

Volunteers working a licensed event may receive credits/points to help offset the cost of registration, membership, competition fees, affiliation or insurance fees to tournaments or competitions, and/or travel expenses for an approved charitable program conducted by a licensee.

The credits/points:

- a) Must not be redeemable for cash.
- b) Must not be used for social/recreational purposes.
- c) Transfers must be made from one gaming account to another gaming account.

A group's overall distribution of credits/points must not exceed 10% of the total gaming proceeds received from gaming events.

Groups cannot make it compulsory to volunteer at gaming events. Additionally, all volunteers must be given equal opportunity to earn credits by volunteering at gaming events.

Volunteers may transfer the credits/points earned from working an event:

- a) To other members of the licensed group.
- b) To individuals who are beneficiaries of the group's programs (for example an amateur athlete participating in a structured and developmental sport).
- c) To another AGLC licensed group. Transfers of \$5,000 or more, to other licensed groups, require prior AGLC approval.

The group issuing the credits must maintain records of the credits. The records are subject to review by AGLC, and must include a ledger with the following information:

- a) The names of the volunteers earning the credits.
- b) Whether the volunteer is a member or non-member of the group.
- c) The dates the volunteer earned the credits.
- d) The credit and cash value of the credits.
- e) The date the credits were issued, redeemed or transferred.
- f) The purpose(s) for which the credits were redeemed (if applicable).
- g) The name of the payee to whom the cheque was written.

Groups transferring credits/points to other licensees must issue a volunteer credit receipt as a means of exchange. The volunteer credit receipt must include the following information:

Group providing the credits/issuing the volunteer credit receipt

- a) Name of licensed group.
- b) Serial number.
- c) Date of issuance.
- d) Credit and cash value of the volunteer credit receipt.
- e) Name and telephone number of person the volunteer credit receipt was issued to.
- f) Whether the recipient is a member or non-member of group issuing the volunteer credit receipt.
- g) Expiry date (not to exceed one year from date of issuance).
- h) Authorizing signature verifying the information is correct.
- i) The name of the licensed group receiving or redeeming the credits.

Group receiving the credits

- j) The redemption date.
- k) The redemption purpose.
- l) An authorizing signature verifying the information is correct.
- m) The name and account number of the gaming account to which the payment was deposited.

**NOTE: Prior written approval is not required**