Q&A:

Play a Part Travelling Exhibit August 4, 2017



1) What is the Play a Part Travelling Exhibit?

The Play a Part Travelling Exhibit tells the story of the AGLC and how gaming and liquor revenues have social and economic benefit to communities throughout the province.

2) What will visitors see inside the exhibit?

The exhibit is a transformed c-can shipping container.

Visitors to the exhibit will be treated to an interactive display of games, facts and the opportunity to take a photo of themselves in an Alberta-themed booth. Those who share the photo on Twitter of Facebook will be entered in a draw to win a \$500 donation to the non-profit organization of their choice.

3) What is the purpose of the exhibit?

Over the past 20 years, \$40 billion in AGLC revenue from gaming and liquor activities have been distributed back to individuals, organizations and communities throughout the province.

The exhibit represents an interactive and educational opportunity to build greater awareness on the story of the AGLC and the economic and social benefits that the organization provides to Albertans.

4) Where will the exhibit be touring and for how long?

The exhibit is a transformed c-can shipping container that will tour five different community events:

Aug 5-7	Heritage Festival (Edmonton)
Sept 4	Labour Day Classic, McMahon Stadium (Calgary), Edmonton Eskimos vs
	Calgary Stampeders
Sept 9	Commonwealth Stadium (Edmonton), Calgary Stampeders vs Edmonton
	Eskimos
Sept 16	Beakernight event (Calgary)
Sept 22-24	Fort McMurray Trade Show

5) What is the AGLC's impact to Albertans the past 20 years?

Over the last 20 years, \$40 billion was generated for the Alberta Lottery Fund, liquor revenue and charitable gaming activities through liquor and gaming revenues to support thousands of community groups and initiatives with the work they are doing throughout Alberta. The total earned includes:

\$23.4 billion generated from gaming revenue for the Alberta Lottery Fund to help support charitable and community-based initiatives across the province, from funding cultural and athletic events to building food banks, supporting library programming and supporting seniors' services.

/ See Over



- ➤ \$11.5 billion generated in liquor revenue for Alberta's General Revenue Fund that helps fund programs that Albertans rely on every day. Since privatization, increased entrepreneurial opportunities have led to more than 2,000 liquor retailers today and the economic spinoff of job opportunities in communities throughout Alberta.
- \$4.7 billion earned to support charities and non-profits through charitable gaming model activities including bingos, casino events, pull tickets and raffles.

6) How many organizations currently benefit from AGLC funding?

AGLC funding supports more than 8,000 charitable and community organizations to sustain programs and priorities across the province.

7) Who is eligible to receive AGLC funding?

Charitable gaming licensing must comply with the *Criminal Code* (Canada), the *Gaming and Liquor Act*, Gaming and Liquor Regulation, and charitable gaming policies. Organizations participating in the charitable gaming model and/or through the Alberta Lottery Fund must be charitable and religious in nature. With regard to charitable gaming, the AGLC determines which groups may be eligible for gaming licences and how they may use gaming proceeds

Four criteria are used:

- relief of poverty
- o advancement of education
- o advancement of religion
- o other purposes beneficial to the community

Eligible groups must also have a broad-based volunteer membership, a democratically chosen executive, and unpaid members and executives. Charitable and religious groups must also demonstrate that they offer programs that benefit the broader community, and not the self-interest of group members.

8) Will there be any changes to the charitable gaming model?

The AGLC is currently reviewing the charitable gaming model to see how it might better reflect Albertans' priorities today, and meet current standards for gaming integrity. The charitable gaming model has not changed significantly since 2003.

The AGLC continues to consider all feedback that it receives from charities and Albertans related to the charitable gaming model.

9) How does the AGLC reinvest gaming and liquor revenues to reduce alcohol and gambling-related harms?

The AGLC ensures liquor and gaming revenues are obtained in a socially responsible manner. We are focused on reducing liquor-related harms and unhealthy gambling behaviours by providing Albertans with information and resources they need to make informed decisions.

Through GameSense and other responsible gambling initiatives, the AGLC supports provincial efforts to reduce gambling-related harm.

Through DrinkSense and other responsible drinking initiatives, the AGLC promotes safe service and responsible liquor consumption for adult Albertans.



10) Is problem gambling and responsible drinking on the rise given the amount of liquor and gaming revenue generated by the AGLC?

Research conducted shows more than 85 per cent of Albertans drink responsibly and 1 to 3 per cent of Albertans are problem gamblers. The AGLC recognizes the majority of Albertans enjoy gaming as entertainment and consume alcohol in a responsible way, but acknowledge the associated risks and harms that come with excessive alcohol use and an unhealthy approach to gambling.

As part of our social licence to operate, we ensure that liquor and gaming activities goes hand in hand with our commitment to social responsibility.

Through programs like DrinkSense and GameSense, the AGLC is committed to ensure Albertans have the information and resources they need to make informed choices. The AGLC continues to encourage Albertans to make positive choices for themselves and avoid alcohol-related and gambling-related harms.

11) Where can I get more information about the Play a Part Travelling Exhibit?

More information about the exhibit, the story of AGLC, and the benefit organizations and communities receive from AGLC funding can be found at aglc.ca.

