



Community Gaming Grants Capital Projects Grant

2026 Program Overview

Stronger
Together.
Better
Communities.

Community Hall

Welcome



FACILITIES



INFRASTRUCTURE



ACQUISITIONS



REPATRIATION



Land Acknowledgement



Agenda

1. Capital Projects Grant Overview
2. What's New In 2026
3. Organization Eligibility
4. Project Eligibility
5. Financial Requirements
6. How To Apply
7. Assessment And Scoring
8. Spending The Grant
9. Resources
10. Questions

Capital Projects Grant Overview



\$5 MILLION

Capital Project Grants help not-for-profits with capital projects and 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 demonstrate that matching funds are fully secured and available at the time of application.

What's New in 2026

Clarified Matching Fund Requirements

Clear guidance defines acceptable funding percentages, restricted funds, and eligible in-kind contributions to help applicants demonstrate secure project financing.

Strengthened Project Readiness Requirements

Enhanced documentation expectations include approvals, permits, financial verification, and project readiness evidence to support project feasibility.

Updated Eligibility and Reporting Guidance

Minor wording updates improve clarity around organization eligibility and expectations for project completion reporting.

2026 Intake Dates

Applications will be accepted from July 17 to August 31, 2026, with final funding decisions issued by December 31, 2026.

Applicant Eligibility

- Same criteria as other intakes
- Applicants must have received Program Grant funding or PAC/DPAC funding within the previous three years.
- Streamlined application form means fewer documents to attach
- Successful applicants must take a two-year break between submissions

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

Ineligible Organizations

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

Or if it

- has not received gaming funding within the past three years
- Is not in good standing with the Community Gaming Grants Branch
 - Outstanding reporting or unmet conditions

Project Categories

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 return of cultural belongings or artifacts to the rightful owners/community. Can include transport, ceremony.

- Examples: Community museum returning artifacts to the community of origin

Facilities & Infrastructure

Facilities



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

Acquisitions & Repatriation

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 fixed capital assets for long-term use
- The capital asset must fully belong to the eligible organization

Repatriation



- Not-for-profit organizations apply to either receive or send cultural belongings
- Research, negotiations, and determination regarding the ownership of the items must be completed prior to applying

Financial Requirements

Organizations must:

- ✓ Have a separate “Gaming Account”
- ✓ Demonstrate that matching funds are secured and available to complete the project.
- ✓ Provide supporting documentation that verifies the source and availability of matching funds.
- ✓ Use any restricted funds designated for the project (if relevant) in full toward matching fund requirement
- ✓ Be up-to-date and in good standing with their Gaming Account Summary Reports

Before You Apply: Information, Documents & Approvals

Organization Information

- ☐ BCeID account
- ☐ L&G File Number
- ☐ Current mailing address
- ☐ Community Gaming Grant sector
- ☐ Project category
- ☐ Project address/location
- ☐ Legal name or fiscal year-end updates
- ☐ Gaming Account information (FIN312 if required)

 Apply online at
<https://www2.gov.bc.ca/gov/content/sports-culture/gambling-fundraising/gaming-grants/cggapply>

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

 Late submissions are not considered.

**No exceptions to the above may be provided. If you experience technical issues, applicants must contact the Branch by 4pm on August 31 to request assistance.*

Application Readiness Checklist

Required Documents

- ☐ Most recent financial statements
- ☐ Current organizational budget
- ☐ Project budget
- ☐ Project description
- ☐ Community benefit description
- ☐ Public inclusiveness description
- ☐ Project timeline
- ☐ Risk management plan
- ☐ Asset management / operational viability plan
- ☐ Cost estimates and third-party quotes
- ☐ Matching fund documentation

Approvals & Project Readiness

- ☐ Permits and regulatory approvals
- ☐ Landowner permission (if applicable)
- ☐ Lease, title, or authority to occupy
- ☐ Environmental or archaeological approvals (if required)
- ☐ Repatriation agreements and support letters (if applicable)
- ☐ Evidence of secured matching funds
- ☐ Documentation demonstrating project readiness

Assessment and Scoring Process

1. Applicants must meet all Mandatory Eligibility Criteria to have their project scored:
 - Organization Eligibility
 - Project Eligibility
 - Financial Requirements
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)

Alignment with Sector Objectives

25%

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?

Project Feasibility

35%

Project planning

Provide detailed information that demonstrates a feasible project that can be accomplished within 36 months, addressing risks

Required:

- ✓ Project Timeline
- ✓ Project Risk Management
- ✓ Appropriate Approvals
- ✓ State of Title or License to Occupy
- ✓ Ongoing Operational Viability Plan

Financial Considerations

35%

Financial Feasibility and Current Financial Position

Project budget includes assumptions, contingencies, and projections.

If restricted funds are available and designated for the capital project, they must be used in full towards the project.

Matching Funds:

Must demonstrate these are secured at time of application. Bank statements, funding letters, etc.

Tangible donated materials and equipment may qualify.

Volunteer time, donated labour, land value, and discounts do not qualify.

Required:

- ✓ Organization Financial Statements and Budgets
- ✓ Project Budget
- ✓ Use of Grant Funds
- ✓ Proof of Matching Funds

Special Project Features

5%

Environmental efficiency

Information that provides added value (e.g., climate action or energy efficient features)

Consider what features of your project may include energy efficiencies that reduce greenhouse gas emissions, lower long-term operational expenses, and/or improve the use of human and/or technological resources.

Additional Considerations

After scoring is completed, management reserves the right to ensure successful grant applicants represent equitable geographic distribution across the province and distribution across all six grant sectors (arts & culture, sport, environment, public safety, human & social services, and PAC/DPAC)

Preference may be made to support Indigenous projects and for grant size, to ensure that all \$5 million is distributed without exceeding the grant budget.

Using Grant 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

Spending Rules

Payment

- 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.

Reporting & Completion

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.

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

	BRITISH COLUMBIA	Capital Project Grant Supplement to the Gaming Account Summary Report
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Community Gaming Grants Branch	L&G File#: (for your organization)
Mail: PO Box 9862 Stn Prov Govt Victoria, B.C. V8W 0T6 Courier: 6th Floor, 800 Johnson Street Victoria, B.C. V8W 1N3 Phone: 1-800-463-7867 or 250-356-1081 Email: CommunityGamingGrants@gov.bc.ca Web: http://gov.bc.ca/gaminggrants	
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):	\$ 2
Amount remaining year 2	\$ 3
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 funds incurred were in accordance with the approved project budget.)																																																																					
Date: (DD-MM-YYYY)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 20%; padding: 5px;">Cheque, EFT, or Reference #:</th> <th style="width: 20%; padding: 5px;">Disbursed to:</th> <th style="width: 20%; padding: 5px;">Purpose:</th> <th style="width: 40%; padding: 5px;">Amount:</th> </tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 4</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 5</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 6</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 7</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 8</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 9</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 10</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 11</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 12</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 14</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 15</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 16</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 17</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 18</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ 23</td></tr> <tr><td> </td><td> </td><td> </td><td style="text-align: right;">\$ </td></tr> </table>	Cheque, EFT, or Reference #:	Disbursed to:	Purpose:	Amount:				\$ 4				\$ 5				\$ 6				\$ 7				\$ 8				\$ 9				\$ 10				\$ 11				\$ 12				\$ 14				\$ 15				\$ 16				\$ 17				\$ 18				\$ 23				\$
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 BRITISH COLUMBIA		Capital Project Grant Supplement to the Gaming Account Summary Report	
Community Gaming Grants Branch		L&G File#: (for your organization)	
Mail: PO Box 9692, Stn Prov Govt Victoria, B.C. V8W 9T6 Counter: 3rd Floor, 800 Johnson Street Victoria, B.C. V8W 1N3 Phone: 1-800-663-7967 or 250-356-1081 Email: CommunityGamingGrants@gov.bc.ca Web: http://gov.bc.ca/gaminggrants			
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.			

Resources & Contacts

Community Gaming Grants Branch (CGG)

- Website: <https://gov.bc.ca/gaminggrants>
- Email: communitygaminggrants@gov.bc.ca
- Phone: 250-356-1081

British Columbia Association for 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

Community Outreach Manager

- Email: CGGOutreach@gov.bc.ca

The Manager can help applicants one to one with complex issues, or deliver workshops to smaller, targeted audiences.

Community Charitable Gaming Associations (CCGAs)

CCGAs receive grants to help local non-profits access gaming grants.

- **Dawson Creek – Northern Lights CCGA**

<http://northernlightsgaming.ca/>

- **Central Okanagan**

<http://cocga.com/>

- **Chilliwack – Fraser Valley CCGA**

<https://fraservalleyccga.ca/>

- **Vancouver Island – Charity Works CCGA**

<http://charityworks.ca/>

Questions

Thank you!

Please raise your hand to ask a live question or use the Q&A function in the app.
BCACG and Community Gaming Grants Branch staff will follow up with any unanswered questions

