

# GAMING INVESTIGATION STATISTICS – 2005/06

(Click on underlined categories for more information)

The Investigation Division of the Gaming Policy and Enforcement Branch investigates, or assists law enforcement agencies in the investigation of, complaints and allegations of suspected criminal activity or regulatory infraction related to gaming and horse racing

## Infractions in Legal Gaming Venues

### Files opened by region

All reports of suspected infraction in legal gaming venues are handled by the Investigations Division. Reports are received from gaming service providers, municipal police, RCMP, the B.C. Lottery Corporation and the general public.

### Files opened by type of infraction

Types of infractions include theft, fraud, passing counterfeit currency or materials, cheating at play, loan sharking, money laundering, assault, threats, Gaming Control Act and code of conduct violations.

### Files opened by type of gaming venue

These reports originate in legal gaming venues, which include casinos, community gaming centres, lottery outlets, licensed gaming events, horse race tracks and teletheatres.

### Files cleared

Cleared files have several classifications, including Criminal Code charges, Gaming Control Act charges, warnings (both written and verbal), administrative sanctions, and ticket violation notices. Investigations may also be classified as providing intelligence or be deemed to be unfounded. There were several Division files that were not classified when the data for this report was collected because investigations were still ongoing.

in British Columbia. There are two categories of investigations conducted by the Division. Investigations of real or suspected infractions in legal gaming venues and investigations of real or suspected illegal gambling.

## Illegal Gambling

Reports of suspected illegal gaming are received from the general public and law enforcement agencies.

### Types of reported illegal gambling

Reports of illegal gambling are investigated by the Integrated Illegal Gaming Enforcement Team (IIGET), which is comprised of members of the Branch Investigation Division and the Royal Canadian Mounted Police.

Investigations are conducted in cooperation with the police of jurisdiction, where appropriate. Illegal gaming includes supplying and operating video gambling machines, operating common gaming houses, conducting illegal lotteries, illegal Internet gaming, bookmaking and other forms of illegal gaming.

### IIGET files cleared

Cleared IIGET files have several classifications, including Criminal Code charges, Gaming Control Act charges, warnings (both written and verbal), administrative sanctions, and ticket violation notices. Investigations may also be classified as providing intelligence or be deemed to be unfounded. There were several IIGET files that were not classified when the data for this report was collected because investigations were still ongoing.



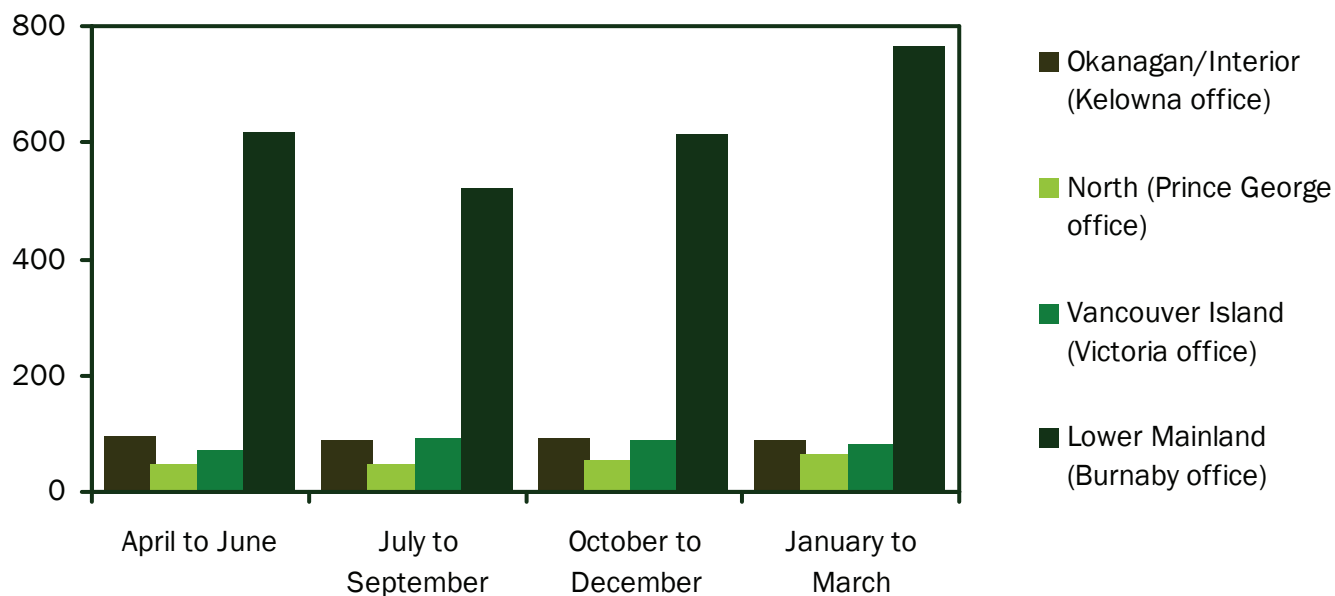
Ministry of  
Public Safety  
and Solicitor General

# FILES OPENED BY REGION

Gaming Investigation Statistics 2005/06

Investigations are initiated when the division receives a report of real or suspected criminal activity or a violation of the Gaming Control Act. In 2005/06, the Investigation Division opened 3,414 files.

## Reports of suspected infractions by region



In 2005/06, approximately 85 files were opened per quarter in Vancouver Island, 55 were opened in Northern BC, and 90 were opened in the Interior.

There has been no significant change in the number of files opened per quarter in the Okanagan/Interior, Northern B.C. and Vancouver Island from the previous year.

There was an increase in the number of files opened in the Lower Mainland between 2004/05 and 2005/06.

The Division opened 900 more files in the Lower Mainland in 2005/06 than in the previous year. This was an average of 225 more files per quarter.

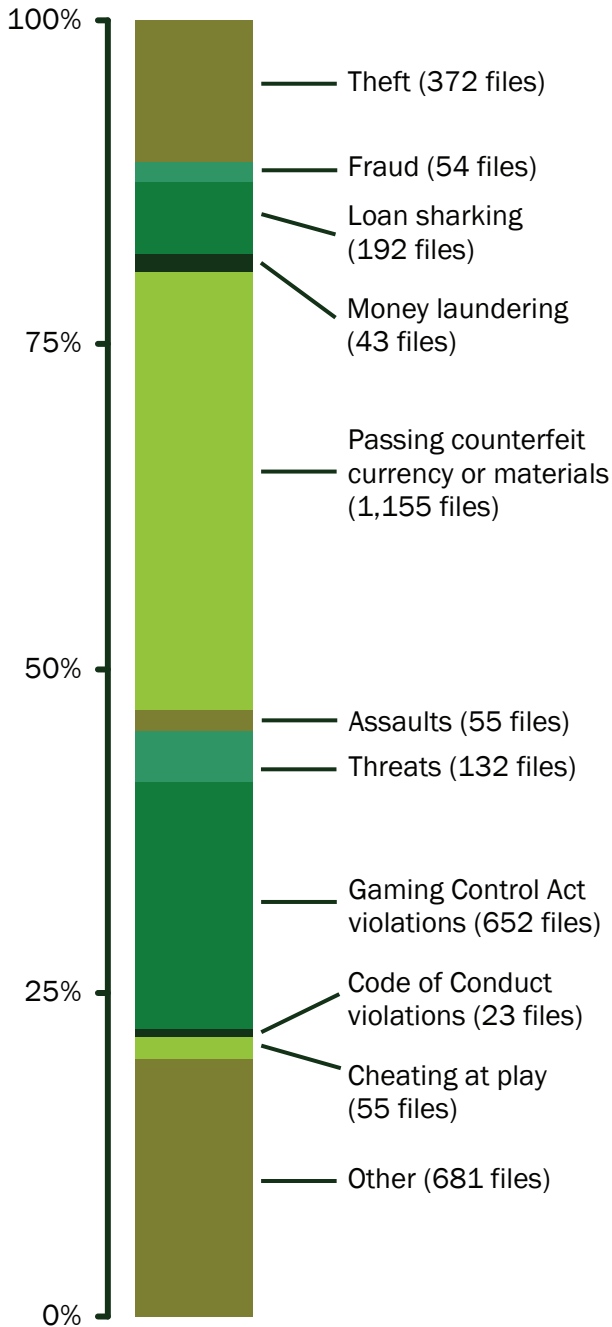
Across the province, approximately 1,000 more files were opened in 2005/06 than in 2004/05.

# FILES OPENED BY TYPE OF INFRACTION

Gaming Investigation Statistics 2005/06

Unlawful activities included theft, fraud, passing counterfeit materials, cheating at play, loan sharking, money laundering, assault, threats, Gaming Control Act violations, code of conduct and other violations. In 2005/06, the Division received 3,414 reports of suspected infraction.

## Reported types of suspected infraction in legal gaming venues



The most common type of reported suspected infraction was passing counterfeit currency or materials. In 2005/06, 1,155 files were opened for this type of infraction. Files pertaining to passing counterfeit currency or materials made up over one-third of all files opened in 2005/06.

Other commonly reported types of suspected infraction were Gaming Control Act violations (652 files), theft (372), loan sharking (192) and threats (132).

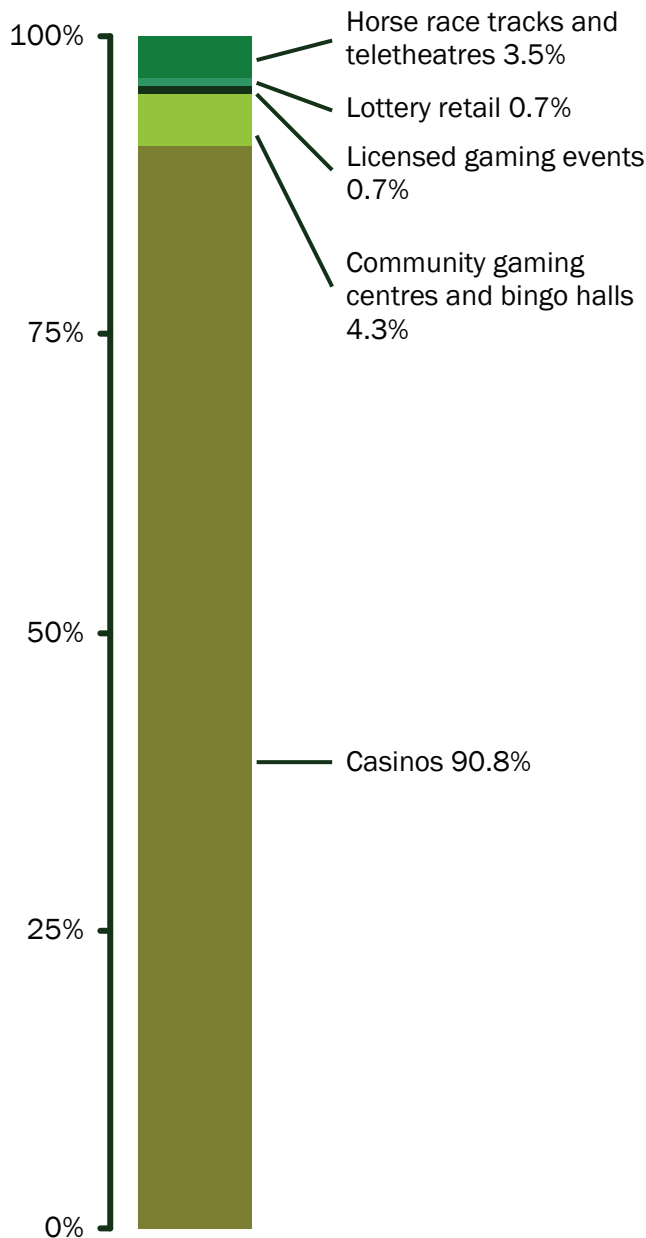
The number of files opened regarding fraud, loan sharking, Gaming Control Act and code of conduct violations increased significantly in 2005/06 from the previous year. There was a moderate increase in the number of files opened pertaining to theft, threats and cheating at play. There was no significant change in the number of files concerning assaults, threats or passing counterfeit currency or materials.

# FILES OPENED BY TYPES OF GAMING VENUES

Gaming Investigation Statistics 2005/06

Locations where suspected infraction is reported include casinos, community gaming centres, lottery outlets, licensed gaming events and horse racing venues.

## Location of reported suspected infraction



Overall, nine out of ten reports of suspected infraction occurred in casinos. The remaining reports came from community gaming centres, bingo halls, horse race tracks and teletheatres, licensed gaming events or lottery retail outlets.

In Northern BC, four of five reports of suspected infractions came from casinos and one in five reports came from community gaming centres and bingo halls.

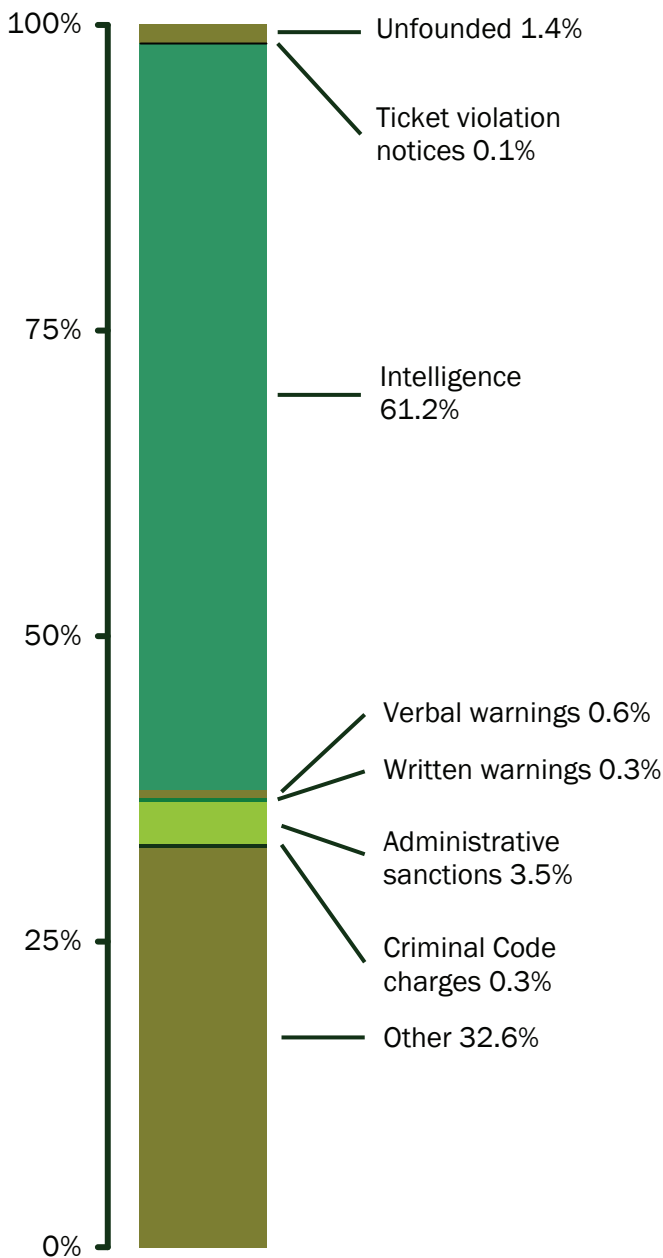
There was a sizable increase in the total number of files opened in 2005/06 from the previous year. However, there was no significant change in the proportion of reports that came from each type of gaming venue. For example, in 2004/05 the percentage of reports that originated in casinos was 91.7 percent. In the following year the percentage of reports from casino had changed less than one percent, to 90.8.

# FILES CLEARED BY THE INVESTIGATIONS DIVISION

Gaming Investigation Statistics 2005/06

In 2005/06, the Investigation Division cleared 3,287 files. Cleared files fall into four broad categories: intelligence, unfounded reports, enforcement actions and other. Enforcement actions include filing Criminal Code or Gaming Control Act charges, issuing ticket violation notices, levying administrative sanctions or issuing warnings.

## Files cleared by the Investigations Division



Over sixty percent of cleared files were categorized as “intelligence.” This indicates that during the course of investigating the original report, a new file was opened, information was passed on to other law enforcement agencies or was maintained for future reference.

Almost one-third of cleared files were categorized as “other.” This category includes files that were shared with or investigated by other law enforcement agencies. This also includes files that did require any further action and/or did not fit into any of the set categories.

1.4 percent of files were determined to be unfounded.

3.5 percent of files resulted administrative sanctions being levied. Sanctions include fines and/or suspensions or revocations of licenses and registrations.

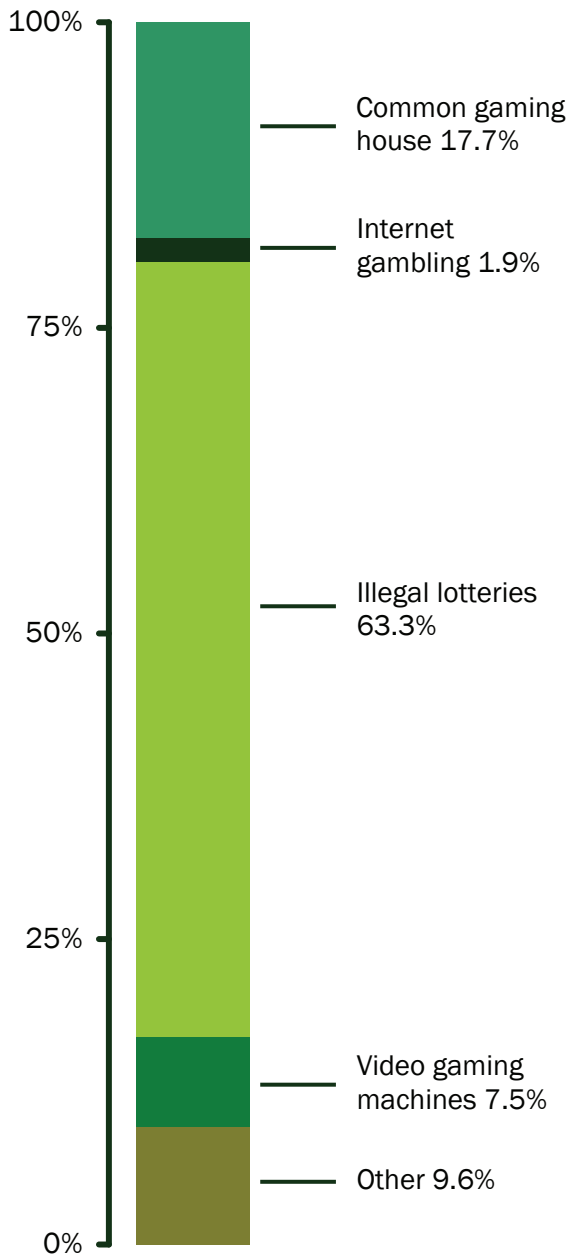
Approximately 1.5 percent of cases resulted in other types of enforcement action, including ticket violation notices, Criminal Code charges and warnings (written and verbal).

# TYPES OF REPORTED ILLEGAL GAMBLING

Integrated Illegal Gaming Enforcement Team Statistics 2005/06

Illegal gambling includes supplying and operating electronic gaming machines, operating common gaming houses, conducting unlicensed lotteries, illegal Internet gambling, and other forms of illegal gaming. In 2005/06, the Integrated Illegal Gaming Enforcement Team (IIGET) opened 492 files.

## Files generated by the Integrated Illegal Gambling Enforcement Team



The four IIGET offices became operational in late October 2004.

Almost two-thirds of files opened by IIGET pertained to the investigation of illegal lotteries. Other files related to common gaming houses (17.7 percent), illegal video gaming machines (7.5 percent) and internet gambling (1.9 percent).

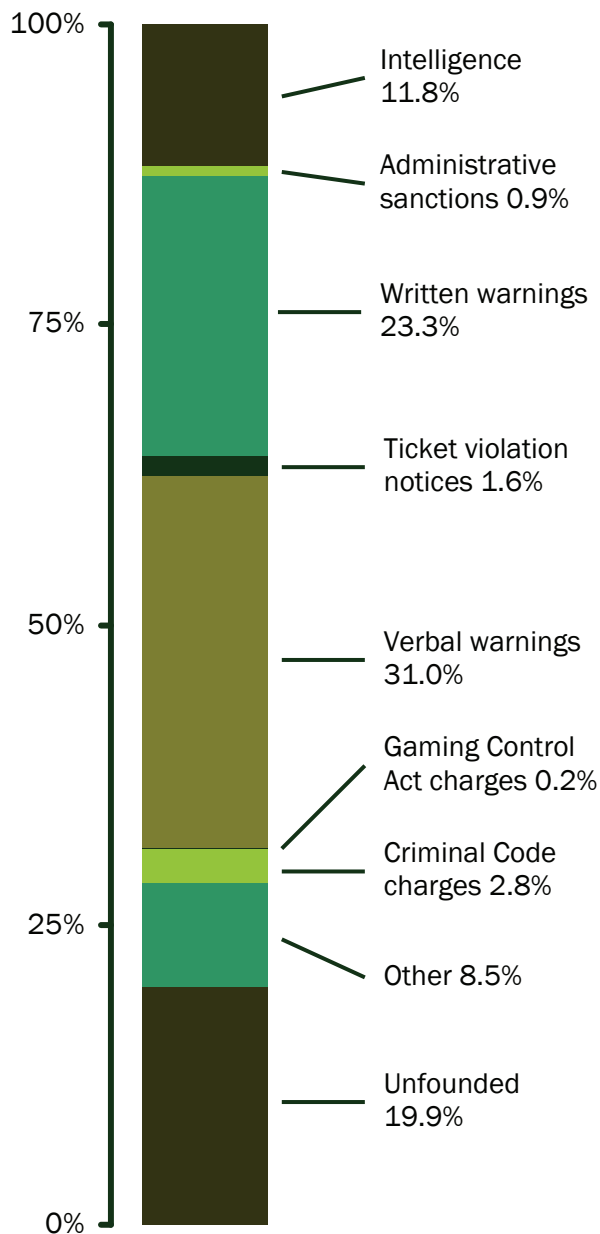
The number of files opened by IIGET increased by 43 percent from 2004/05 to 2005/06.

# IIGET FILES CLEARED

Integrated Illegal Gaming Enforcement Team Statistics 2005/06

2005/06 was the first year that the Integrated Illegal Gambling Enforcement Team (IIGET) was fully operational. IIGET consists of Branch investigators and RCMP officers, who work together to address illegal gaming issues and enforce the Gaming Control Act and the gaming provisions of the Criminal Code.

## Files cleared by the Integrated Illegal Gambling Enforcement Team



In 2005/06, its first full year of operation, IIGET cleared 493 files.

Over sixty percent of these files resulted in issuing either verbal or written warnings.

Over three percent of files resulted in charges under the Criminal Code and Gaming Control Act.

IIGET issues ticket violation notices, with penalties ranging from \$150 to \$500, as another enforcement tool. In 2005/06, two percent of cleared files resulted in the issuing of ticket violation notices.

Almost ten percent of cleared files were determined to be unfounded allegations.

Over thirteen percent of files cleared by IIGET were categorized as intelligence.