

INVESTIGATION DIVISION STATISTICS

GPEB Stats
2006/2007

The Investigation Division of the Gaming Policy and Enforcement Branch investigates, or assists law enforcement agencies in the investigation of, complaints and allegations regarding suspected criminal activity or regulatory infractions related to gaming and horse racing in British Columbia. The Division investigates both actual and suspected wrongdoing.

WRONGDOING IN LEGAL GAMING VENUES

Gaming service providers, local police, RCMP, the BC Lottery Corporation (BCLC) and the general public all report real or suspected wrongdoing in legal gaming venues. The Investigation Division handles these reports in conjunction with the police of jurisdiction.

The Division classifies files by outcome, 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, other or unfounded.

This report provides information on the types of suspected infractions reported in 2006/07.

ILLEGAL GAMBLING

Complaints of real or suspected illegal gaming come from various sources, including the general public.

Reports of illegal gambling are generally investigated by the Integrated Illegal Gaming Enforcement Team (IIGET), which is comprised of RCMP members who are assisted by members of the Investigation Division. Investigations are conducted, where appropriate, in co-operation with the police of jurisdiction.

IIGET files are classified by outcome: Criminal Code charges, Gaming Control Act charges, warnings (both written and verbal), and ticket violation notices. Investigations may also be classified as providing intelligence or deemed unfounded. A number of IIGET files were still ongoing as of March 31, 2007.

GAMING POLICY AND ENFORCEMENT BRANCH

Ministry of Public Safety and Solicitor General

Know your limit, play within it.



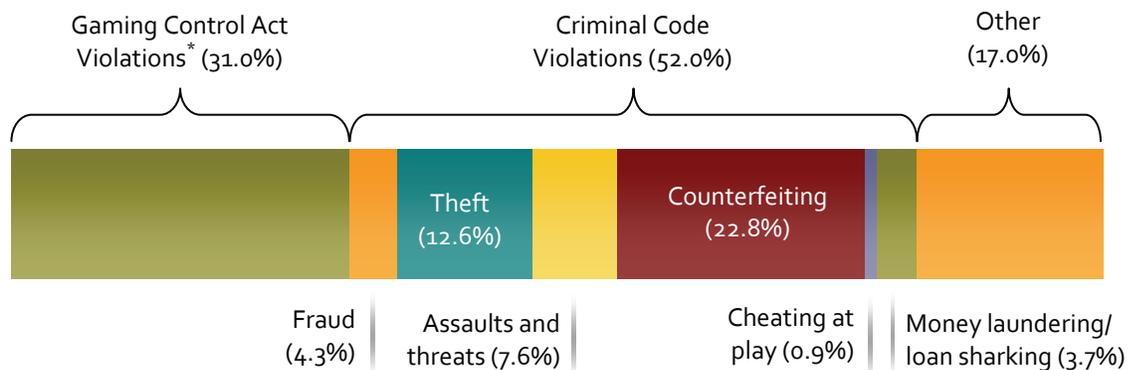
NOTIFICATIONS OF SUSPECTED WRONGDOINGS AT OR NEAR LEGAL GAMING VENUES

Investigations are initiated when the Division receives a notification or complaint of alleged wrongdoing at or near a legal gaming venue. In 2006/07, the Investigation Division opened 4,530 files regarding real or suspected criminal activity, suspected violations of the Gaming Control Act or other matters that could affect the integrity of gaming.

In total, 31 per cent of files opened by the Investigation Division were related to real or suspected Gaming Control Act violations, 52 per cent were related to real or suspected Criminal Code violations, and the remaining 17 per cent were classified as 'other.'

Real or suspected Criminal Code violations include fraud, theft, assaults, threats, counterfeiting, cheating at play, money laundering and loan sharking.

NOTIFICATIONS OF REAL OR SUSPECTED WRONGDOINGS



* Includes 1,132 instances of individuals who re-entered a legal gaming venue after they were prohibited, site-banned or voluntarily self-excluded.

STATUS OF FILES RELATED TO REAL OR SUSPECTED GAMING CONTROL ACT VIOLATIONS

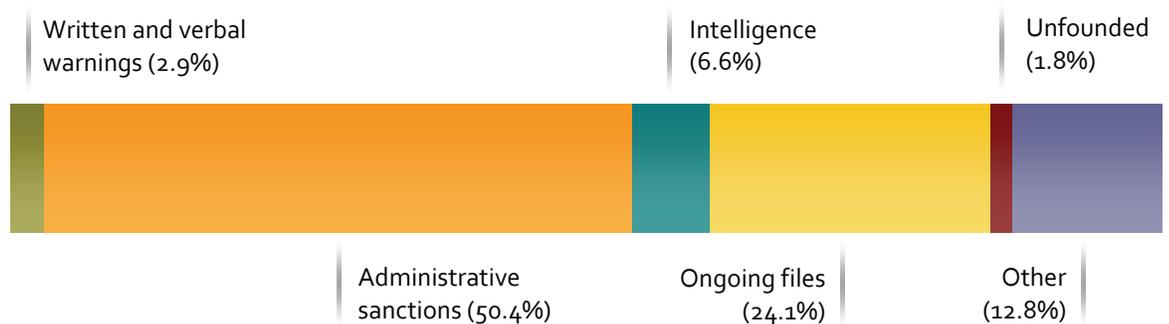
In 2006/07, the Investigation Division opened 1,406 files related to actual or suspected Gaming Control Act violations. Of these, 1,132 involved prohibited, site-barred or self-excluded individuals.

The remaining 274 files fell into several categories: charges or administrative sanctions under the Gaming Control Act (which include breaches of conditions of licences or registration), warnings, intelligence (i.e., facts gathered and shared with police and other law enforcement agencies as appropriate) or 'other.' Not all files opened in 2006/07 were cleared by March 31, 2007.

Files classified as 'other' include those where there was insufficient evidence to lay charges, as well as files where the Investigation Division assisted police of jurisdiction on unrelated criminal matters.

STATUS OF GAMING CONTROL ACT VIOLATION FILES

(does not include files involving prohibited, site-barred or self-excluded individuals)



STATUS OF FILES RELATED TO REAL OR SUSPECTED CRIMINAL CODE VIOLATIONS

In 2006/07, the Investigation Division opened 3,127 files related to real or suspected Criminal Code notifications. These files are classified as warnings, intelligence, charges recommended, unfounded or other. Not all files opened in 2006/07 were cleared by March 31, 2007.

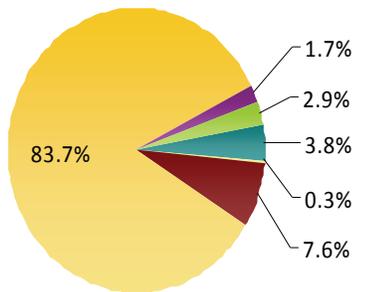
In many cases, files were classified as 'intelligence,' which includes correlating data on suspect individuals and groups and forwarding to the appropriate police of jurisdiction (e.g., RCMP Proceeds of Crime, Major Crime or Commercial Crime, FINTRAC, etc.) and maintaining data for possible future investigations (e.g., RCMP receive all counterfeit bill and for inclusion in the National Counterfeit Data Bank in Ottawa).

Files cleared as 'other' include files where there was insufficient evidence to lay charges, as well as files where the Investigation Division assisted police of jurisdiction on unrelated criminal matters or those that involved unidentified suspects.

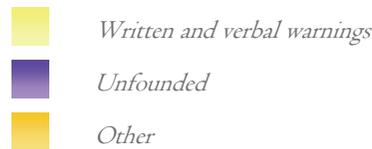
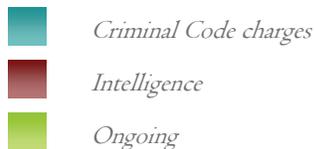
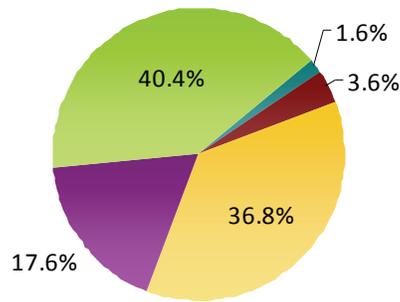
Of 1,033 reports of counterfeiting in 2006/07, over 99 per cent were classified as intelligence. Relevant information passed on to the RCMP or the appropriate police of jurisdiction.

CLEARED CRIMINAL CODE VIOLATION FILES

Assaults and Threats (344 reports)

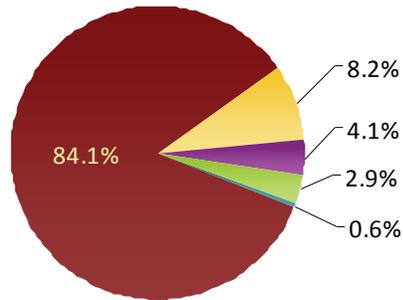


Fraud (191 reports)

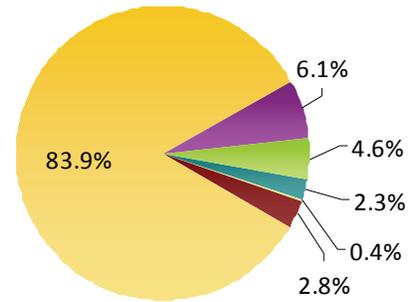


CLEARED CRIMINAL CODE VIOLATION FILES (CONTINUED)

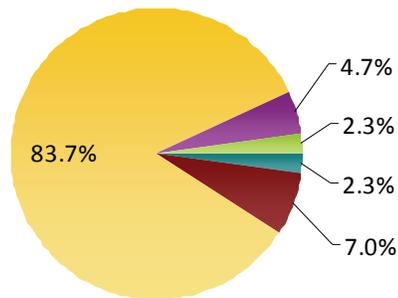
Money laundering and loan sharking (169 reports)



Theft (570 reports)



Cheating at Play (43 reports)



ADDRESSING ILLEGAL GAMBLING

As part of the Illegal Gambling Enforcement Strategy, 12 dedicated RCMP officers, assisted by Branch investigators, work together as the Integrated Illegal Gaming Enforcement Team (IIGET). Investigations are often conducted in cooperation with other law enforcement agencies. Illegal forms of gambling include common gaming houses, unlicensed lotteries, illegal sports betting, illegal video gaming machines and illegal Internet gambling sites.

In 2006/07, the Integrated Illegal Gambling Enforcement Team opened 330 files. The majority of these files related to real or suspected illegal lotteries.

IIGET FILES GENERATED



During 2006/07, its second full year of operation, IIGET worked with other law enforcement partners to close 259 files.

IIGET FILES CLOSED

