



Gaming

Quick Reference Guide

for charities

BINGO



COMMERCIAL BINGO

Commercial bingo is conducted four or more days per week at a licensed bingo facility operated by a bingo association. Games consist of regular games, special games and bingo schemes (e.g., loonie pot) that are played in conjunction with a regular or special game.



Benefit to charities

Member charities share expenses while earning charitable proceeds to pay for approved expenses in support of their programs.

COMMUNITY BINGO

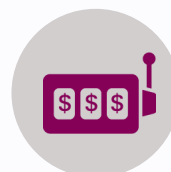
Community bingo is conducted no more than three days per week by a licensed charity at their own facility. Games consist of regular games, special games and bingo schemes (e.g., loonie pot) that are played in conjunction with a regular or special game.



Benefit to charities

Charities are able to pay for approved expenses and earn proceeds in support of their programs.

CASINO



ELECTRONIC GAMES

All electronic gaming in casinos (slots, electronic table games and vlts) is conducted and managed by AGLC.



Benefit to charities

Revenue generated from electronic games goes into the General Revenue Fund. Charities can access funding through various grant programs used to support communities across the province.



VLTs

Video lottery terminals (VLTs) are electronic gaming terminals that use a random number generator (RNG) to determine the outcome of each game. A VLT varies from a slot machine in the betting and game style (i.e., VLTs offer more than one game option), maximum awards and redemption process. They also have some responsible gambling features that include requiring players to set a pre-determined time limit on the machine and allowing players to only put a maximum of \$100 into the machine during play.



Benefit to charities

Revenue generated from VLTs is directed to the General Revenue Fund.

TABLE GAMES



AGLC licenses charities to conduct and manage non-electronic table games (e.g., card games, craps and roulette) at casino events.



Benefit to charities

After prizes and expenses have been paid, a percentage of the revenue is allocated to the charity pool, charities that participate in that quarter receive an equal share of all accumulated proceeds in their area to be spent on their approved use of proceeds.



BLACK JACK

Blackjack, also known as 21, is a popular casino game in which players compare their hand of cards with the dealer's hand. To win, you have to create a hand with a higher total than the dealer's – but without exceeding 21. Blackjack often has additional optional bonus wagers (e.g.: Lucky Lucky) that provide payouts for various outcomes based upon the combination or totals of the cards dealt during a round.

MINI BACCARAT



The object of Mini-Baccarat is to try and predict which of the two hands (player or banker) will have a point total closest to 9—the highest value for a hand. There are three possible outcomes on which you can wager before cards are dealt: the player's hand, the banker's hand or the tie. With optional bonus wagers offered on most installation (e.g., Panda/Dragon) with payouts for various specific outcomes of the game. Handheld Mini-Baccarat, a variation of Mini-Baccarat, where players are permitted to touch or squeeze the cards may be offered by casino facility licensees.



CHASE THE FLUSH

The objective of Chase the Flush is for the player to obtain a higher flush count than the dealer using your three card hand and a four card community board.

Where the dealer and player tie in the flush count, the highest non-shared card will be used to determine the winner.

CRAPS



Craps is a dice game that offers many different ways to win. The main objective of the game revolves around the number 7. Where the player will win or lose depending on the current state of the game (Puck is On/Off) when the 7 is rolled. Players may also wager on a specific result or combination of the dice during the game.



FOUR CARD POKER

In Four Card Poker, the player receives 5 cards in order to make their best poker hand using 4 of the cards. This hand is compared to the dealer's hand who receives 6 cards to make their four card poker hand. The best four card hand wins. In the event of ties, the player wins.

Players can also place an additional wager on 'aces up' for greater payoffs for higher ranked player hands. 'Aces up' may be played in combination with the main wager or on its own. The outcome of this wager is based solely on the strength of the player's hand.

THREE CARD POKER



In Three Card Poker players receive 3 cards and attempt to achieve a higher three card poker hand than the dealer. The game also includes a wager 'Pairs Plus' that can be bet for an additional payout with greater payoffs for higher ranked player hands. 'Pairs Plus' may be played in combination with the main wager or on its own. The outcome of this wager is based solely on the strength of the player's hand.

ULTIMATE TEXAS HOLD'EM

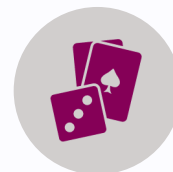


In Ultimate Texas Hold'Em players do not compete against each other. Instead, they are playing heads up against the dealer.

After the player receives their two card hand they have an option to bet or check up to the river (5th card on the board) where they have to choose to wager or fold.

Note: The earlier you bet, the more you can bet. You don't have to choose to fold or wager until you see all the community cards. There is also an optional side wager 'Trips' that can be made before the cards are dealt. 'Trips' wins if the player's hand has 3 of a kind or better.

PAI GOW TILES



Pai Gow literally translates into "card 9" and is played with 32 dominoes, or tiles. The tiles are made up of 16 pairs (2 tiles of the same rank). The object of the game is to set two hands in the best "ranking" combinations using 4 tiles (2 tiles per hand). Hand rankings from highest to lowest are; Pairs (Bo), Wong (Teen/Day tile with a 9 Tile), Gong (Teen/Day tile with 8 Tile), High Nine (Teen/Day tile with a 7 Tile), or high hand (tiles totaling closest to 9).

The player will make their best highest ranking combination (high hand) and a second highest combination (low hand) using 2 of the 4 tiles for each hand. The bank will do the same with their 4 tiles and compare their high and low hand against the player's high and low hands.

Where the player and dealer hands (low or high) have the same total, the rank of the highest tile in the hand will be used to determine the who has the higher hand.

In order to win, players must win both the high and low hand against the bank. Players lose when the banker wins both hands. If the banker wins one hand and the player wins the other, it is a push.

PAI GOW POKER



Pai Gow Poker is a version of Pai Gow that uses cards instead of dominos. Unlike most poker games, Pai Gow Poker isn't played against other players, but instead, each player attempts to defeat a banker.

In this game, the player is given 7 cards out of a 53 card deck and must make two hands, a high hand containing five cards using poker rankings for value, and a low hand containing 2 cards.

Note: The high hand must be a higher value than the low hand (e.g., Ace High 5 Card High Hand and Pair of 2's Two Card Low Hand is not permitted). A joker card can be used to complete a Straight or Flush, otherwise it is considered to be an Ace.

The banker will make up their seven card hand in a the same fashion and compare it to the dealers hand.

To win the player must beat the dealers five card and two card hands. The player will lose if the dealers five card and two card hands are higher. The player will push if the banker beats only one of the hands.

POKER (GENERAL)



Poker is part of the traditional table game family involving elements of chance, strategy and player psychology. Players are randomly dealt a combination of cards and draw from shared community cards, games like 7 card stud are also permitted where each player has their own hand w/o community cards.

Each player bets according to the rank they believe their hand is worth. During a round of play, you either check (no bet), fold your cards against a bet, match the bet (call), or raise the bet.

The player with the highest ranking hand, takes the pot at the end of the game. In this game, the outcome is influenced by how players play their cards with strategies that can include 'slow play' (under betting the value of your hand) or 'bluffing' (over betting the value of your hand).

ROULETTE



The Roulette wheel consists of numbers 1-36, alternately coloured red and black, plus 0 and 00 which are green. The dealer spins a ball on the track in the opposite direction of the Roulette wheel. To win, you must predict where the ball will come to rest on the Roulette wheel.

Wagers can be placed on the inside betting on individual numbers or groups of numbers adjacent to each other or outside betting on large groups of numbers (e.g. black or red, odd or even).

Bets can be made until the dealer announces, "no more bets." Once the ball comes to rest, the dealer marks the winning number on the layout and pays all winning bets. Any bets that do not correspond to the number are lost.

RAFFLES



RAFFLES

AGLC licenses charities to conduct and manage raffle events. Raffles are a lottery scheme where tickets are sold for a random chance of winning a prize at a draw.

Charitable organizations may conduct paper-based or electronic raffles. Tickets may be purchased at the event, and where the charity is using an electronic raffle system, tickets may be purchased online.



Benefit to charities

After prizes and expenses are paid, the charity must spend all remaining proceeds on its approved use of proceeds.

BEARER TICKET RAFFLES



Bearer ticket raffles are a type of raffle where the charitable organization sells bearer tickets and conducts the draw during a specific entertainment event. Bearer tickets do not contain the ticket purchaser's name or contact information, and so ticket purchasers must come forward to claim their prize.

50/50 raffles are the most common type of bearer ticket raffle, where 50 per cent of gross ticket sales is awarded to the prize winner and 50 per cent is retained by the charity. However, bearer ticket raffles may also be used for merchandise prizes such as a television, vacation, or car.



PROGRESSIVE RAFFLE

Progressive raffles are similar to other raffle events in that tickets are sold for a random chance of winning a prize at a draw. However, in progressive raffles, the winner of the draw has a second chance of winning a progressive prize through a selection process determined by the charity. Charities may propose any unique method of selecting the progressive prize winner. In the popular Chase the Ace progressive raffle, the winner must draw the Ace of Spades from a deck of cards. Examples of other methods include drawing the King of Clubs, drawing the red pencil from a bag of pencils, or drawing the shortest straw from a bundle of straws.

The progressive prize is an accumulation of prize money carried over from previous draws in the raffle licence.

SPORTS DRAFT



Sports drafts are a type of raffle in which a purchaser predicts specific results of a sporting event series by exercising choice or drawing a ticket with a pre-selected result. The prize winner(s) is determined by the outcome of the sporting event series.

OTHER



KENO

KENO is a provincial lottery ticket gaming product in which Western Canada Lottery Corporation (WCLC) draws are held every five minutes. Players pick from one to ten numbers from a field of 1 to 80. Twenty winning numbers are drawn and displayed in playing locations.



Benefit to charities

Licensed charities are provided a commission of gross KENO sales at licensed gaming facilities where KENO is offered (e.g., commercial bingos and casinos) to pay for approved expenses in support of their charitable programs.

PULL TICKETS



AGLC licenses charities to conduct and manage pull ticket events. Pull tickets (commonly known as break-open, Nevada, or balls tickets) are instant win, cash lottery tickets constructed of cardboard. The front of the ticket contains the game payable and the back of the ticket contains one or more window seal tabs. To determine whether it is a winning ticket, the purchaser must detach the window seal tab(s) to show whether the configuration of symbols on the ticket match the configuration in the game payable.

Pull tickets are typically sold at special events, such as bingos, sporting events, arts/cultural festivals, or service clubs (e.g., legions).



Benefit to charities

After prizes and expenses are paid, the charity must spend all remaining proceeds on its approved use of proceeds.