



Community Gaming Grants

2024 PAC-DPAC Program Overview

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Acknowledgement of Traditional Land



What's New in 2024/25





2024/25 Updates to the PAC-DPAC Program Guidelines



Key Changes

- Language has been updated to clarify that it is highly unlikely for late applications to be funded.
- More links to useful resources have been provided, including a decision tree to help PACs determine if their purchase is eligible.
- The attendance and travel amount for PAC and DPAC members participating in the BCCPAC Conference has changed.
 - Max. \$500 for PACs and DPACs within the municipalities of the Metro Vancouver Regional District
 - Max. \$1000 for all other PACs and DPACs

Program Essentials



Program Essentials

Community Gaming Grants support community driven programming
Funded with Commercial Gaming Revenue

\$135 MILLION

Community Gaming Grant Program helps not-for-profits deliver ongoing programs



\$5 MILLION

Capital Project Program helps not-for-profits with capital projects or acquisitions

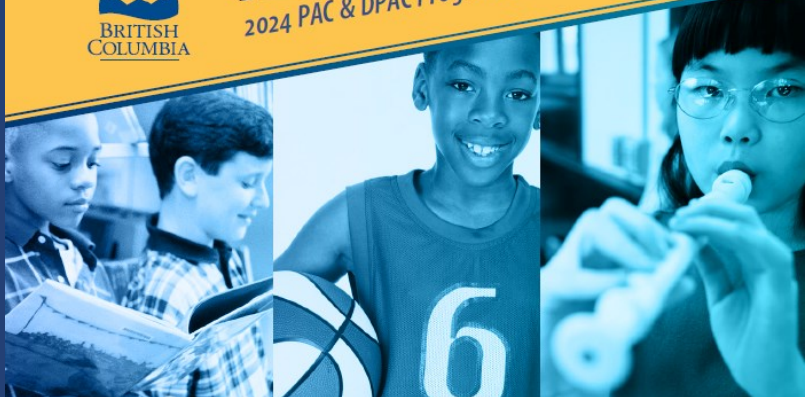


- Not a competitive grant process - all eligible applications receive funding
 - Over 90% of all applicants receive a grant
 - PACs and DPACs must apply and report annually
 - Approximately 1,900 schools across B.C. could access funding if they have a PAC that applies
-
- Competitive grant process
 - Grants of \$20,000 - \$250,000
 - Must have matching funds
 - Separate program guide
 - Must not be selected for Playground Equipment Program

2024/25 PAC-DPAC Guidelines



Community Gaming Grants 2024 PAC & DPAC Program Guidelines



PAC-DPAC Overview





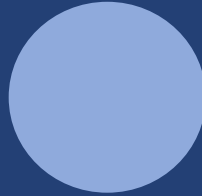
Program Description

- PAC funding: Receive **\$20** per student, per year
- Schools with fewer than 100 students will be provided a base rate of \$2,000.
- DPAC funding: Receive **\$2,500** each

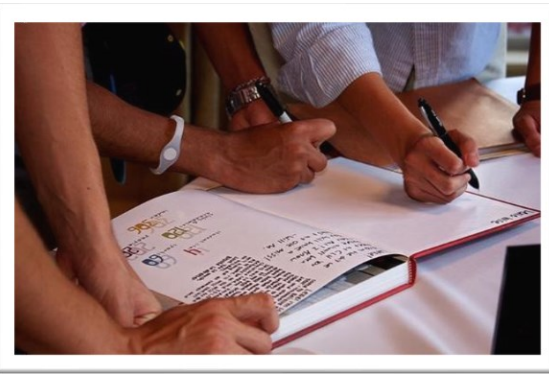
PAC-DPAC Sector

Community Gaming Grant funding supports PAC-DPACs by providing funding to enhance extracurricular opportunities for K-12 students

PAC-DPAC Eligibility

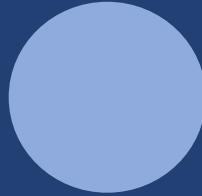


PAC-DPAC Eligibility



- PACs or equivalent groups at public schools, group 1 or 2 independent schools, and First Nation band schools
- Separate from the management and operation of the school & composed of parents or guardians of students attending the school
- Not-for-profit – do not need to be registered
- Open membership for parents/guardians of students attending the school
- Provide extracurricular programming that is accessible and inclusive for all students
- Democratically chosen volunteer executive
- Delivered the program for at least 12 months

Applying for the Grant



How to Apply

PAC/DPAC Intake

- Apply April 1 – June 30
- Notification by September 30



Apply online on our website



Paper applications are not accepted



Documents must be attached to application, or emailed (not mailed)

Before Applying

Review the PAC/DPAC Guidelines and/or the resources on our website for valuable tips:

- Pre-application checklists
- Frequently asked questions
- Application tutorial

How to Apply

Apply online at our website: <https://gov.bc.ca/gaminggrants>

Assistance is available at all Service BC locations

 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

[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

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](#)

PAC-DPAC Required Documentation

First Time Applicants Only:

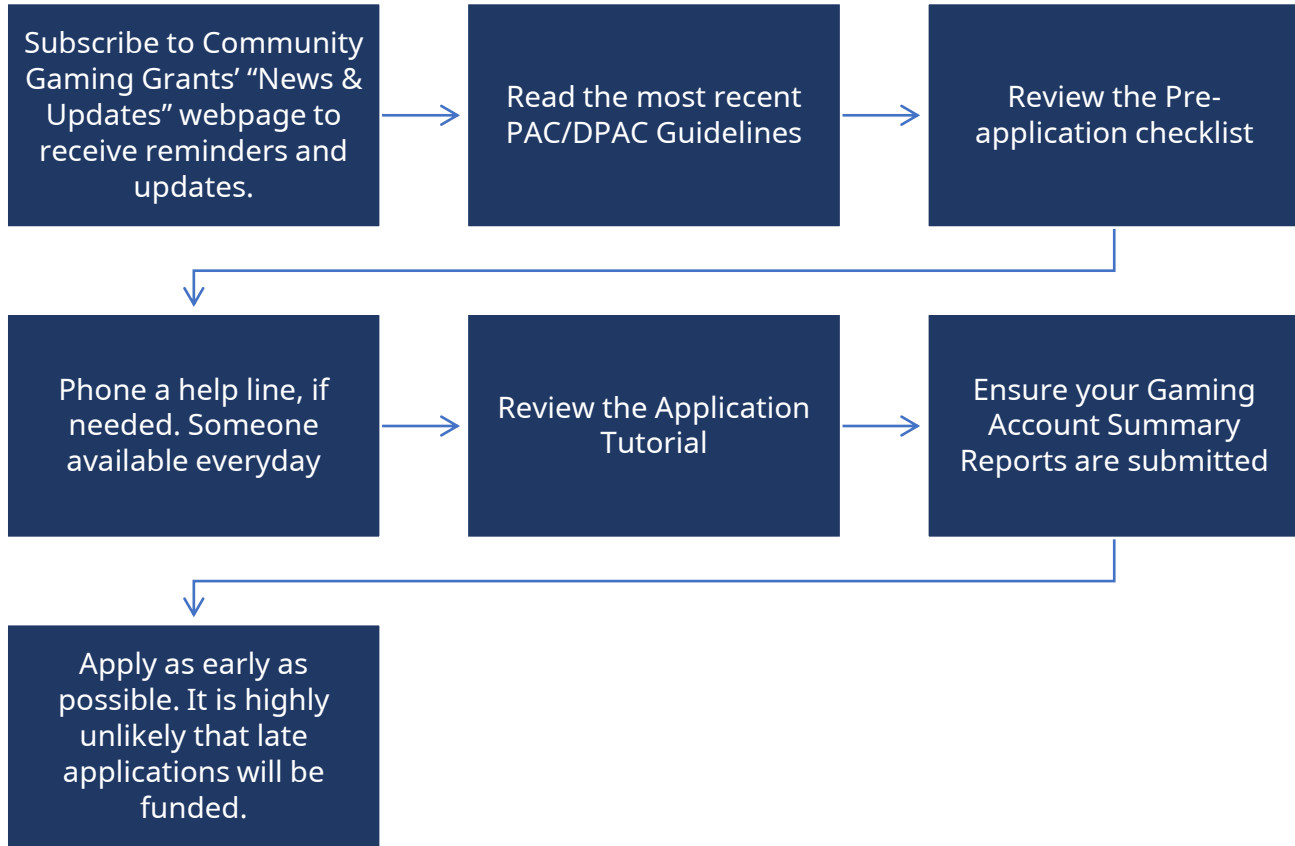
- PAC/DPAC information, including constitution and bylaws, Board of Directors list, recent AGM minutes
- A separate “Gaming Account” and voided cheque from your “Gaming Account”

Annually:

- A complete list of annexes/ school(s) that the PAC/DPAC represents
- Names, positions and contact information of 2-4 members of the PAC/DPAC associated with the application
- Ensure recent Gaming Account Summary Report(s) have been submitted



Tips and Advice for Applying

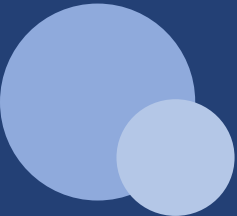


Spending the Grant



Eligible Expenses - PACs

- Field trips within B.C.
- Presentations or performances (e.g. music, theatre, science).
- PAC school spirit and family engagement events (e.g. school carnivals, movie nights, school dances, other social activities).
- Entertainment or leisure activities for non-instructional times (e.g. graphic novels/comics, magazines, extra-curricular fiction and non-fiction books, board games, colouring books).
- Student publications (e.g. newsletters, yearbooks).
- Student competitions (e.g. writing, debating, chess, music).
- Student computers for extracurricular activities/clubs (e.g. software, hardware, accessories for photography club, robotics club, yearbook club).
- Student clubs or societies (e.g. drama club, chess club).



PAC grant funding is intended to benefit students by enhancing extracurricular opportunities of students who attend the school represented by the PAC.

Eligible Expenses - PACs

- Student ceremonies (e.g. graduation, dry grad).
- Team or club uniforms (e.g. jerseys, t-shirts) and/or equipment for extracurricular activities.
- Equipment for extracurricular sports.
- Items that directly benefit students (e.g. playground equipment or enhancements).
- Student recognition (e.g. certificates, trophies, grad memorabilia).
- Student conferences within B.C.
- BCCPAC membership fees.
- Fees or travel/accommodation costs incurred to travel to the BCCPAC annual conference
- Emergency, safety or earthquake related supplies or equipment that is not ordinarily the responsibility of the school/school district.
- With prior approval, student transportation and travel outside B.C.



Eligible Expenses - DPACs

- **Informational and promotional materials for parents (e.g. newsletters, websites, social media, etc.)**
- **Administrative costs (e.g. meeting room rental, printing costs, presenter/guest speaker fees, etc.).**
- **Parent training and workshops (e.g. Foodsafe, student health or wellness classes, Robert's Rules for Boards, etc.)**
- **British Columbia Confederation of Parent Advisory Councils membership fees for the DPAC only.**
- **Travel for regular DPAC meetings.**
- **Fees or travel/accommodation costs incurred to travel to the BCCPAC annual conference**

DPAC grant funding is intended to foster greater parental involvement in schools and effective communication between schools, parents, students and the community.

Ineligible Expenses – PACs & DPACs

Funds cannot be used for items that the school is responsible for, or for curriculum-based activities or items. This includes materials that are not required for delivering or completing curriculum but assist in doing so (e.g. smart boards, other enhanced educational tools).

- Curricular activities or items (e.g. instructional materials, textbooks).
- Items used primarily in the classroom to assist in the delivery or completion of curriculum (e.g. tablets, smart boards).
- Grant funds may not be used for any fundraising components at PAC events (e.g. the sale of goods/services to generate revenue).
- Out-of-province travel, unless approved by the Branch.
- Replacing/repairing school facilities that are the responsibility of the school/school district (e.g. structural repairs, water refill stations, school infrastructure).



Ineligible Expenses – PACs & DPACs

- Items that are the responsibility of the school/school district (e.g. audio-visual equipment, digital news boards, PPE).
- (PACs-only): Goods and services that benefit the parents (e.g. parent education, parent workshops).
- Administrative and/or operational costs incurred to support the PAC (e.g. office supplies and equipment, accounting or insurance fees).
- Costs related to paid staff, teachers on call, education assistants (e.g. luncheons, wages, travel, training/professional development).
- Monetary prizes or gift cards
- Financial assistance, monetary support, donations, or items/services purchased on behalf of other organizations or individuals
- Past debt (i.e. previous fiscal year expenses), loans, or interest payments.
- Scholarship and bursaries



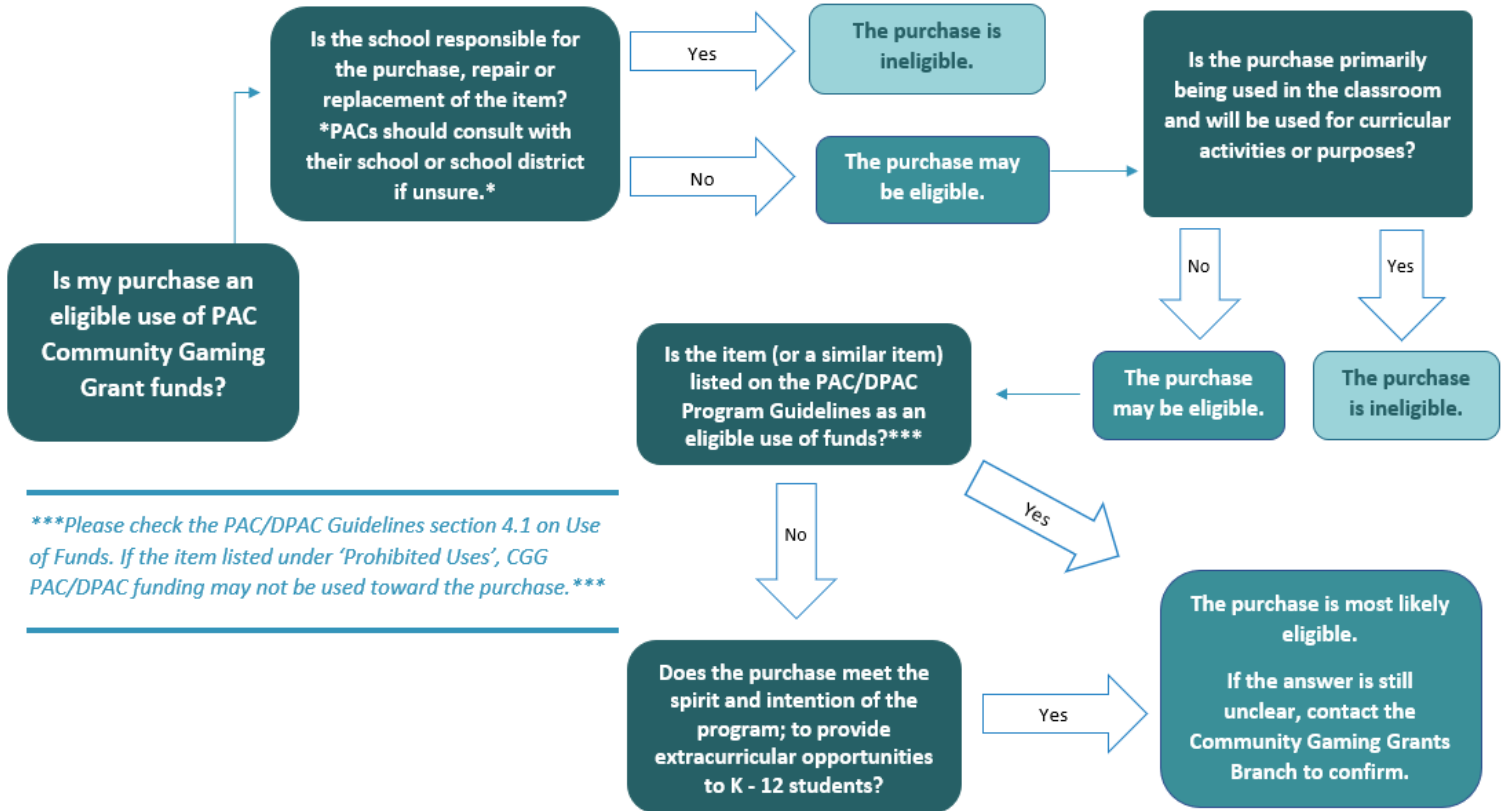
Use of Funds Examples - PACs

- ✓ In lieu of pumpkin patch field trip, individual pumpkins bought for students to decorate
 - ✓ Virtual field trip to a museum
 - ✓ Online author visit and reading
 - ✓ Poetry and writing workshops
 - ✓ Indigenous artists working with children to create artwork to greet visitors to the school
 - ✓ Grad hoodies designed by students
 - ✓ Comic books, graphic novels, magazines, etc.
- ✓ Virtual licensing for video modules (e.g. dance modules, Indigenous story telling modules)
 - ✓ Colour-coded outdoor equipment for each cohort for play during lunch and recess
 - ✓ Gingerbread house supplies for a Christmas competition
 - ✓ Murals painted to beautify the school
 - ✓ Aquarium purchased for common space
 - ✓ Equipment for student clubs (e.g. baking equipment for a Baking Club, 3D printer for a Science Club)

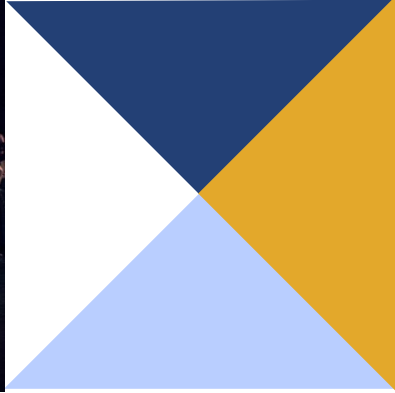
Use of Funds Examples - DPACs

- ✓ Hosting web and email platforms
- ✓ Presentations/webinars for parents (e.g. managing mental health, online security, earthquake preparedness, traffic safety around schools)
- ✓ Food safe instruction for parents (required for lunch program)
- ✓ In-person or virtual workshops for parents (e.g. effective meetings, PAC treasurer workshops, social media safety)

Decision Tree for Uses of PAC Funds



Please check the PAC/DPAC Guidelines section 4.1 on Use of Funds. If the item listed under 'Prohibited Uses', CGG PAC/DPAC funding may not be used toward the purchase.



Use of Funds – Frequently Asked Questions

Q: Can a PAC give grant funds to the school or school district?

A: No. Per section 10 of the Conditions for a PAC/DPAC Grant, PACs are not permitted to make advances or donations of gaming funds to a school or school district.

However, the PAC may reimburse the school, school district, school group, or an individual for eligible disbursements as long as supporting documentation is retained in the PAC's gaming records.

It is preferred that the PAC pays suppliers of goods and services directly whenever possible.



Use of Funds – Frequently Asked Questions

Q: How do PACs make capital purchases? Does the PAC or the school own the asset?

A: PACs should not be making purchases for the school/school district and should retain management and control over any assets purchased using PAC grant funds.

Instances where the ownership of eligible assets are transferred over to the school or school district for storage, maintenance, operation, or liability insurance purposes is acceptable, but should be agreed to in writing.

PACs should seek any necessary permissions or permits required from their school, school district and/or city prior to making purchases for any projects that require installation or which take place on school grounds. Installation fees should be paid for by the school/school district and/or city.



Use of Funds – Frequently Asked Questions

Q: Why can't our PAC use funds for scholarships and bursaries?

A: Using funds for scholarships and bursaries does not align with the intentions of the CGG PAC grant funding. The funding should benefit as many children as possible and provide opportunities for extra-curricular activities for students currently attending the school.



Use of Funds – Frequently Asked Questions

Q: Can we purchase playground equipment?

A: PACs can use their funding to purchase playground equipment. If there are modifications to the school grounds (e.g. levelling of ground, digging) required to install the equipment, this would fall under the school's responsibility.

PACs may retain their PAC grant funding for up to 24 months, so there are PAC groups that save this funding to make a larger purchase, such as a playground.

PACs may also apply to the Capital Project Grant program for funds for a playground; however, playgrounds located on public school grounds that are eligible for the Ministry of Education's Playground Equipment Program (PEP) are not eligible for a Capital Project grant. School Districts are responsible for applying for the PEP; confirm with the SD if your project is eligible for the PEP.



Application Intake – Frequently Asked Questions

Q: What happens if my PAC applies for a grant after the intake closes on June 30?

A: It is highly unlikely for a late application to receive funding. CGG receives over 5,000 applications to the program each year and will prioritize funding those applications submitted on-time. The ability to provide funding to late applications is subject to the overall availability of funding. As the CGG program is often oversubscribed with funding requests that extend beyond the \$140 Million budget, it is highly unlikely that there would be enough money left to fund late applications.

Spending Timelines

Forward

- **PACs:** Grant funds must be spent within 24 months of receipt.
- **DPACs:** Grant funds must be spent within 12 months of receipt.

Backward

- Grant funds can back-pay expenses incurred in the same fiscal year the grant is received.
- This is done by transferring funds from the Gaming Account to the General Account for previously incurred eligible expenses.
- You cannot pay past debt or future costs not yet incurred.

Spending Rules



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.

Spending Rules



Financial Reporting

All Gaming Grant spending must be reported in the “Gaming Account Summary Report (GASR).”

- 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.
- Must be submitted within 90 days of the organization’s fiscal year end (do not submit prior to FYE)
- The GASR details: “Gaming Account” balance at beginning of fiscal year; grants received; funds disbursed; and balance at end of fiscal year.
- GASR also requires a description of how the funding benefited the community – ie. students.



Example Gaming Account Summary Report (GASR)



SAMPLE

Gaming Account Summary Report

Gaming Policy and Enforcement Branch

Mall: PO Box 5110, 5th Prov Govt, Victoria, BC V8W 9N1
 Courier: 3rd Floor, 910 Government St., Victoria, BC V8W 1X3
 Phone: (250) 387-5311 | Web: <https://gaming.gov.bc.ca/>

Community Gaming Grants Branch

Mall: PO Box 6892, 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
 Web: <https://gov.bc.ca/gaming/grants>

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://www2.gov.bc.ca/gov/content/sports-culture/gaming-and-entertainment-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
- 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

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)					
Community Gaming Grant revenue:					
PAC / DPAC Grant revenue: (Parent Advisory Councils and District Parent Advisory Councils)	\$	10,000.00	2		
Capital Project Grant revenue:	\$	4	4		
Other Gaming Revenue: (provide short description, such as pre-approved transfers or repayments)	\$	5	5		
Gross revenue from all gaming event licences:					
(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 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
Total gaming revenue: (add lines 2 to 17)	>>> \$ 32,750.00 18

SECTION 4 – PRIZE COSTS AND EXPENSES FOR LICENSED GAMING EVENTS

Prize costs for licensed gaming events:	
(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
Total prize costs: (add lines 19 to 21)	>>> \$ 10,000.00 22
Expenses for licensed gaming events:	
(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
Total gaming event expenses: (add lines 23 to 25)	>>> \$ 2,200.20 26

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
Total gaming fund disbursements: (add lines 29 to 45)	>>> \$ 16,385.36 46			

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

SECTION 6 – CLOSING BALANCE (subtract line 46 from line 20)

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: V3J 5V9

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: (888) 888-8888
Home phone number: (XXX) XXX-XXXX (777) 777-7777
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: (111) 111-1111
Home phone number: (XXX) XXX-XXXX (222) 222-2222
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: (444) 444-4444
Home phone number: (XXX) XXX-XXXX (555) 555-5555
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.

Capital Project Grant





Capital Project Grant Overview



Capital projects with a total cost between \$20,000 -
\$1,250,000

Between 20% and 50% of the total cost of a project may
be funded

Grants up to \$250,000 (max)

Matching funds are required

- **\$5M Annual Funding**
 - **Competitive Process**
-

Capital Project Grant



Application intake period:
TBD; Summer



Notifications: TBD

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



Project Eligibility



Facilities – construction of new facilities; renovation or maintenance of existing facilities

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

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

Vehicles, buses/vans, computer systems, office or technical equipment, audio/visual equipment, sports equipment, boats.

Competitive 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?

Project Feasibility (25%)

- Project Timeline
- Risk Management Table
- Approvals and Permits
- Operational Viability

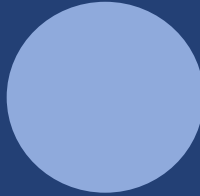
Financial Considerations (45%)

- Project Cost
- Project Budget
- Cost Estimates
- Planned Use of Grant Funds
- Matching Funds

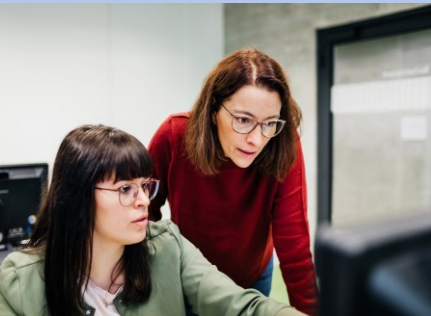
Environmental efficiency (5%)



Resources and Contacts



Key Resources and Contacts



Community Gaming Grants Branch (CGG)

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

Community Outreach Manager

- Email: CGGOutreach@gov.bc.ca

BC Confederation of Parent Advisory Councils (BCCPAC)

- Website: <https://bccpac.bc.ca/>
- Email: info@bccpac.bc.ca

British Columbia Association of Charitable Gaming (BCACG)

- Website: <https://bcacg.com>
- Email: 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/>
- **Central Okanagan - Central Okanagan CCGA**
- **Chilliwack – Fraser Valley CCGA**
<https://fraservalleyccga.ca/>
- **Victoria – Charity Works CCGA**
<http://charityworks.ca/>
- **Vancouver – BCACG**
<http://bcacg.com>



Questions?





BRITISH
COLUMBIA

Community Gaming
Grants

Thank You!

Reach out if you have any questions!

CommunityGamingGrants@gov.bc.ca