

Gaming proceeds may be used for eligible sports programs for community sports groups that promote the delivery of amateur public sport programs that benefit youth, seniors, and/or individuals with disabilities. Charitable Gaming Proceeds Handbook (CGPH) 5.17.

Adult sports groups that only provide adult programs are not eligible. Adult sports groups with a youth component (meaning 75% of participants are under the age of 21) must use a minimum of 50% of gaming funds on their youth sport programs. CGPH 3.22

Approved use of gaming proceeds appear on the group's current Use of Proceeds (UOP) list. If items do not appear on the UOP list, a request must be submitted to AGLC for prior approval. A group may view their current UOP list via the Online Services portal at aglc.ca with an active internet account.

Eligible expenses may include:

- **Awards/Trophies/Plaques** – Restricted to trophies, medals, plaques, and ribbons. Cash, merchandise prizes or any other prize of value is prohibited. Awards must be based on achievement, not for volunteer appreciation. Commemorative, sponsorship or dedication plaques are not an eligible use of gaming proceeds. For rodeo association groups – belt buckles as trophies are eligible but must be inscribed with the name of the group (or acronym), event type (e.g. calf roping), and year of event. Saddles, saddle blankets, halters, etc. are not eligible.
- **Officials/Judges fees** – Fees for officiating or judging competitions, and training and education costs for certification.
- **Registration Fees** – Gaming funds can be used to pay for membership, registration or affiliation fees to local, provincial, national or international governing bodies when the fees are related to a group's specific objectives and individual members of the group do not also pay the fee. Tournament registration fees fall under travel UOP codes.
- **Rent/Facility** – Occasional venue rental or short-term facility rentals 12 months or less for facilities such as arenas, sports venues, or space for charitable programs. Rental fee is for the use of the space only and does not include operating or capital costs. CGPH 5.11
- **Travel In Province** – Travel that is required for the group to deliver its programs in Alberta, and is either a normal part of the group's activities or an earned opportunity to go to a higher level of activity. (see Travel In Province Guidelines)
- **Uniforms/Costumes** – For uniforms or costumes that are required for competitive play, practice, or artistic performance. The items must have a distinctive logo or markings. Ownership of the items is to remain with the licensed group. The items must be returned at the end of the season. Items may not be for personal use, cannot be personalized, nor be items of a personal nature (e.g. swimsuits, socks, etc.) Groups must have a written policy for the use of uniforms/costumes and provide to AGLC upon request. CGPH 5.10 (see Uniforms/Costumes Guidelines)
- **Wages/Salaries** – Fees for positions with specialized qualifications or technical skill, whose duties are essential to the group's program delivery (e.g. coaches, instructors, etc.) Gaming proceeds may not be used for paid positions whose responsibilities are primarily for social, recreational, fundraising, or administrative activities. Voting members cannot be paid from gaming proceeds. CGPH 5.24

Travel Out of Province – groups involved in amateur sports activities may use gaming proceeds for travel outside the province or country, if the group is participating in a sanctioned competition or tournament. CGPH 5.21 Travel Itinerary forms with supporting documents must be submitted to AGLC for prior approval for each out of province/country trip. (See Travel Outside Alberta Guidelines)

All use of gaming proceeds forms and guidelines are available at aglc.ca