

Seniors' Activities

In accordance with the Charitable Gaming Policies Handbook 4.3.38 – 39, gaming proceeds may be used to develop and deliver regularly scheduled programs and activities that assist seniors (age 55 and over) to remain physically, mentally, and socially active in the community.

- Expenses for seniors' groups may include, but are not limited to:
 - Educational programs to learn a new skill
 - Physical and mental activities, including instructor-led group programming
 - Programs to encourage social interactions
 - Food and non-alcoholic beverages
 - Venue rental
 - Advertising
 - Equipment rental or purchase
 - Instructors, performers, entertainers
 - Guest speakers (CGPH 4.4.21)
 - Travel (CGPH 4.3.24 – 33)
 - Reasonable gratuities for meals or service fees (e.g., to charter bus drivers, tour guides)