



Community Gaming Grants

PAC/DPAC Program Overview



Presentation Overview

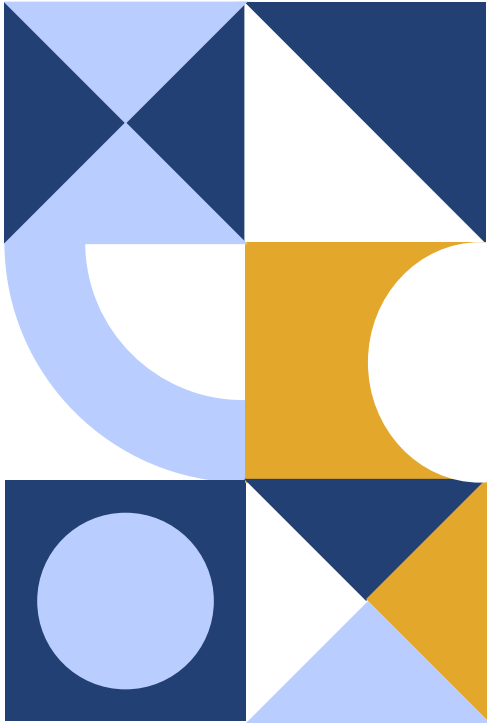


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Acknowledgement of Traditional Land





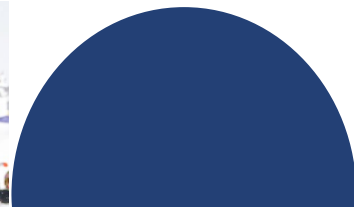
Program Essentials



\$140 Million Annually

Funded with Commercial Gaming Revenue

- \$135 MILLION: “Community Gaming Grant Program ” to help not-for-profits deliver ongoing programs
- \$5 MILLION: “Capital Project Grant Program ” to help not-for-profits with capital projects or acquisitions



Community Gaming Grants

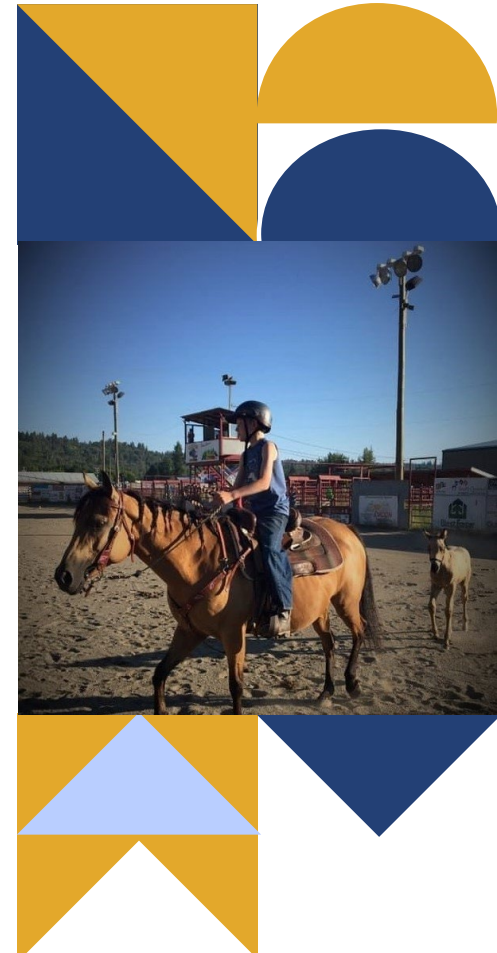


Not a competitive grant process - all eligible not-for profits receive funding

90% of all applicants receive a grant



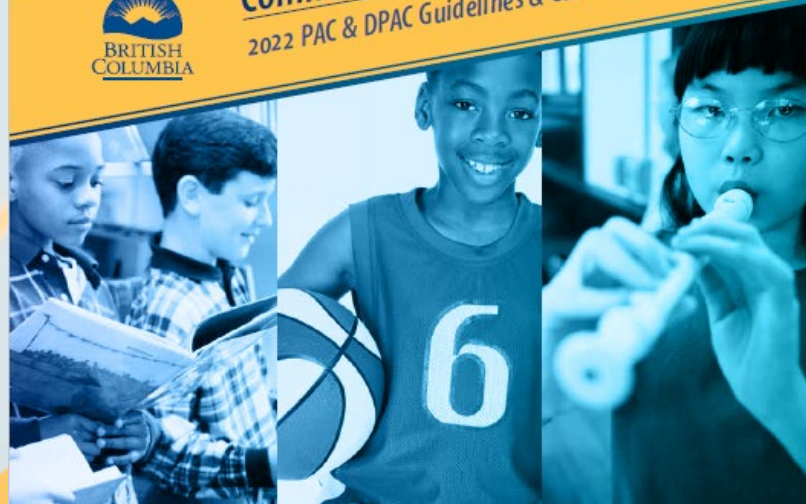
Fund approximately 5,000 organizations across B.C.

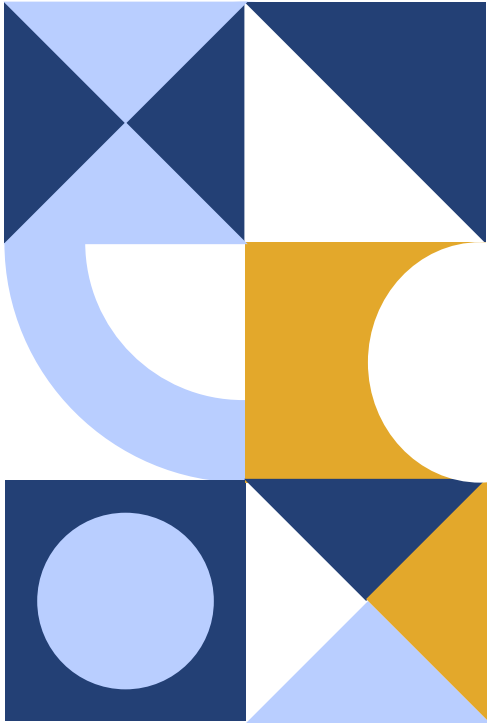


2022/23 PAC/DPAC Guidelines



Community Gaming Grants 2022 PAC & DPAC Guidelines & Conditions





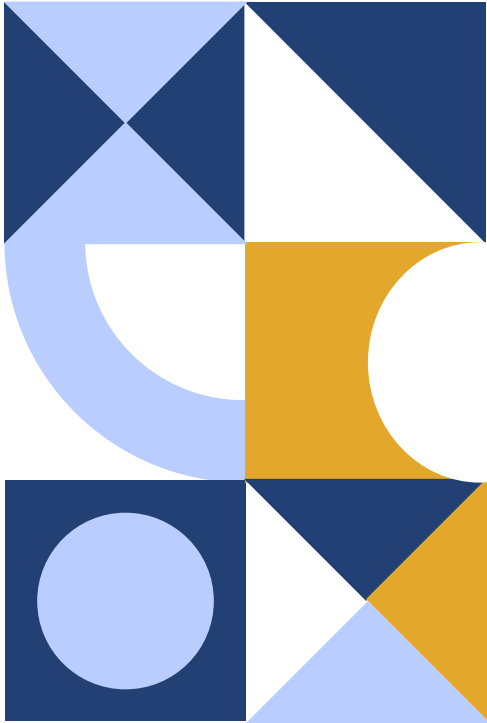
PAC/DPAC Overview

PAC/DPAC Sector

Community Gaming Grant funding supports PAC/DPACs by providing funding to enhance extracurricular opportunities for K-12 students

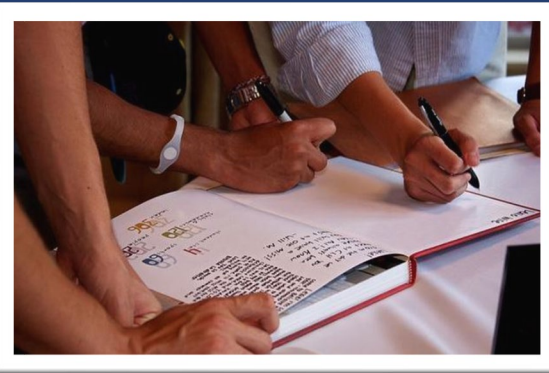


- PAC funding: Receive \$20 per student, per year
 - Schools with fewer than 100 students will be provided a base rate of \$2,000.
- DPAC funding: Receive \$2,500 each

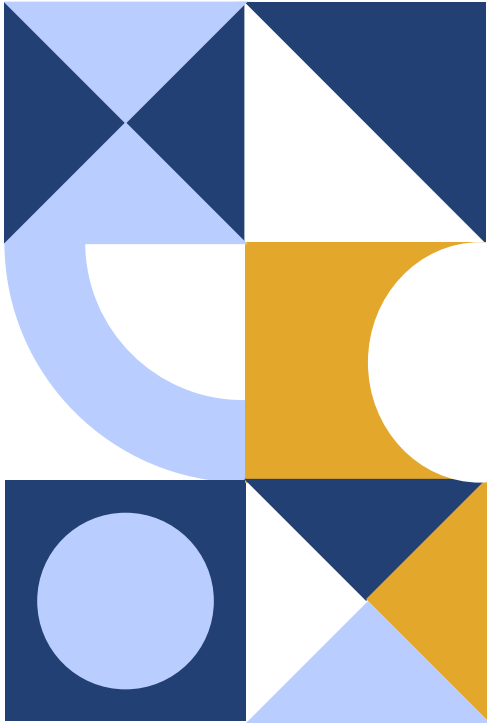


PAC/DPAC Eligibility

PAC/DPAC Eligibility



- PACs or equivalent groups at public schools, group 1 or 2 independent schools, and First Nation band schools
- Separate from the management and operation of the school & composed of parents or guardians of students attending the school
- Not-for-profit
- Open membership for parents/guardians of students attending the school
- Provide extracurricular programming that is accessible and inclusive for all students
- Democratically chosen volunteer board
- Delivered the program for at least 12 months



Spending the Grant

Eligible Expenses - PACs

PAC grant funding is intended to benefit students by enhancing extracurricular opportunities of students who attend the school represented by the PAC, including:

- Field trips within B.C.

- Presentations or performances (e.g. music, theatre, science, etc.).

- PAC school spirit and family engagement events (e.g. school carnivals, movie nights, school dances, other social activities).

 - Grant funds may not be used for any fundraising components at PAC events

- Entertainment or leisure activities for non-instructional times (e.g. graphic novels/comics, magazines, extra-curricular fiction and non-fiction books, board games, colouring books, etc.).

- Beautification for common spaces, such as hallways, library, multi-purpose room, etc. (e.g. art, posters, “sensory paths,” holiday decorations, etc.).

Eligible Expenses - PACs (continued)

- Student publications (e.g. newsletters, yearbooks).
- Student competitions (e.g. writing, debating, chess, music).
- Student computers for extracurricular activities/clubs (e.g. software, hardware, accessories for photography club, robotics club, yearbook club, etc.).
- Student clubs or societies (e.g. drama club, chess club, etc.).
- Student ceremonies (e.g. graduation, dry grad).
- Team or club uniforms (e.g. jerseys, t-shirts, etc.) and/or equipment for extracurricular activities.
- Equipment for extracurricular sports.

Eligible Expenses - PACs (continued)

- Items that directly benefit students (e.g. playground equipment or enhancements, etc.).
- Student recognition (e.g. certificates, trophies, grad memorabilia, etc.).
- Student conferences within B.C.
- BCCPAC membership fees.
- Fees or travel/accommodation costs incurred to travel to the BCCPAC annual conference
- Emergency, safety or earthquake related supplies or equipment that is not ordinarily the responsibility of the school/school district.
- With prior approval, student transportation and travel outside B.C.
- Scholarships and bursaries for post-secondary education (paid directly to students attending a school represented by the PAC)** **Final year**

Eligible Expenses - DPACs

DPAC grant funding is intended to foster greater parental involvement in schools and effective communication between schools, parents, students and the community, including:

- Informational and promotional materials for parents (e.g. newsletters, websites, social media, etc.)
- Administrative costs (e.g. meeting room rental, printing costs, presenter/guest speaker fees, etc.).
- Parent training and workshops (e.g. Foodsafe, student health or wellness classes, Robert's Rules for Boards, etc.)
- British Columbia Confederation of Parent Advisory Councils membership fees for the DPAC only.
- Travel for regular DPAC meetings.
- Fees or travel/accommodation costs incurred to travel to the BCCPAC annual conference

Ineligible Expenses – PACs & DPACs

Funds cannot be used for items that the school is responsible for, or for curriculum-based activities or items. This includes materials that are not required for delivering or completing curriculum but assist in doing so (e.g. smart boards, other enhanced educational tools).

- Curricular activities or items (e.g. instructional materials, textbooks, etc.).
- Items used primarily in the classroom to assist in the delivery or completion of curriculum (e.g. tablets, smart boards, etc.).
- Fundraising (e.g. the sale of goods/services to generate revenue, etc.).
- Out-of-province travel, unless approved by the Branch.
- Replacing/repairing school facilities that are the responsibility of the school/school district (e.g. structural repairs, water refill stations, school infrastructure, etc.).

Ineligible Expenses – PACs & DPACs (Continued)

- Items that are the responsibility of the school/school district (e.g. audio visual equipment, digital news boards, PPE, etc.).
- (PACs-only): Goods and services that benefit the parents (e.g. parent education, parent workshops).
- Administrative and/or operational costs incurred to support the PAC (e.g. office supplies and equipment, accounting or insurance fees, etc.).
- Costs related to paid staff, teachers on call, education assistants (e.g. luncheons, wages, travel, training/professional development, etc).
- Monetary prizes or gift cards
- Financial assistance, monetary support, donations, or items/services purchased on behalf of other organizations or individuals
- Past debt (i.e. previous fiscal year expenses), loans, or interest payments.

Use of Funds

- ✓ In lieu of pumpkin patch field trip, individual pumpkins bought for students to decorate
- ✓ Virtual field trip to a museum
- ✓ Online author visit and reading
- ✓ Poetry and writing workshops
- ✓ Indigenous artists working with children to create artwork to greet visitors to the school
- ✓ Grad hoodies designed by students
- ✓ Comic books, graphic novels, magazines, etc.

Examples - PAC

- ✓ Virtual licensing for video modules (e.g. dance modules, Indigenous story telling modules, etc.)
- ✓ Colour-coded outdoor equipment for each cohort for play during lunch and recess
- ✓ Gingerbread house supplies for a Christmas competition
- ✓ Murals painted to beautify the school
- ✓ Aquarium purchased for common space
- ✓ Equipment for student clubs (e.g. baking equipment for a Baking Club, 3D printer for a Science Club, etc.)

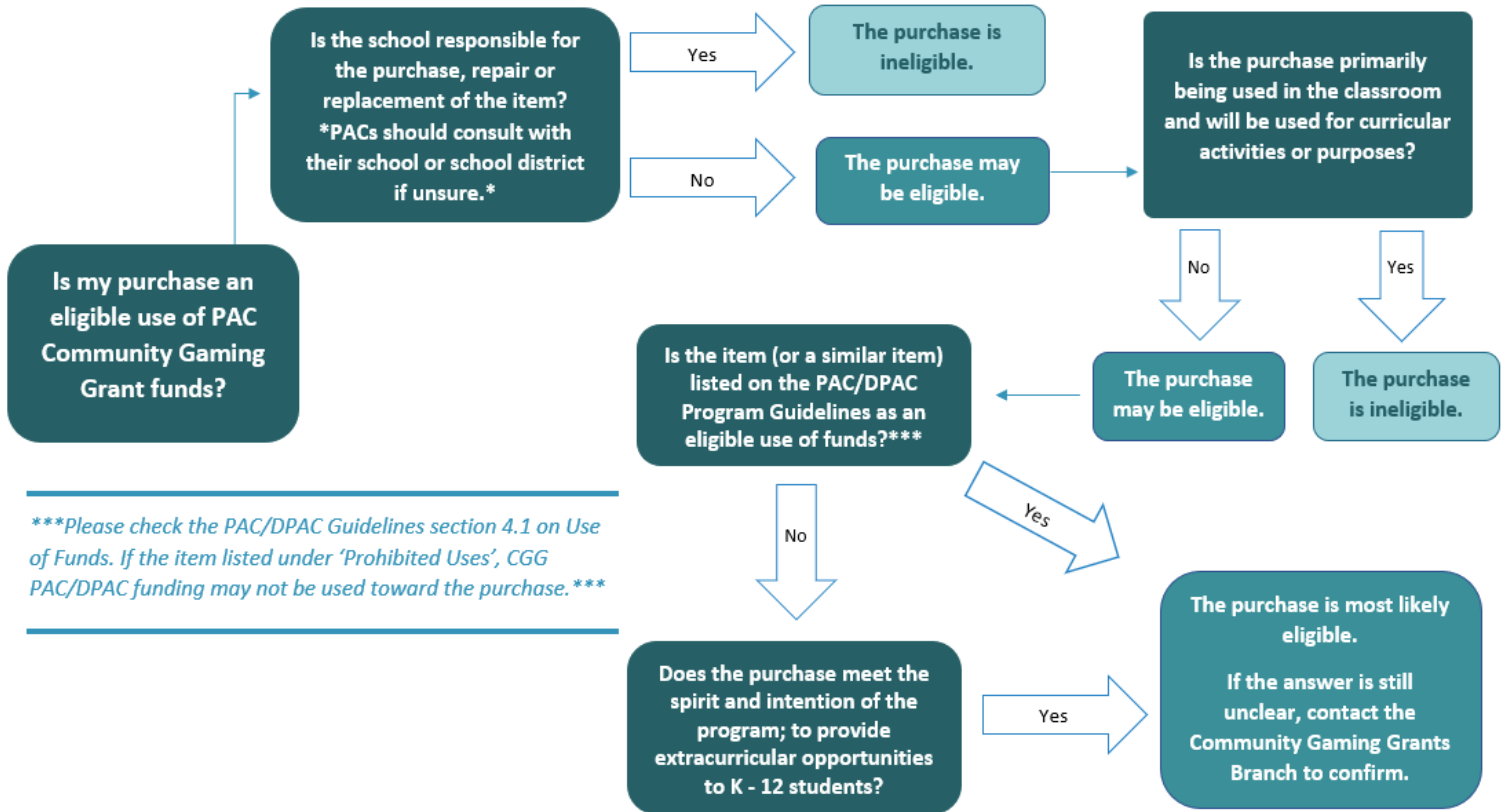
Use of Funds

- ✓ Hosting web and email platforms
- ✓ Presentations/webinars for parents (e.g. managing mental health, online security, earthquake preparedness, traffic safety around schools, etc.)

Examples - DPAC

- ✓ Food safe instruction for parents (required for lunch program)
- ✓ In-person or virtual workshops for parents (e.g. effective meetings, PAC treasurer workshops, social media safety, etc.)

Decision Tree for Uses of PAC Funds



Please check the PAC/DPAC Guidelines section 4.1 on Use of Funds. If the item listed under 'Prohibited Uses', CGG PAC/DPAC funding may not be used toward the purchase.



Use of Funds – Frequently Asked Questions

Q: Can a PAC give grant funds to the school or school district?

A: No. Per section 10 of the Conditions for a PAC/DPAC Grant, PACs are not permitted to make advances or donations of gaming funds to a school or school district.

However, the PAC may reimburse the school, school district, school group, or an individual for eligible disbursements as long as supporting documentation is retained in the PAC's gaming records.

It is preferred that the PAC pays suppliers of goods and services directly whenever possible.



Use of Funds – Frequently Asked Questions

Q: How do PACs make capital purchases? Does the PAC or the school own the asset?

A: Although the PAC must retain management and control of its grant funds, ownership of eligible assets purchased with PAC grant funds may be transferred to a school or school district if doing so is required for storage, maintenance, operation or liability insurance purposes.



Use of Funds – Frequently Asked Questions

Q: Can our PAC provide scholarships or bursaries to students?

A: Scholarships/bursaries are only eligible when they are provided to a *current* student of the school, who is graduating in the current year.

The scholarship/ bursary program must be offered by the PAC, whose board/executive committee determines the selection criteria and procedure for awarding funding.

The cheque must be payable to the student (ie. directly to the eligible beneficiary, not to a third party) and the grant funds must be used for post-secondary education only, at a provincially authorized post-secondary institution or equivalent.

NOTE: This is the final year PAC funding may be used for scholarships and bursaries.



Use of Funds – Frequently Asked Questions

Q: Since this is the last year PACs can fund scholarships/bursaries for graduating students, what is the expectation around the timing of using the funds?

A: Students who graduate in June 2023 will be the last eligible high school students who can receive funds for scholarships/bursaries from community gaming grant funds through a PAC. December 31, 2023 is the last date that community gaming grant funds can be used for this purpose. All cheques for this purpose will need to be cashed by the students by this date.



Use of Funds – Frequently Asked Questions

Q: Can we purchase playground equipment?

A: PACs can use their funding to purchase playground equipment. If there are modifications to the school grounds (e.g. levelling of ground, digging) required to install the equipment, this would fall under the school's responsibility.

PACs may retain their PAC grant funding for up to 36 months, so there are PAC groups that save this funding to make a larger purchase, such as a playground.

PACs may also apply to the Capital Project Grant program for funds for a playground; however, playgrounds located on public school grounds that are eligible for the Ministry of Education's Playground Equipment Program (PEP) are not eligible for a Capital Project grant. School Districts are responsible for applying for the PEP; confirm with the SD if your project is eligible for the PEP.

Spending Rules

Grant funds are deposited into an organization's "Gaming Account."



Expenses

All eligible expenses should be paid directly from the Gaming Account.

Grant funds may be transferred – by cheque or electronically – from the Gaming Account to the General Account for the reimbursement of eligible program expenses.



Method

Cheque or board-approved electronic transfer.



Documentation

Invoices and receipts must be retained for five years.



Spending Rules

Spending Timelines



Forward

PAC - Grant funds must be disbursed within 36 months of receipt.

DPAC – Grant funds must be disbursed within 12 months of receipt.



Backward

Grant funds can back-pay expenses incurred in the same fiscal year the grant is received.

This is done by transferring funds from the Gaming Account to the General Account for previously incurred eligible expenses.

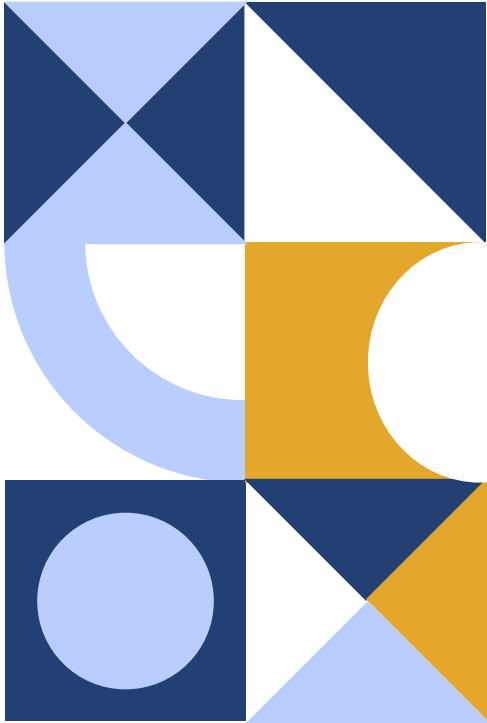


Financial Reporting

All Gaming Grant spending must be reported in the “Gaming Account Summary Report (GASR)”.

- All organizations that receive Community Gaming Grants or have previously received a grant and still have money in their Gaming Account, must submit a GASR.
- Must be submitted within 90 days of the organization’s fiscal year end (do not submit prior to FYE)
- The GASR details: “Gaming Account” balance at beginning of fiscal year; grants received; funds disbursed; and balance at end of fiscal year.
- GASR also requires a description of how the funding benefited the community – ie. students.





Applying for the Grant



How to Apply

PAC/DPAC Intake

- Apply April 1 – June 30
- Notification by September 30



Apply online on our website



Paper applications are not accepted



Documents must be attached to application, or emailed (not mailed)

Before Applying

Review the PAC/DPAC Guidelines and/or the resources on our website for valuable tips:

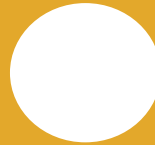
- Pre-application checklists
- Frequently asked questions
- Application tutorial

PAC/DPAC Required Documentation



PAC/DPAC information, including constitution and bylaws, Board of Directors list, recent AGM minutes

A complete list of annexes/ school(s) that the PAC/DPAC represents



A separate “Gaming Account” and voided cheque from your “Gaming Account”

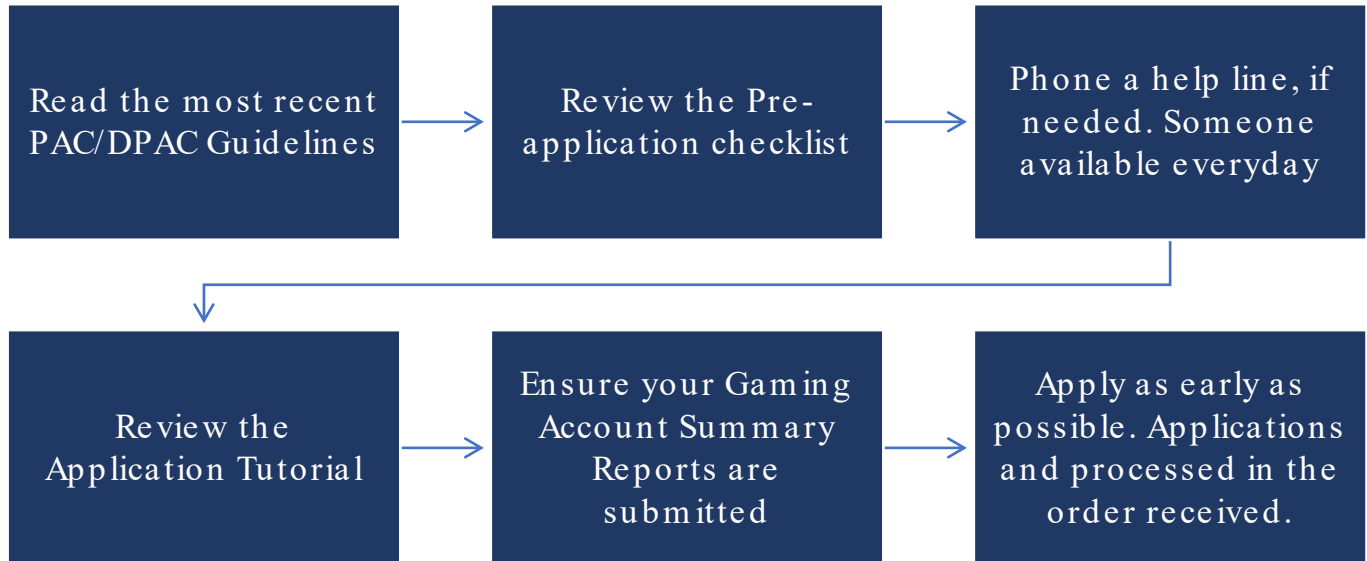
Names, positions and contact information of 2-4 members of the PAC/DPAC associated with the application



Ensure recent Gaming Account Summary Report(s) have been submitted



Tips and Advice for Applying



Capital
Project
Grants
Program





Capital Project Grant Overview

Capital projects with a total cost between \$20,000 - \$1,250,000

Between 20% and 50% of the total cost of a project may be funded

Grants up to \$250,000 (max)

Matching funds are required



\$5M Annual Funding



Competitive Process

Capital Project Grant



Application intake period:
June 4 – August 4 2022



Notifications: Fall 2022

- One application per year
- Only one grant per project
- Can still apply for regular/annual Community Gaming Grants



Project Eligibility



Facilities – construction of new facilities; renovation or maintenance of existing facilities

Purchase new/used buildings, community or childcare facility, recovery house, interior or exterior renovation (kitchen/bathroom/flooring/roof); HVAC system, elevators, tennis bubbles, lighting, curling club refrigeration.



Community Infrastructure – development of public amenities that improve B.C. residents' quality of life

Playgrounds, outdoor structures, community space, skate park, hiking/walking trails, public wharf, ecosystem restoration.



Acquisitions – purchase of fixed capital assets for long-term ownership and use by the applicant organization

Vehicles, buses/vans, computer systems, office or technical equipment, audio/visual equipment, sports equipment, boats.



Competitive Scoring Process

Community benefit (20%)

- Describe your project and why it is needed.
- How will your community benefit from this project?

Inclusiveness and accessibility (5%)

- How many people in the community will benefit?
- It is open/inclusive to as many people as possible?

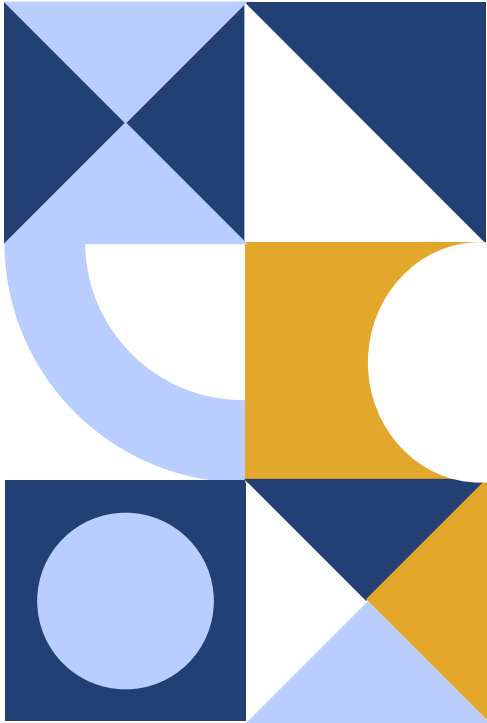
Project Feasibility (25%)

- Project Timeline
- Risk Management Table
- Approvals and Permits
- Operational Viability

Financial Considerations (45%)

- Project Cost
- Project Budget
- Cost Estimates
- Planned Use of Grant Funds
- Matching Funds

Environmental efficiency (5%)



Resources



Key resources

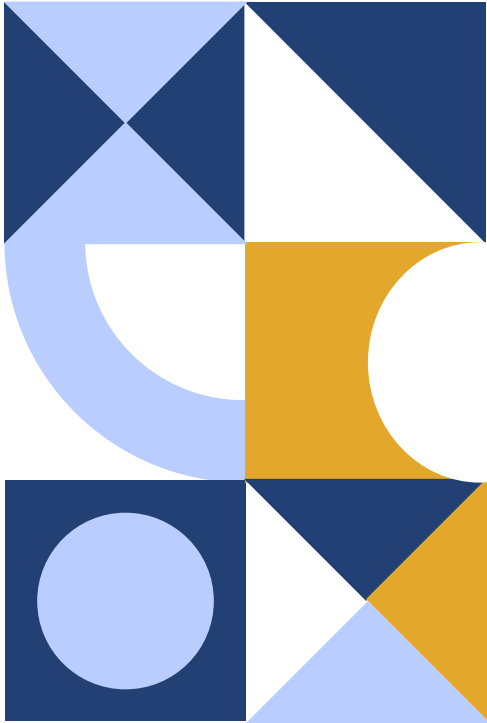
- **Community Gaming Grants website**
(<http://gov.bc.ca/gaminggrants>)
- **Community Gaming Grants Branch**
 - General –
communitygaminggrants@gov.bc.ca;
Or call 250-356-1081
 - Community Outreach Manager –
CGGOutreach@gov.bc.ca
- **BCCPAC**– BC Confederation of Parent Advisory Councils (<http://bccpac.bc.ca/>)
- **BCACG**– British Columbia Association of Charitable Gaming (<http://bcacg.com/>)

Community Charitable Gaming Associations (CCGAs)

CCGAs receive grants to help local non -profits

- **Dawson Creek – Northern Lights CCGA**
<http://northernlightsgaming.ca/>
- **Prince George – Northern Interior CCGA**
<http://www.northernica.org/>
- **Kelowna – Central Okanagan CCGA**
<http://cocga.com/>
- **Chilliwack – Fraser Valley CCGA**
<https://fraservalleyccga.ca/>
- **Victoria – Charity Works CCGA**
<http://charityworks.ca/>
- **Comox – Valley CCGA**
www.valleycharitablegamingsociety.com
- **Vancouver – BCACG**
<http://bcacg.com>





Questions?
