

GAMING REVENUES, DISBURSEMENTS AND USE OF PROCEEDS

Contents

- A. Legislative Authority
- B. Two Ways Proceeds are Obtained
- C. Gaming Conducted and Managed by Charitable or Religious Organizations
- D. Commission Categories of Groups Eligible to Apply for Gaming Licences
- E. Permitted Uses of Gross Gaming Revenue and Gaming Proceeds from Casinos, Bingo, Raffles and Pull Tickets
- F. Gaming Conducted and Managed by Government

A. Legislative Authority

The *Criminal Code* (Canada) establishes the foundation for gaming activities. All gambling that occurs in any province or territory must meet the requirements of the *Criminal Code*.

A few key sections of the *Criminal Code* are described at the outset of this section, to establish the context for the discussion about gaming revenue, disbursements and proceeds in the province.

Criminal Code Requirements

Under Canadian law, gaming activities would be illegal if it were not for specific provisions of the *Criminal Code* (Canada) that exempt various gaming activities from being illegal. Revenue that is generated from gaming that is not specifically permitted would be considered illegal gains.

Section 207(1)(a) - Gaming Conducted and Managed by the Provincial Government

Section 207(1)(a) of the *Criminal Code* allows a provincial government to conduct and manage a lottery scheme in the province in accordance with any provincially enacted law. In Alberta those lottery schemes include ticket lotteries, video lotteries and slot machines. Moreover, a provincial government in conjunction with another province may conduct and manage a lottery scheme in those provinces according to laws enacted by their respective legislatures.

The relevant provincial legislation in Alberta is the *Gaming and Liquor Act* (Alberta).

Section 207(4)(c) makes it illegal for any organization or individual, other than a provincial authority, to conduct or manage electronic games. In Alberta that authority is the Gaming and Liquor Commission.

Section 207(1)(b) - Gaming Conducted and Managed by Charitable and Religious Organizations

In Alberta, bingo, casinos, raffles and pull tickets are considered “lottery schemes.” Those lottery schemes would be illegal if it were not for the provisions of Section 207(1)(b) of the *Criminal Code* which state it is lawful:

...for a charitable or religious organization, pursuant to a licence issued by the Lieutenant Governor in Council of a province or by such other person or authority in the province as may be specified by the Lieutenant Governor in Council thereof, to conduct and manage a lottery scheme in that province if the proceeds from the lottery scheme are used for a charitable or religious object or purpose;...

The Lieutenant Governor in Council of Alberta, through the *Gaming and Liquor Act*, has specified the Alberta Gaming and Liquor Commission is the authority that may issue licences to charitable or religious organizations to conduct and manage lottery schemes. The Commission is governed by the *Gaming and Liquor Act*, *Gaming and Liquor Regulation* (Alberta) and policies of the Board of the Commission.

Moreover, Section 207(2) of the *Criminal Code* grants authority to the provincial authority which issues gaming licences to prescribe "...terms and conditions relating to the conduct, management and operation of or participation in the lottery scheme...".

Section 207(1)(C) - Gaming Conducted and Managed by an Agricultural Fair or Exhibition

The *Criminal Code* in its provisions allows for agricultural fairs or exhibitions to conduct and manage a lottery scheme if they are licensed to do so by the provincial authority, which in Alberta, as mentioned previously, is the Commission.

B. Two Ways Proceeds are Obtained

In Alberta, all proceeds from gaming are used for charitable, non-profit, public or community initiatives. Those proceeds are available from two sources or streams, as follows:

- Proceeds earned by eligible charitable or religious groups from the charitable gaming activities they have been licensed to conduct and manage (bingo, casinos, raffles and pull tickets). Those proceeds must be used for charitable or religious objectives or purposes.
- Proceeds generated through government-conducted and managed gaming (ticket lotteries and electronic gaming). These funds are directed to the Alberta Lottery Fund and identified for use in specific charitable, non-profit, public and community-based initiatives. Each year, through government's budget process, the provincial legislature votes on the disbursement of those funds.

C. Gaming Conducted and Managed by Charitable or Religious Organizations

Charitable Model

Gaming activities eligible charitable or religious organizations may conduct and manage in Alberta are as follows:

- casino - table games;
- bingo - association and community (non-association) bingo;
- raffles - raffles with a total ticket value of \$10,000 or more, and those of a lesser total ticket value; and
- pull tickets - also referred to as Nevada tickets or break-open tickets.

The manner in which those games are managed and conducted in Alberta is referred to as the “charitable model.” That is, they may only occur in the province when eligible organizations receive licences to conduct the gaming activities.

Volunteers of the licensed organizations manage and conduct the gaming activities on behalf of their organizations. Thus they earn the gaming proceeds they obtain from their direct involvement in those activities. Organizations that hold a casino are eligible to receive a portion of the revenues generated from slot machines as determined by the Commission, which conducts and manages slot machines on behalf of the province.

Alberta’s charitable model is highly regarded by many charitable organizations. The model is distinct in Canada as to the relatively high involvement by charitable or religious organizations in gaming activities. In other jurisdictions, the government typically plays a more prominent role in conducting and managing gaming activities and distributes proceeds as it deems appropriate. In Alberta eligible charities may decide how aggressively they wish to pursue gaming to raise funds, are given greater opportunities to do so than elsewhere and obtain the funds directly through charitable gaming activities. The Alberta government has made a commitment to maintain the province’s charitable gaming model in response to a recommendation of the Lotteries and Gaming Summit ’98.

Under the charitable model, licensed charitable and religious organizations may enter into contracts with service providers to assist in operating casinos or raffles (e.g., casino operators, casino advisors, ticket raffle managers). A bingo association may hire employees to assist its member charities in the operation, delivery and administration of bingo events at its association bingo hall. Even so, there continues to be a large requirement for volunteer involvement in bingo events. In 1999-2000 there were close to 47,000 bingo events held across the province requiring an estimated average of 15 to 20 volunteers per event. Licensed pull ticket sales generally are delivered by the volunteers of licensed organizations, although licensed charities may hire staff to sell pull tickets.

Commission's Role

The Commission's role in charitable gaming, as stated in *Charitable Gaming in Alberta: 1999-2000 in Review*, is as follows:

The [Commission] endeavours to ensure, through the setting of appropriate policies, procedures and terms and conditions for [charitable] gaming activities, the financial return to charitable and religious groups is maximized for the benefit of the charitable organizations, the programs and activities they deliver and the communities in which these activities are undertaken.

The Commission also "...seeks to ensure, as part of its mandate, the integrity of gaming is maintained through ongoing reviews of these gaming activities, the licensing process and enforcement of policies, procedures and terms and conditions."

Eligibility

The following are criteria established by the Commission to determine whether or not an applicant is eligible for a charitable gaming licence. The following is from the Commission's Licensing policies.

The group must provide a public or community benefit as follows:

- a) Relief of the aged or disadvantaged:
 - relief to the poor;
 - programs for the elderly so they stay active in society; or
 - social services and educational programs for the emotionally or physically distressed.

- b) Advanced education and learning by providing:
 - student scholarships;
 - aid to schools;
 - aid to libraries;
 - aid to museums;
 - aid to the arts;
 - aid to the preservation of cultural heritage.

- c) Provide help to the community which:
 - make improvements to the quality of health;
 - support medical research;
 - aid medical treatment programs;
 - supply a facility for community use;
 - support competitive amateur athletics; or
 - contribute places for worship and other religious programs.

The structure of the group that is applying for a licence must meet the following criteria:

- (a) its membership is voluntary and broad based;
- (b) its executive is chosen democratically from its volunteer base;
- (c) its members, directors and officers are not paid;
- (d) its programs must benefit the community, not members' self interest;
- (e) its volunteers establish, maintain and deliver the group's programs;
- (f) the group is not-for-profit; and
- (g) groups applying for a licence for which licence fees are charged (i.e., casino events, bingo in a licensed facility or where total sales of all game cards held under the licence exceed \$150,000 per year, pull tickets and raffles with total ticket value of more than \$10,000) must be incorporated.

Acceptable forms of incorporation are:

- i) Societies Act;
- ii) Part 9, Companies Act;
- iii) Part II, Canada Corporations Act;
- iv) other Alberta Statutes, approved by the AGLC board, as follows:
 - Band Council Resolution for a First Nations Charity operating an event on their reserve. To operate a gaming event off the reserve, a charity would have to be formally incorporated;
 - a group controlled under the School Act (with the exception of school councils which are not eligible for licensing);
 - a group established under the Regional Health Authorities Act to enhance hospital care for people in the community; or
- v) a First Nation or organization operating under the umbrella of a First Nations will be eligible to apply for a casino licence. A First Nations has the authority to designate a group as charitable under a Band Council Resolution.

A group providing recreational sports activities for its members, and that operates a facility, may be eligible for a licence if:

- a) the group is incorporated under the Societies Act, or Part 9 of the Companies Act;
- b) its bylaws include a dissolution clause. If a group "dissolves," any assets remaining after paying debts and liabilities must be given to eligible charities;
- c) its membership represents a large portion of the community; and
- d) the public has reasonable access to the facility. It must be used by them at least 50% of the time.

Public educational institutions or schools established by statute are not considered charities under gaming licensing policies.

On the other hand, educational groups within or affiliated with institutions or schools (such as classrooms, school clubs/societies, student unions, parent teacher or alumni groups) may qualify for certain types of gaming licences.

Following are the criteria:

- a) The governing body of the institution/school must approve of the activity in writing. It must also approve the purpose for which the funds will be used. The proper authorities are:
 - Board of Governors of a University, College, Community College, etc;
 - President of a post secondary trade or vocational school such as SAIT, NAIT, and AVC;
 - School Board for high schools; and
 - Principal for junior high or elementary schools.
- b) The proposed use of gaming proceeds must be for a bona-fide charitable or religious purpose or activity. Funds may not be used for a purpose that is social or recreational in nature.
- c) The group must identify two or more members 18 years or older to be responsible for the licensed gaming activity. If there are no members 18 years or older in the group, the authorizing authority shall appoint two adult individuals affiliated with the group. They are responsible for the following:
 - submitting the application;
 - ensuring Licence Terms and Conditions are complied with;
 - ensuring gaming funds are used only for approved uses; and
 - ensuring the required financial reports are submitted.

D. Commission Categories of Groups Eligible to Apply for Gaming Licences

Under the Commission’s policy, an applicant for a gaming licence must be a charitable or religious organization or an “Agricultural Fair or Exhibition.”

The policy identifies various groups that *may or may not* be eligible for gaming licences. They are listed in the following table. Note: in the table C.C.C. refers to the *Criminal Code* (Canada).

Table A4-1: Groups Eligible or Ineligible to Obtain a Charitable Gaming Licence

GROUP CATEGORIES	DESCRIPTION AS TO ELIGIBILITY OR INELIGIBILITY
Athletic and Recreational - Amateur Athletic Groups	<ul style="list-style-type: none"> • Community or regional level • Encourage physical fitness through organized individual or team competitive athletic activities • Single teams are generally considered “self interest” <ul style="list-style-type: none"> • within the specific community, a team may represent the most senior and only level of competitive athletic activity and in this situation may be eligible.
Athletic and Recreational - Outdoor Recreation	<ul style="list-style-type: none"> • Community or regional level • Encourages fitness through outdoor activities • Organized on basis of individual or team competition
Athletic and Recreational - Facilities	<ul style="list-style-type: none"> • Formed to promote recreation through sporting activities among members • Operates a facility for that purpose
Athletic and Recreational - Coordinating/ Govern-ing Bodies	<ul style="list-style-type: none"> • Act as provincial governing body for specific athletic or outdoor competitive recreational activity
Athletic and Recreational - Recreational Self-Interest	<ul style="list-style-type: none"> • Promote individual leisure-time interests of members • Activities focused on participating in sporting events not part of a structured developmental program • <i>Eligible only</i> for a raffle licence, per C.C.C., S. 207(1)(d)
Arts and Education - Schools and Support Groups	<ul style="list-style-type: none"> • Educational groups (e.g., classrooms, school clubs or societies, student unions, parent-teacher assn’s, alumni groups) • Governing body must approve licence application • Proceeds must be used to provide equipment, supplies or services to educate students
Arts and Education - Historical Resources	<ul style="list-style-type: none"> • Provide general public access to historical resources • Includes development and operation of public facilities for that purpose, e.g., historical book committee, museums

GROUP CATEGORIES	DESCRIPTION AS TO ELIGIBILITY OR INELIGIBILITY
Arts and Education - Performing Arts	<ul style="list-style-type: none"> • Promote performing arts (e.g., dance, theatre, opera, choral singing, school bands, etc.) • Activity includes providing a facility to hold those activities • Group is considered one of “self interest” when art form is produced is a marketable product, and/or members develop skills which become marketable services available for instruction and teaching of others • Group may be eligible if operates arms-length from these self-interest groups, or provides means of continuing education for members, at a reasonable rate to the public who normally would not have access to that service
Arts and Education - Visual and Literary Arts	<ul style="list-style-type: none"> • As per Performing Arts • Includes arts and crafts, sculpture, etc.
Community Services - Community Leagues/Assn's	<ul style="list-style-type: none"> • Incorporated as such in Calgary or Edmonton, or • Provide same types of functions as these in other parts of the province
Community Services - Ethno-Cultural	<ul style="list-style-type: none"> • Identify with a specific ethnic or national origin • Activities are of a general nature that support a variety of programs in the community
Community Services - Nature Conservation	<ul style="list-style-type: none"> • Promote nature conservation through educational programs • Operate public facility, or • Liaise with government agencies regarding public policy
Community Services - Veterans, Service and Fraternal	<ul style="list-style-type: none"> • Established by national charters • General activities provide community benefit • Includes auxiliaries to such groups
Community Services - Youth	<ul style="list-style-type: none"> • Provide variety of programming for young people
Community Services - Senior Citizens Groups	<ul style="list-style-type: none"> • Basic objective: to deal with special needs of senior citizens (60 years +)
Aid and Relief - Medical/Health	<ul style="list-style-type: none"> • Assist those afflicted with a specific physical or mental disorder • Includes support for basic medical research, auxiliaries or support groups to health care facilities and the handicapped
Aid and Relief - Agencies in Aid of the Distressed	<ul style="list-style-type: none"> • Have identified specific issues of social concern • Actively work to address the issues by providing a variety of social services and educational programs
Aid and Relief - Children's Issues-Day Care	<ul style="list-style-type: none"> • Note: such programs benefit working parents • Not formed to provide educational programs for children, although some child development may occur • <i>Eligible only for a raffle, per C.C.C. s. 207(1)(d)</i>
Aid and Relief - Children's Issues - Other than Day Care	<ul style="list-style-type: none"> • Have identified specific issues dealing with children • Actively address the issues by providing variety of social services and educational programs • Includes day cares [sic]

GROUP CATEGORIES	DESCRIPTION AS TO ELIGIBILITY OR INELIGIBILITY
Other - Associations of Employees, Occupations or Professions	<ul style="list-style-type: none"> • Employee groups, or those founded upon common occupations or professions • Structured principally for self-help, personal benefit or welfare of its membership • These groups are not eligible for licensing
Other - Chamber of Commerce/Board of Trade	<ul style="list-style-type: none"> • Formed to improve and advance trade and commerce and the economic and social welfare of an area • Only eligible in small towns where there is no service club and the chamber serves that purpose
Other - Fundraising Groups	<ul style="list-style-type: none"> • Different from those delivering a community service or program • These NOT eligible for licensing: it is not sufficient for group to donate percentage of proceeds to charity; they must be organized for purpose of delivering programs for community benefit, prior to granting licence
Other - Government	<ul style="list-style-type: none"> • Part of any level of government, or arm of government and is INELIGIBLE
Other - Hobby/Social	<ul style="list-style-type: none"> • Serve or further members' self-interest through pursuit of leisure time interests based upon hobby, recreational or social activities • Eligible ONLY for raffles licence, per C.C.C. s. 207(1)(d); must be hobby or recreational centred (if social in nature, INELIGIBLE for licensing)
Other - Lobby Groups	<ul style="list-style-type: none"> • Formed to affect changes in public policy • Are INELIGIBLE for licensing
Other - Promotional Organizations	<ul style="list-style-type: none"> • Formed to promote activities in a specific area which benefits commercial enterprises and provides a strictly social/recreational activity for members of the community and others • Are INELIGIBLE for licensing
Other - Umbrella Groups	<ul style="list-style-type: none"> • Formed by a number of charities to provide administrative services to members. • One or more charities may be licensed for a single gaming event; each must be separately licensed
Religious	<ul style="list-style-type: none"> • Churches, parishes, congregations, lay groups, etc. • Focus is to further religious principles and objectives, as opposed to groups with a religious affiliation involved in broad-based charitable work in the community
Agricultural Fairs and Exhibitions - Agricultural Fairs/Exhibit'ns	<ul style="list-style-type: none"> • As defined by C.C.C. ss. 206(3)(1) and 207(1)(c)
Agricultural Fairs and Exhibitions - Related Events	<ul style="list-style-type: none"> • Events held in conjunction with above (Agricultural Fairs/Exhibitions)

E. Permitted Uses of Gross Gaming Revenue and Gaming Proceeds from Casinos, Bingo, Raffles and Pull Tickets

The Commission administers policies which specify the allowable uses of gross gaming revenue (before prizes and expenses) and gaming proceeds (after prizes and expenses).

These policies are aimed at ensuring:

... the financial return to charitable and religious groups is maximized for the benefit of the charitable organizations, the programs and activities they deliver and the communities in which these activities are undertaken.

Permitted Uses of Gross Gaming Revenue From Bingo, Casinos, Raffles and Pull Tickets

The terms and conditions for each type of gaming licence specify the permitted uses of gaming revenue. The following table is a summary.

Table A4-2: Permitted Uses of Gross Gaming Revenue From Charitable Gaming Activities

USE OF GROSS GAMING REVENUE	DESCRIPTION
General	<ul style="list-style-type: none"> • Gaming revenue is the total income from sales of games of chance at licensed premises. • Uses that do not comply with Terms and Conditions and Board policies are not approved. • Gaming revenue must be deposited in the licensed group's designated gaming account (a separate one for each gaming type). • All payments for approved prizes, expenses and charitable or religious uses must be made by cheque, payable directly to the vendor or supplier from the gaming account. • Groups have 60 days to complete and return gaming financial reports from the time they are sent by the Commission. • If total receipts are more than \$10,000 copies of bank statements, cancelled cheques, invoices and receipts must be submitted. • Books and records of a licensee are subject to review and/or audit - they include the records of any entity related to the licensee or executive or board member of the licensee in receipt of any of the licensee's gaming funds directly or indirectly.

USE OF GROSS GAMING REVENUE	DESCRIPTION
Gaming Event Expenses	<ul style="list-style-type: none"> • Allowable expenses - the costs incurred by the licensee to operate a gaming event - are only those approved by the Commission. • Controlled bingo expenses shall not exceed 10% of gross revenue, and may include, with prior approval of the Licensing Division, AGLC: <ul style="list-style-type: none"> • paying approved hired staff, • cost of bingo cards/paper, • advertising the approved bingo program, • armoured car service, • office supplies, and • office equipment. • Non-controlled bingo expenses may include, with prior approval of the Licensing Division: <ul style="list-style-type: none"> • Rent, • licence fees, • bingo licensee concession, • Federation of Alberta Bingo Association (FABA) fee, and • GST. • Groups applying to operate non-association bingo in their own premises may not charge rent and must specify the costs to run the event (maximum is 10% of gross revenue). • Eligible casino expenses include: <ul style="list-style-type: none"> • approved casino fees as per Casino Facility and Service Agreement between casino operator and licensed charity (facility expenses are limited to 50% of net casino proceeds in Edmonton and Calgary, 65% in St. Albert and 75% elsewhere); • GST costs related to casino facility expenses; • casino advisor fees; • food and refreshment expenses for volunteers while working at the casino event, to maximum \$346 in Edm., Calg., and St. Alb. and \$173 for all others (including GST); • pool trustee fees; and • licence fees. • Eligible pull ticket expenses include: <ul style="list-style-type: none"> • costs of tickets and shipping charges including GST; • administrative cost of pull-ticket sales including wages for sellers (maximum of 10% of net revenue to pay administration costs in non-association facilities and maximum of 20% in bingo association facilities); • licence fees. • Eligible raffle expenses cannot exceed 30% of total ticket value, and may include: <ul style="list-style-type: none"> • cost of printing tickets, • costs of advertising the raffle, • commission of 5% of gross revenue from sold tickets to a commercial outlet to sell raffle tickets, • AGLC approved commission to other charities or religious groups to sell tickets (must use funds only for AGLC approved purposes), • registered raffle ticket manager, who may be paid a total of 5% of the total ticket value (total ticket value must exceed \$10,000) and • licence fees.

USE OF GROSS GAMING REVENUE	DESCRIPTION
Prizes	<ul style="list-style-type: none"> • Gaming revenue may only be used to pay for prizes approved by the AGLC. • Prizes are anything of value, such as money, property, merchandise or services, that a player of a game of chance played at a licensed gaming event has a chance to win. • Overall bingo game prizes: 65% of card sales to maximum of \$15,000 per bingo event (excludes satellite games, accumulated amount of progressive game prizes such as loonie pot and bingo association give-aways). • Other bingo standards: per Bingo Licensee Terms & Conditions, Section 2.2, and Bingo Terms & Conditions and Operating Guidelines, Section 4.2. • Casino event prizes: specified in rules of play for each approved game in Casino Terms & Conditions and Operating Guidelines, Section 10. • Pull-Ticket prizes: varies from unit to unit and determined by the pay out schedule for each approved unit; that schedule is printed on the unit flare (promotional poster) and front of each individual ticket. Maximum prize value for any one ticket is: <ul style="list-style-type: none"> • \$1,000 for a licensed group that sells pull tickets six days a week or more • \$500 for a licensed group that sells them less than six days per week. • Raffles prizes: the following apply: <ul style="list-style-type: none"> • retail value of all raffle prizes must be at least 20% of the approved total ticket value; • retail value of each individual prize must be equal to or greater than the individual raffle ticket price; • when the retail value of the merchandise exceeds \$5,000 independent confirmation of the prize value must be provided; • if a prize is used as merchandise, two independent evaluations prepared by a recognized or licensed appraiser must accompany the application; and • no raffle revenue may be spent on raffle expenses and approved use of proceeds until funds are available to pay for prizes.

Permitted Uses of Gaming Proceeds from Bingo, Casinos, Raffles and Pull Tickets

As with gaming revenue, the terms and conditions for each type of gaming licence specify the permitted uses of gaming proceeds, after prizes and expenses have been paid.

When eligible charitable or religious organizations apply for a gaming licence, they must state in their application how they propose to use the proceeds or proceeds they generate from their gaming event or activity. Only those uses that are permitted are approved. Any other uses are prohibited.

The following table summarizes the permitted uses of gaming proceeds from charitable gaming activities.

Table A4-3: Permitted Uses of Gaming Proceeds From Charitable Gaming Activities

USE OF PROCEEDS	DESCRIPTION
General	<ul style="list-style-type: none"> • Gaming proceeds may only be spent on charitable and religious purposes approved by the AGLC. • Proceeds are funds remaining from total gaming event revenue after paying for approved prizes and approved gaming event expenses. • Proceeds also include all interest, dividends, or other income earned on gaming funds deposited in interest account or held, with AGLC approval, in deposit certificate or investments made by a trustee. • Proceeds shall only be used for AGLC approved objectives that are essential to the delivery of the group's charitable or religious programs. • They shall be used to support the group's overall objectives, programs, and services as approved, and not solely to provide benefits to specific or select members of the group. • All payments for approved charitable uses shall be made by cheque from the gaming account; cheques to individuals are not permitted with prior AGLC approval. • Gaming proceeds shall normally remain in the gaming account until spent on approved uses. If not required immediately, gaming proceeds may: <ul style="list-style-type: none"> • be put into a separate interest account; • be used to purchase deposit certificates; or • be invested subject to conditions applying to a investments by a trustee if the group qualifies as a trustee. • If proceeds are re-directed, as per above point, these conditions apply: <ul style="list-style-type: none"> • investment (as per first two sub-points) must be fully insured in the Canada Deposit Insurance Act. • financial institution, account or deposit number, or details of other permitted investments and total value of the funds transferred or invested must be identified on financial reports. • all interest, dividends or other income earned becomes part of gaming funds (proceeds) and retained in a separate interest bearing account or as part of the investment if the income is in the form of shares or units; and • when needed for approved uses, proceeds shall be transferred back to the gaming account to be disbursed.
Administrative Costs	<ul style="list-style-type: none"> • Those administrative costs necessary to deliver a charitable or religious program or service. • Eligible costs subject to approval include: <ul style="list-style-type: none"> • indirect costs to deliver program or service --- e.g., telephone, stationery, postage, bulletins and newsletters to the public about the group's community service programs. • space rental for regular membership meetings and storage (excludes space within a residence or business premises of a member). <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • Costs of internal administrative activities are ineligible. Administrative costs that would continue to exist even if the group performed no community service are ineligible. • Other ineligible costs include: <ul style="list-style-type: none"> • food and beverages, unless part of the program (e.g., food bank) or approved social activity for seniors • salaries, wages, honorariums for performing administrative duties • non-gaming accounting fees, and • legal fees.

USE OF PROCEEDS	DESCRIPTION
Accounting Fees/Gaming Financial Reports	<ul style="list-style-type: none"> • Profit may be used to hire a professional accountant to prepare gaming financial reports, as follows: bingo, casino, pull-ticket, consolidated, supplementary, assistance fund and building account financial reports. • Bingo associations may pay for cost of association's required yearly audit. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • Cost of preparing other financial reports may not be paid using gaming proceeds.
Amateur Athletics	<ul style="list-style-type: none"> • Proceeds may be approved to cover rental fees of facility for group's sporting events. • For officiating and judges' fees. • For coaching/instructor fees if duties performed are essential to program delivery; coach/instructor must have specialized qualifications; duties cannot be reasonably performed by volunteer. • To purchase uniforms and equipment required for the sport, to be owned by the group, not for personal use. • For membership, registration, affiliation or insurance fees to tournaments or local, provincial, national or international governing bodies when such fees are related to the group's specific objectives and individual members do not also pay the fee. • For following transportation costs for regular league play, and/or earned opportunity to go to a higher level of competition: <ul style="list-style-type: none"> • transportation to and from competition • local transportation while at the competition • accommodation and meals during the competition, excluding liquor. • If approved, for trophies, plaques, ribbons; these must be earned by achievement and not for volunteer appreciation. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For cash or merchandise prizes, etc., • To directly support adult sports programs. • For volunteer-appreciation trophies, plaques, ribbons, etc.
Assistance Fund	<ul style="list-style-type: none"> • Governing bodies of veterans and service groups approved to use proceeds for building funds may establish an Assistance Fund to help members groups in financial difficulty. • Contributions to the fund are made by members donating: <ul style="list-style-type: none"> • maximum cumulative total of 5% of gaming proceeds earned during previous yr. Or • unlimited amount from their 50% Building Fund Accounts. • Governing body must establish a separate fund bank account, and all donations, repayments and any other revenue must be deposited in this account. • Funds normally remain in the account until spent on approved uses.

USE OF PROCEEDS	DESCRIPTION
Building Funds	<ul style="list-style-type: none"> • Groups providing a public facility may use gaming proceeds for the building capital, rental and operating costs. • Eligible disbursements include: <ul style="list-style-type: none"> • purchase of land, building, fixtures and furnishing • facility mortgage, lease or rental payments • utilities • insurance - fire and liability • property taxes • janitorial costs and supplies • repairs and maintenances, and • renovations and leasehold improvement. • Group providing a facility with public access areas and areas for the exclusive use of its members and guests may use up to 50% of proceeds for the cost of its facility; the rest must be applied against other approved uses. E.g., Legions, service clubs providing club rooms for members' social activities and public access areas. • Groups to which the previous point applies, and which wish to use more than 50% of its proceeds for facility expenses, must submit its request to its governing body for review and approval before submitting the request to the AGLC. Consideration will be given in matters of financial need or if facility for community use is not available elsewhere in the municipality. • Group limited to 50% use of proceeds for facility expenses may donate an unlimited amount from its 50% building fund account to an Assistance Fund administered by the group's governing body. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • purchase, maintenance, or repair of equipment, furniture or facility for income-producing operations or any other activities appearing to be of a commercial nature.
Capital Interest Fund / Scholarships & Bursaries	<ul style="list-style-type: none"> • Proceeds may be donated to a legally established charitable trust fund that supports educational bursaries or scholarships. • Trust funds must be administered by an AGLC approved body, e.g., post-secondary educational institution governed by Board of a university under Universities Act, or of a college under the Colleges Act, or of a technical institutes under the Technical Institutes Act. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • investment in long term capital investments in which scholarships or bursaries are funded from the interest earned on the capital fund.
Debt Retirement	<ul style="list-style-type: none"> • Proceeds from one licence may NOT be used to cover gaming losses from another licence unless an approved pooling agreement is in effect, or specific approval is given by the Board.
Donations within Alberta	<ul style="list-style-type: none"> • For, or in support of, charitable or religious groups within Alberta delivering a program or service of benefit to the community. • Groups may donate a total amount of \$1,000 or less to any eligible individual charity or religious group within Alberta without prior approval. • Donations of \$1,000 or more of gaming proceeds required prior approval of Licensing.

USE OF PROCEEDS	DESCRIPTION
Donations outside AB and Canada	<ul style="list-style-type: none"> • To or in support of charitable or religious groups outside Alberta which actively deliver a program or service providing a community benefit. • Must meet Alberta's eligibility requirements (not those of other jurisdictions). • Limited to maximum cumulative total of 75% of proceeds earned the previous year (all may be donated within Canada, but only 50% if donated outside of Canada). • All require prior Board approval. • In Canada, proceeds may only be used for: <ul style="list-style-type: none"> • disaster, emergency relief • supporting nationally recognized charitable programs benefiting Albertans, e.g., Lions Eye Bank, Royal Cdn Legion's Youth Polio Fund, etc. • medical and educational research programs to benefit all Canadians. • Outside Canada, proceeds may only be used for: <ul style="list-style-type: none"> • international disaster, emergency relief • projects in countries Board considers as developing or underdeveloped and appear on CIDA list eligible for Cdn official development assistance, that support: <ul style="list-style-type: none"> • developing local self-sufficiency in providing basic human needs for water, food, sanitation, or shelter, or • providing primary health care (acute care and public health) and basic education (reading, writing, basic math).
Education	<ul style="list-style-type: none"> • For costs of specific educational programs or support. • To provide a specific educational experience for students which is not principally recreational or social in nature and which otherwise would be unavailable (e.g., field trips, athletic tournaments and cultural exchanges). • To purchase educational equipment and supplies, e.g., audio visual equipment, athletic equipment, musical instruments which otherwise would be unavailable. All must remain with educational institution or school. • Governing body must approve in writing purpose for which proceeds will be used. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • To supplement operational or capital budgets of institution or school.
Emergency Funds	<ul style="list-style-type: none"> • To provide equipment and supplies or train volunteers during emergencies, to provide relief for individuals or families in personal distress or victims of physical disaster. • Must obtain prior Licensing approval.

USE OF PROCEEDS	DESCRIPTION
Equipment / Uniforms / Costumes	<ul style="list-style-type: none"> • To purchase or rent equipment, furnishings, uniforms, costumes and/or a vehicle if essential to delivery of groups charitable programs or services. • Group will own the items purchased. • For uniforms or costumes if: <ul style="list-style-type: none"> • required for competitive play, practice or artistic performance, and may only be used during these (not for unrelated activities) • they are given to player or participant during season, returned at end of season • have distinctive logo or markings • groups provides written policy for use • For purchase of vehicle if: <ul style="list-style-type: none"> • registered and insured in licensed group's name • use for community service programs • its keys are controlled to prevent unauthorized use. • Following from previous point, for vehicle repairs, operation and insurance. • If vehicle is sold by group, proceeds from sale must be returned to the gaming account. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For items of a personal, social or promotional nature, nor for activity or operation intended to produce income. • For purchase of vehicle for personal use or administrative activities of group.
Fundraising	<ul style="list-style-type: none"> • NOT to subsidize cost of fundraising activities, nor for purchase of equipment, supplies or services to be used in any activity or operation intended to produce profit. • If approved, may be used to buy equipment, supplies or services for use in charitable works for which an admission fee is charged, e.g., arts performance, <i>but only if</i> admission fee is reasonable, is set on the basis of cost recovery, and performance would otherwise not be available in the community.
Lobbying	<ul style="list-style-type: none"> • May be approved for information provided through public education programs or submissions to government which reflect a balance of views on a particular issue of public concerns. • NOT for disbursements related to supporting activities directed toward achieving changes in public policy, i.e., conducting activities to influence or attempt to influence government in favour of a specific cause. • NOT for political activities such as candidacy costs for public office, conventions of public parties, and research costs for a particular political party.
Promotional Activities	<ul style="list-style-type: none"> • For promotional activities to increase public awareness and participation in charitable or religious programs. • Includes advertising in newspapers, radio, television, posters, signs, pamphlets, letters and internet web pages. • NOT to pay for advertising to attract new members, nor for promotional activities that benefit a commercial activity or enterprise.

USE OF PROCEEDS	DESCRIPTION
Senior Citizen Activities	<ul style="list-style-type: none"> • For approved expenditures related to special needs of senior citizens (those 60 years of age or older) • May be used for seniors entertainment, including meals but excluding liquor, if: <ul style="list-style-type: none"> • there is broad-based community involvement with activities, not limited to members of the licensed group • entertainment is for seniors • gaming proceeds used to recover costs, not to generate profit • May be used for seniors travel if: <ul style="list-style-type: none"> • there is broad-based community involvement and eligibility for trips is not limited to members of the licensed group • any travel provided is for the seniors • expenditures restricted to direct transportation, meals and accommodation costs within the province.
Social Events	<ul style="list-style-type: none"> • Activities involving senior citizens may be funded (see “Senior Citizen Activities,” above). <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For activities which primarily serve the personal entertainment of those attending, such as recreational and hobby activities.
Travel - Amateur Athletic Groups	<ul style="list-style-type: none"> • If approved, gaming proceeds may be used for travel to organized, structured and sanctioned competitive events by individuals and teams involved in structured, developmental and competitive amateur athletics. • Competitive event must: <ul style="list-style-type: none"> • form regular part of group’s programs, e.g., scheduled league games, league tournaments, or competitions affecting team standings in sport in Alberta; • be a recognized or sanctioned playoff or championship to which individual or team qualifies due to successful play in Alberta competition; and • be approved in writing by the proper governing body of the sport (normally the local body for competition in Alberta, provincial body for those outside Alberta, and national body for those outside Canada). • For costs of direct route transportation, meals and accommodation during the event or activity. • Only for allowable expenditures of participants and sports personnel. • Proceeds may be approved for adult support personnel. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For travel expenditures that are recreational, social or administrative in nature. • For travel to tournaments and competitions where entry is based on paying a registration fee or accepting an invitation rather than on achieved performance standings. • For travel of adult participants or adults sports teams.

USE OF PROCEEDS	DESCRIPTION
Travel - Conventions, Conferences, Seminars, Workshops, Clinics and Meetings	<ul style="list-style-type: none"> • May be approved for travel to identified events that directly relate to group's charitable programs or services. • Event must primarily be organized for educational purposes of a specific charitable program or service the group supports or delivers to the community; delegates must be in a position to train other members of their group upon return. • For sports and performing arts groups, to pay expenses of coaches and instructors to attend events if directly related to delivery of charitable objectives approved for the groups when it was licensed. • Prior written approval of Licensing is required for bingo associations to send paid staff, executive officers and members of board of directors to events. • Only for registration fees and costs of direct-route transportation, meals and accommodation during the event. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For events primarily administrative in nature; service clubs may be approved if event relates directly to operation of a program or service it sponsors. • For wages or for any reimbursement of lost wages from an individual's regular employment, as a result of attending the event.
Travel - Education	<ul style="list-style-type: none"> • For travel that enriches an educational institution or school's curriculum. • Institution or school must be recognized by Alberta Learning. • For trips providing an educational experience not otherwise available. • Governing body must approve the trip in writing and confirm that it enriches the approved educational curriculum (i.e., board of governors for university, college, community college, etc; president for post-secondary trade or vocational school; school board for high schools; and principal for junior high or elementary schools). • Only for direct-route transportation costs, and meals and accommodation during period of activity or event. • Only for allowable expenditures of participants and supporting personnel. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For meals or activities of a social nature.
Travel - Performing Arts Groups	<ul style="list-style-type: none"> • For travel if the group is participating in a recognized and organized event, such as competition or festival related activities such as music, dance and drama. • For travel outside Alberta, the group must: <ul style="list-style-type: none"> • be selected for its level of creative achievement or success • be entered in a recognized competition involving formal evaluation or adjudication, with qualified judges or adjudicators who evaluate the participants' efforts and publish their opinions, and • have bona fide invitation from the organizing or sponsoring body. • Only for direct-route transportation costs, and meals and accommodation during period of activity or event. • Only for allowable expenditures of participants and supporting personnel. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For meals or activities of a social nature.

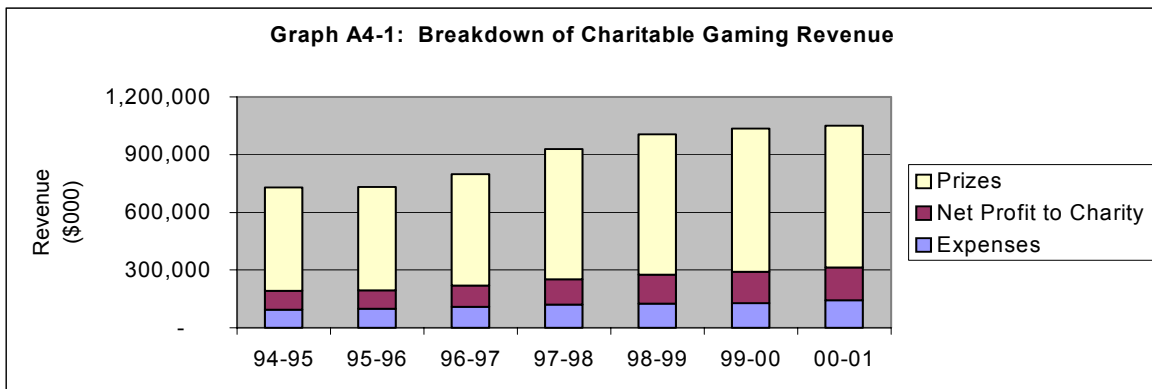
USE OF PROCEEDS	DESCRIPTION
Travel - "Other"	<ul style="list-style-type: none"> • Proceeds may be used, with prior AGLC approval on a case by case basis, for travel related to youth exchanges, medical treatment and volunteers' seminars or workshops. • Only for travel directly related to delivery of group's charitable or religious programs or services in Alberta. • Only for registration fees (if applicable), and costs of direct-route transportation, meals and accommodation during the actual event, treatment or seminar. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For wages, or reimbursement of lost wages from an individual's regular employment as a result of attending the event, seminar, etc.
Volunteer Expenses	<ul style="list-style-type: none"> • Gaming proceeds may be used to reimburse volunteers for approved expenses incurred while working a gaming event. • Eligible expenses include: <ul style="list-style-type: none"> • transportation costs to and from the gaming event via taxi or bus • babysitting costs incurred by volunteers while working gaming events • cost of adult respite care to volunteers while working gaming events, if the volunteer is normally responsible for care of a medically dependent person within his or her home • Claims must be supported by voucher or receipt. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • For purchase of meals or refreshments following the gaming event • To pay cash from gaming revenue or from any other source for volunteers' services. Such payments or compensation that are not permitted include, among others, the following: <ul style="list-style-type: none"> • cash payments, • association or bingo licensee "vouchers" which can be exchanged for cash, and • money, goods, or services for personal use, from individuals that provide premises, services, equipment or supplies to events sponsored by the volunteer's group.
Wages, Salaries, Fees for Service, Honorariums	<ul style="list-style-type: none"> • Gaming proceeds may be used to pay salaries, wages, fees for services or honorariums only if duties performed are essential to group's program delivery, duties performed by person with specialized qualifications and duties cannot reasonably be performed by a volunteer. <p><i>Ineligible uses:</i></p> <ul style="list-style-type: none"> • Administrative duties, except for disabled groups who cannot perform an administrative duty due to the nature of the disability.

Combined Net Profits to Charities from Charitable Gaming Activities

While different gaming activities experienced different levels of growth from 1994-95 to 1999-2000, charitable gaming as a whole saw an increase of 66% in proceeds during this period, led by casinos. Total net profits dropped between 1994-95 and 95-96 but increased after that period, coincident with two major developments, the introduction of the following electronic technologies: slot machines to casinos and satellite bingo to many bingo facilities across Alberta in 1996.

Chart A4-1: Combined Totals for Charitable Gaming - 1994-2001

Fiscal Year	Licences	Total Gross (\$000)	Prizes (\$000)	% of Gross	Expenses (\$000)	% of Gross	Slot Machines (\$000)	Net Profit to Charity
00-01	7,051	998,267	736,915	73.8%	142,664	14.3%	52,413	171,101
99-00	7,051	996,489	742,165	74.5%	127,095	12.8%	37,440	164,669
98-99	7,140	981,631	730,851	74.5%	125,947	12.8%	24,258	149,091
97-98	6,919	917,899	677,454	73.8%	121,384	13.2%	10,975	130,036
96-97	6,455	795,384	579,768	72.9%	109,138	13.7%	2,680	109,158
95-96	5,421	732,633	538,527	73.5%	98,603	13.5%	166	95,669
94-95	8,207	728,642	536,210	73.6%	93,464	12.8%	-	98,968



Proceeds Earned by Licence Categories

The table which follows indicates the number of gaming licences issued according to licence category in 1999-2000. Also included are the gross revenues generated and proceeds earned by category.

The greatest number of licences were issued to sports groups (26.2% of all licences), followed by service groups (16.2%), and community groups (9.2%). Groups in the same categories also generated the highest levels of total gross revenue from charitable gaming activities, and the highest level of total proceeds.

Chart A4-2:**Charities Benefiting from Charitable Gaming by Commission Category: 1999-2000**

<i>Charitable Category</i>	<i>Gross Revenue (\$000)</i>	<i>%Total Revenue</i>	<i>Licences</i>	<i>% Licences</i>	<i>Charity Proceeds (\$000)</i>	<i>%Total Proceeds</i>	<i>Avg. Proceeds per Licence</i>
Agriculture	27,980	2.8%	244	3.5%	5,238	3.2%	\$21,467
Arts	84,527	8.5%	518	7.3%	12,529	7.6%	\$24,187
Community	96,618	9.7%	648	9.2%	14,239	8.6%	\$21,974
Education	101,409	10.2%	605	8.6%	14,088	8.6%	\$23,286
Foundation	37,869	3.8%	85	1.2%	12,722	7.7%	\$149,671
Medicine/Health	35,080	3.5%	225	3.2%	6,250	3.8%	\$27,778
Multiculturalism	81,188	8.1%	423	6.0%	11,209	6.8%	\$26,499
Other	8,789	0.9%	33	0.5%	1,634	1.0%	\$49,515
Recreation	19,782	2.0%	182	2.6%	3,152	1.9%	\$17,319
Religious	19,213	1.9%	156	2.2%	2,834	1.7%	\$18,167
Senior Citizens	17,583	1.8%	192	2.7%	2,687	1.6%	\$13,995
Service	140,561	14.1%	1,144	16.2%	25,456	15.5%	\$22,252
Social Action	89,097	8.9%	597	8.5%	13,844	8.4%	\$23,189
Sports	220,177	22.1%	1,847	26.2%	36,065	21.9%	\$19,526
Youth	16,616	1.7%	152	2.2%	2,722	1.7%	\$17,908
TOTAL	996,489	100.0%	7,051	100.0%	164,669	100.0%	\$23,354

F. Gaming Conducted and Managed by Government

The gaming conducted and managed by the Commission, on behalf of government, are:

- electronic games: specifically VLTs and slot machines; and
- ticket lotteries, which currently include the following: Lotto 6/49, Instant, The Plus, Sport Select, Super 7, Pick 3, Extra, Pogo, Western 6/49, Special Event

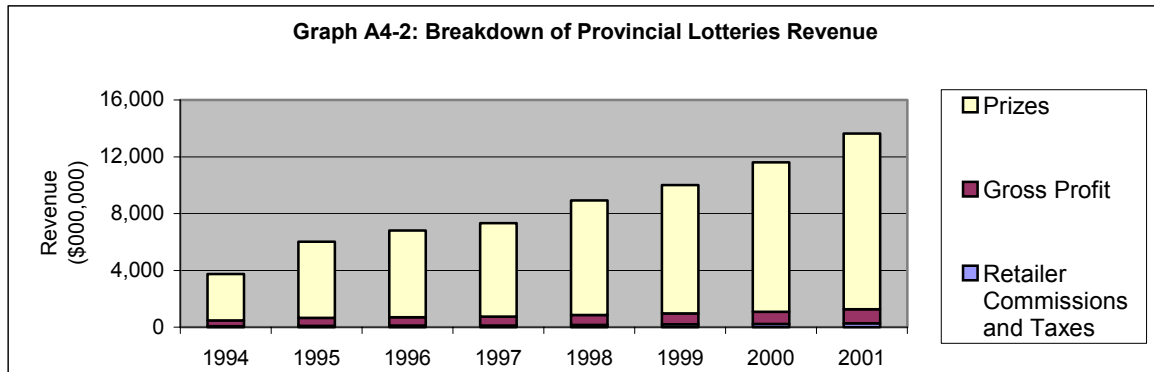
The following table indicates the revenue generated from electronic gaming and ticket lotteries over an eight year period, from 1993-94 to 2000-2001. Gross revenues (before prizes, commission and taxes) increased by 264% and gross profit (after prizes, commissions and taxes paid) increased by 151% over the eight year period. Prizes were 91% of the gross revenues in 2000-2001.

Growth in this period was driven by electronic gaming, specifically VLTs and slot machines.

Chart A4-3:

Gaming Revenue from Electronic Games and Ticket Lotteries -1994 to 2001

	1994	1995	1996	1997	1998	1999	2000	2001	Totals
			(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)
Revenue	3,744	6,025	6,798	7,323	8,915	9,996	11,609	13,641	68,051
Cost of Goods Sold (COGS)									
Prizes	3,278	5,373	6,099	6,578	8,048	9,030	10,521	12,382	61,309
Retailer Commissions & Taxes	73	100	116	121	162	196	232	271	1,271
Total COGS	3,351	5,473	6,215	6,699	8,210	9,226	10,753	12,653	62,580
Gross Profit	393	552	583	624	705	770	856	988	5,471
Net to Alberta Lottery Fund	393	552	583	624	705	770	856	988	5,471



Disbursements from the Alberta Lottery Fund

Alberta's lottery proceeds are collected by the Commission and placed in the Alberta Lottery Fund. Expenditures of the fund are approved by the provincial legislature.

The Alberta Lottery Fund has broad-based government initiatives including infrastructure projects, school renewal and construction, seniors' facility upgrades and health facility construction. The Alberta Lottery Fund has also provided support to major exhibitions and fairs, and foundations such as the Wild Rose Foundation, the Historical Resources Foundation and the Foundation for the Arts, and the Alcohol and Drug Abuse Commission. The Alberta Lottery Fund supported more than 8,000 not-for-profit community projects in 1999-2000, including those funded through the 88 Community Lottery Board Programs and the Community Facility Enhancement Program (CFEP).

The Alberta Lottery Fund has also made possible the establishment of the Alberta Gaming Research Institute which sponsors research into gaming-related topics such as the social and economic costs and benefits of gaming.

Following are the Alberta Lottery Fund estimates for the fiscal year 2001-02.

Ministry/Initiative	2001 – 02 Estimates
Agriculture, Food and Rural Development	
Agricultural Initiatives	11,620
Subtotal	11,620
Children's Services	
Fetal Alcohol Initiative	1,000
Permanency Planning for Children in Care	200
Sub-total	1,200
Community Development	
2001 World Championships in Athletics	10,000
Hosting Arctic Winter Games	400
Centennial Initiatives	40,600
Alberta Foundation for the Arts	21,104
Alberta Historical Resources Foundation	5,913
Alberta Sport, Recreation, Parks and Wildlife Foundation	15,035
Human Rights, Citizenship and Multiculturalism Education Fund	1,062
Wild Rose Foundation	6,600
Assistance to the First Nations Development Fund	7,830
Sub-total	108,544
Gaming	
Community Lottery Board Grants	53,300
Major Fairs and Exhibitions	2,660
Calgary Exhibition and Stampede	7,100
Edmonton Northlands	7,100
Community Facility Enhancement Program	25,000
Alberta Gaming Research Institute	1,500
Alberta Gaming Research Council	100
Alberta Gaming and Liquor Commission – Lottery Operations	70,689
Racing Industry Renewal	17,900
Other Initiatives	11,102
Sub-total	196,451

Ministry/Initiative	2001 – 02 Estimates
Health and Wellness	
Alberta Wellnet	13,506
Health Innovation Fund	5,000
Alberta Alcohol and Drug Abuse Commission	45,699
Aboriginal Health Strategies	3,000
Alberta Wellness Initiative	1,850
Practitioner Services – Alternate Compensation Strategies	12,350
Federal Nursing Stations	2,660
Sub-total	84,065
Infrastructure	
Health Care Facilities	120,000
School Facilities	150,000
Seniors' Lodges	10,000
Post-Secondary Facilities	60,000
Centennial Projects	5,000
Sub-total	345,000
Innovation and Science	
Research Investments Program	23,180
Strategic Research Initiatives	9,070
Alberta Agricultural Research Institute	8,588
Alberta Supernet	50,000
Sub-total	90,838
Learning	
Achievement Scholarships	3,100
Learning Television	8,100
School Support – Transportation Subsidies	40,000
School Support – High Speed Networking	1,000
Sub-total	52,200
Municipal Affairs	
Municipal Sponsorship	12,000
Transportation	
Water Management Infrastructure	20,000
Canada / Alberta Infrastructure Program	50,000
Sub-total	70,000
Finance	
Transfer for Debt Repayment/Contingency Reserve	44,031
TOTAL LOTTERY PAYMENTS TO BE VOTED	1,015,949

Disbursement of Alberta Lottery Funds through the Lottery Funding Programs Branch of Alberta Gaming

The Lottery Funding Programs branch is responsible for lottery funded programs administered by Alberta Gaming including the Community Lottery Board Grant Program (CLB) and the Community Facility Enhancement Program (CFEP).

The CLB Grant Program, administered by the department, promotes the development of Alberta's communities and increases the capacity of community organizations. It provides financial assistance for the arts, recreation, sport and other community-based projects and initiatives to enhance the quality of life. The 88 Community Lottery Boards in Alberta are locally

administered and made up of community representatives publicly recruited and appointed by nominating committees in their regions.

CFEP provides financial assistance to build, purchase, repair, renovate or upgrade public-use facilities in Alberta communities. The program is successful because of its grass-roots, needs-driven partnership approach to funding.

The Alberta Lottery Fund supports more than 8,000 projects annually, including agricultural and economic initiatives, major Alberta exhibitions such as the Calgary Exhibition and Stampede and Edmonton Northlands, and several regional exhibitions in Camrose, Grande Prairie, Lethbridge, Lloydminster, Medicine Hat, Olds and Red Deer.