegamingsociety.com](http://www.valleycharitablegamingsociety.com)
- **Vancouver – BCACG**  
<http://bcacg.com>



**Questions?**





Community Gaming Grants

# Thank You!

Reach out if you have any questions!

[CommunityGamingGrants@gov.bc.ca](mailto:CommunityGamingGrants@gov.bc.ca)