# ONLINE WEB ACCOUNT 

Creating an under \$20,000 raffle licence

## Creating a Raffle Licence

> You will want to log in to the online portal to create your own raffle licences
$>$ From the AGLC home page click on "Online Services" at the top


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> On this screen you will enter your AGLC ID and password. The AGLC ID \# is the "Organization ID".


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> The next step is to click on Raffle under 20K


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> The first page is the "General" information. The dates for the Licence period will always be "today's" date and the last day "to (ie.2024/02/22)" is the final draw date. New is the ERS and RNG information.


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$>$ The next screen is the ticket information. You can have multiple ticket prices, just click on "Insert Row". Read the example below if having a hard time entering the ticket information.
$>$ The system will also give you an error message if you're entering the wrong combinations of numbers. (Discounted tickets must be divisible by a whole number. For example, 2100 tickets @ 3 for \$5). It's important to read the error message as it tells you what you need to fix.

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> The next step is the draw location

> The next step is the prize information. In this example of a 50/50 that has 2 draw dates, the system automatically figured out the prize amounts. (Remember on the general page at the beginning the prize format selected was 50/50).
> All prize amounts for 50/50's with multiple draw dates will always be zero until the final draw date. On the final draw date the prize amount will be $50 \%$ of the total ticket value on the licence, in our example the total prize amount is \$500 which means for this licence the most that can be awarded is $\$ 500$.

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$>$ The next step is the Expenses. These are estimated expenses and can include the cost of printing tickets, advertising the raffle, renting handheld devices, and/or ERS and RNG services from an approved AGLC Gaming Supplier....
> As these are estimated expenses for the raffle, once the raffle is completed the group will have to complete their financial form which prints with the licence and that is where they would put their 'actual' expenses.

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$>$ The last step is where you would review all of the information entered into the licence. If there is an error you would click on the side menu, and it will take you to that section (ie. Tickets).
$>$ It is VERY IMPORTANT THAT YOU CLICK "ISSUE LICENCE". If a licence remains in "Pending" status for longer than 24 hours, the licence will fall of the system and there will no longer be a valid licence.
> It is important to know that you only have 24 hours to finish entering the licence information and "Issue" the licence within 24 hours.
> Once a licence is "Issued" and you want to make changes to the licence, you only have 24 hours to Edit the licence. You would log in and click on "gaming licence list" and select the licence \# you issued, then click on "Edit" licence so that you can then go and make the necessary changes to the licence. It is important to note that the only change you cannot make is the final draw date, you would have to send an e-mail to gaming.licensing@aglc.ca to amend the licence or request to cancel and you can start again. Once you make your changes to the licence you MUST "Issue" the licence again, so the changes are accepted on the licence. Then print the amended licence.
> When you click on "Issue" licence but it doesn't prompt you to print the licence (this would depend on your computer settings) you can always log in on any computer at any time and click on your "gaming licence list" and select the licence \# you issued. You would then click on "Generate Cert" and this will prompt you to print the licence. There is no other way to print the licence, you have to click on "Generate Cert". On the next page "Generate Cert" is greyed out because this licence was not actually issued as it was an example.

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