

SECTION: SPECIFIC USE OF PROCEEDS

NUMBER: 5.8

CHARITABLE GAMING

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SUBJECT: EDUCATION - USE OF PROCEEDS

POLICY:

Gaming proceeds may be used for the costs of specific educational program(s) or support.

STANDARDS:

- Gaming proceeds may be used to provide a specific educational experience for students which is not principally recreational or social in nature and which otherwise would not be available. Examples include field trips, athletic tournaments and cultural exchanges. All travel disbursements must comply with Section 5.19 - Travel: Education -Use of Proceeds.
- 2. Gaming proceeds may be used to purchase educational equipment and supplies such as audio-visual equipment, athletic equipment and musical instruments which otherwise would not be available. The ownership of these assets shall remain with the educational institution or school.
- 3. Gaming proceeds shall not supplement in any way the operational or capital budgets of the educational institution or school, such as employee salaries, wages, and benefits, building additions, renovations, and utilities.
- 4. Gaming proceeds may be used to provide educational bursaries or scholarships as specified in Section 5.4 Bursaries and Scholarships Use of Proceeds.
- 5. Gaming proceeds may be used as approved by the Commission for any bona-fide charitable or religious purpose.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, shall review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.

Original signed by DATE ISSUED: August 21, 2003 AUTHORITY: NORM PETERSON



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SUBJECT: EDUCATION - USE OF PROCEEDS

- 2. The Regulatory Division, Financial Review Section, shall review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
- 3. The Financial Review Section shall review the group's financial report to ensure gaming proceeds are not used to supplement the operational or capital budgets of the educational institution or school.

DATE ISSUED: August 21, 2003 **AUTHORITY:** Original signed by NORM PETERSON