

GPE INFORMATION BULLETIN

GOVERNMENT PROGRESS ON LOTTERY RECOMMENDATIONS

VICTORIA – Gaming Policy and Enforcement (GPE) has continued to enhance the integrity of gaming in British Columbia. GPE has released several reports today detailing the work that has been done in relation to reviews of British Columbia's lottery system conducted by the B.C. Ombudsman and Deloitte and Touche LLP.

In May 2007, the Ombudsman made four recommendations to GPE to strengthen its regulatory oversight of the BC Lottery Corporation (BCLC). The report also included 23 recommendations to BCLC to improve its retailer lottery winnings and prize validation procedures. Almost all of the recommendations made to BCLC had implications for GPE.

Government and BCLC accepted all of these recommendations. GPE has completed all of the recommendations from B.C.'s Ombudsman and has posted a detailed final status report summarizing the work done.

In June 2007, Government appointed Deloitte & Touche to conduct an independent review of BCLC, its management of the lottery retail system and GPE's regulatory oversight. The goal was to ensure that the Province was on the right track in enhancing the integrity of its lottery industry.

Deloitte's report concluded BCLC and GPE have made significant progress towards ensuring greater integrity in B.C.'s lottery industry. The report also made 44 recommendations for further improvements. The fifth quarterly status report of the recommendations made by Deloitte & Touche details GPE's response.

GPE has completed nearly all of the recommendations Government accepted from the Deloitte report. In the coming months GPE will complete its work in relation to formalizing its own risk management program. GPE will also develop and implement a long-term action plan to coordinate the integration of risk management practices in the broad gaming industry.

For a summary of actions in response to both reports, detailed progress reports and additional gaming information, visit www.hsd.gov.bc.ca/gaming/news online.