

# Charitable Licensing in BC

## Applying and Managing your Gaming Event License

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Ministry  
of Finance

# Gaming Policy and Enforcement Branch

## Licensing Team

**Current staffing: 4 Analysts**

**Primarily review and process the Class  
A & C applications**

**5 Agents**

**Primarily review and process Class B & D applications**

**Licensing Supervisor**

**Director**

**Ministry of Finance**

Trusted financial and economic leadership for a prosperous province






Where ideas work

# Objectives for today

- By the end of the presentation, we will have answered all your questions
- Everyone will know our processes and how we can work together to avoid confusion and delays
- You will know the difference between Charitable Licensing, Community Gaming Grants and the Registration unit.



# Does your event require a license?

- 3 elements required to make it a Gambling Event
  1. Consideration - Do people need to pay to participate (buy a ticket)? 
  2. Chance - Will there be a draw? 
  3. Prize - Do the participants receive a prize? 

# Class “A” Licenses

- ✓ Which category of Class A would the organization fall under?
  - ✓ Minor (up to \$100,000)
  - ✓ Major (up to \$250,000)
  - ✓ Registered (more than \$250,000)
- ✓ Review the Organization’s eligibility
- ✓ Is the event permitted and/or eligible ?
- ✓ Do we need prize security (such as a Letter of Credit) for the prizes offered?
- ✓ Are the suggested proceeds permitted?
- ✓ Review the advertising, ensuring they are consistent with our guidelines
- ✓ Are they using a Service Provider?
- ✓ Do they want any or all aspect of their raffle, to be offered through a computer

# Use of electronic devices/computers

## What is permitted

- During pilot project, only Class A licenses
- Sell tickets online
- Distribute your tickets online
- Distribute prizes online
- Electronic ticket draw / Random Number Generator (RNG)
- Electronic Raffle Systems (ERS)

## Requirements

- For online ticket sell or any distribution indicated, your online platform needs to be approved by our Certification Unit, prior to use
- If using a Service Provider (SP), needs to be registered with our Corporate Registration Unit
- Will need to send a copy of your service agreement with SP
- Submit an Addendum with your application

# Class “B” Licenses

- ✓ Up to \$20,000.00 or less in gross revenue
- ✓ Very similar review as what was conducted for a Class A, such as documents being requested to ensure the organization is eligible for Gaming Event Licenses.
- ✓ Since at a much smaller revenue scale, at times we need to request the prize list from the organizations
- ✓ Need to review event eligibility and suggested proceeds (similar to Class A)

# CLASS “C” LICENSES

- ✓ Not everyone is eligible for this class of license. Need to see if organization is part of the Registered Provincial Fairs.
- ✓ School PACs organizing a one-day fair, shouldn't apply under this license, however they always do
- ✓ Lots of work to process these applications, similar to the Class A
  - ✓ Example would be the PNE house raffle
- ✓ Total prize value not a consideration for this class of license





# CLASS “D” LICENSE

- ✓ Most common applications received. **MUST APPLY ONLINE**
- ✓ Up to \$5,000 in total projected revenue per license
- ✓ Maximum single prize value cannot be greater than \$500.00
- ✓ Tickets cannot be more than \$2 (3 for \$5 and other discounted prices are acceptable)
- ✓ We look at what the group wants to use the proceeds for;  
For example, wanting to help a Syrian refugee family or someone battling a life threatening illness and is unable to work during treatments and or the Tour de Rock various events in all Island Communities.
- ✓ Although open to more groups, still needs to be for a charitable purpose and community benefit



# 2015-2016 Applications received

Class A - 373

90 % processed in 60 days or less

Class B - 3995

60% processed in 3 business days or less

Class C - 19

100% processed in 60 days or less

Class D - 6171

57% processed in 3 days or less

Total = **10558**



# Top reasons applications are delayed or denied

1. Most common error- Incorrect 'type of raffle application'  
Raffle vs Percentage draw (50/50)
2. Use of proceeds not clearly explained or not eligible
3. Applied for the wrong class of license  
ie: percentage draw 50/50 prize cannot be larger than  
Class D permits, prizes of up to \$500.
3. Not compliant with submitting their Gaming Event Revenue Reports or  
Gaming Account Summary Reports.
4. Applying under incorrect organization profile. (Multiple profiles already on  
the system)
5. Missing information.
6. Restricted prizes. (alcohol, live animals, Restricted/prohibited weapons)
7. Paper applications slow down the process as we now have to data enter the  
information into the system.
8. Supporting documents (Community Fundraising Group letters/Tour de Rock  
and Canadian Cancer Society, prize security, eligibility documentation.)

**EXPECT  
DELAYS**

# HOW TO AVOID A DELAY

1. Review the guidelines for the specific license, ***before applying.***
2. Provide us with a daytime contact number
3. Submit the application as soon as possible



GPEB Website: [www.gaming.bc.ca](http://www.gaming.bc.ca)

# We can do it....

## ✓ No progressive raffle, but will work with group to create a modified version of the scheme

A portion of the proceeds are included in the next raffle

- ✓ Chase the Ace, started in the Maritimes

Gold Rush Jackpot- a group presented a raffle that included a progressive jackpot component

- ✓ The Analyst worked with the group to allow them to run their event, staying within our guidelines
- ✓ The end result, they were issued an annual license, which allowed them to run a new event and remain within our rules and guidelines.

# Making it work

Organizations or groups may apply for licensing when their scheme or group is not eligible or does not fit within our current guidelines.

Groups may want to raise funds for a purpose that is not eligible

Occasionally organizations that do not meet requirements for eligibility may require a change to their structure or bylaws in order to establish eligibility for licensing.

Licensing team meets 3 times weekly to discuss and debate possible outcomes and solutions of complex applications and events as they arise.



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# Do you know what this is?



**Community driven**

# What about this?







# The difference

## **Gaming Event Licence**

- Issue a license for organizations to raise their own fund
- More open to new ideas – community or third party benefit
- Do review previous reports, ensure up to date
- Part of the Ministry of Finance

## **Community Gaming Grant**

- Distribute gaming funds to eligible organizations, for specific purposes
- Since many organizations within a specific sector apply, need to ensure funds are disbursed equitably
- Review previous reports
- Recently moved to Community Sport and Cultural Development

# Any questions



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