

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

1. 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 Charitable Gaming Policy, 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. Groups 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 Charity Gaming Policy Section 5.4: Bursaries and Scholarships – Use of Proceeds.
5. Gaming proceeds may be used as approved by AGLC for any bona fide charitable or religious purpose.