

VOLUNTEER CREDITS

Volunteers working a licensed gaming event must not directly or indirectly receive funds, goods, services, or any other item of value in return for their services. Groups may choose to provide a credit system, in accordance with the Charitable Gaming Policies Handbook 4.5, for volunteers that work at licensed gaming events. Volunteers may receive credits to help offset the cost of participating in the group's approved charitable program (e.g., membership, registration, travel expenses). This includes:

- A reduction of registration/membership fees. Note, gaming funds may not be used to reimburse the non-gaming account for the loss of revenue.
- For the credit obtained, payment may be made from the gaming account for approved uses of gaming funds. For example, upon submission of invoices/receipts, payment may be made to another organization, or as a reimbursement to an individual, for participation in approved programs (for example, registration fees or travel expenses).

Cash payments and gift cards from gaming or non-gaming sources are not permitted.

Groups must not make it compulsory to volunteer at gaming events.

If the group has a volunteer credit system, all volunteers must be given equal opportunity to earn credits by volunteering at gaming events.

The group may transfer the credits earned from working an event to:

- Other members of the group
- Individuals who are beneficiaries of the group's programs (e.g., amateur athlete participating in a structured and developmental sport); or
- Another group licensed with AGLC. Transfers must be made from one gaming account to another gaming account.

A volunteer credit program is not an eligible charitable program.

For more information, contact AGLC Financial Review:

- 780-447-7454 or toll free 1-877-447-7575
- financial.review@aglc.ca