

## Gaming Event Licence

**Gaming Event:** Class B - Raffle Licence - Percentage Draw, Licence # 131338  
**Licence Period:** 24-Jan-2022 - 17-Feb-2022  
**Issue Date:** 08-Dec-2021  
**L+G File No:** 117881

The Gaming Policy and Enforcement Branch has approved and issued a Class B Raffle Licence - Percentage Draw for the purposes outlined in application number 1176904 to:

**Take a Hike, Youth at Risk Foundation**  
**728 736 Granville Street**  
**Vancouver BC**  
**V6Z 1G3**

**Event Contact: Emily Fergusson, 604-638-3385 ext 115**

The Licensee must comply with the Criminal Code of Canada, British Columbia's Gaming Control Act and Regulation, all other applicable federal, provincial and municipal laws, and relevant conditions, standard procedures, policies, procedures and orders issued by the Gaming Policy and Enforcement Branch.

Gaming events must be conducted at the location on the dates and the times specified on this licence. Any changes must be approved in writing prior to the start of the event.

If you do not agree with this decision, please refer to our internal review procedures at:  
<http://www.gaming.gov.bc.ca/>.

**Ticket sales:** 24-Jan-2022 - 17-Feb-2022  
**Total value of all prizes:** 50% of total sales  
**Ticket price(s):** 500 tickets, 1 for \$5.00; 5500 tickets, 10 for \$10.00;  
15000 tickets, 25 for \$20.00

**Draw date(s) and/or location:**  
• February 17th at 7:55 PM at Take a Hike office, 728-736 Granville St, Vancouver BC

This licence is subject to the following conditions:

- This gaming event licence has been issued with the understanding that all advertising and marketing must comply with Section 17 of the Licensed Charitable Gaming Rules. Licensees must meet all advertising and marketing standards, which include ensuring promotional materials do not use minors to promote gambling, except as permitted in advertising using minors, are not directed primarily to minors, factually report the chances or odds of winning and include the gaming event licence number (e.g. BC Gaming Event Licence #123456).
- This licence is approved with the understanding that events will be conducted and managed in compliance with Section 12 of the Licensed Charitable Gaming Rules.
- Section 86(2) of the Gaming Control Act (GCA) requires all licensees to notify GPEB's Investigations and Regional Operations division without delay regarding any conduct, activity or incident that may be considered contrary to the Criminal Code of Canada, the Gaming Control Act or Gaming Control Regulations, or that may affect the integrity of gaming.
- The licensee has approval to use Online Ticket Sales, Online Ticket Distribution and Electronic Ticket Draw (RNG) systems using services provided by Trellis.
- Licensees utilizing the approved use of electronic ticket distribution must ensure that all tickets distributed include the information required as outlined in Section 12.2 for Multi-Day Ticket Raffles of the Licensed Charitable Gaming Rules.
- This licence has been issued with the understanding that your organization will comply with Section of 17.5 of the Licensed Charitable Gaming Rules.
- Details of advertised prizes must be consistent with the prizes approved on the licence. Prize descriptions should provide enough detail for the winner to make an informed decision.
- Percentage based prizes will be calculated from actual gross generated from the ticket sales of each draw and distributed to winners as set out on this licence.
- **Reporting: It is mandatory that all licensees complete a Gaming Event Revenue Report within 90 days after an event has occurred and the license period expires, as outlined in Section 20.1 of the Licensed Charitable Gaming Rules.** All Gaming Event Revenue Reports must be submitted online using the Gaming Online Service at: <https://www.gaming.gov.bc.ca/licensing/reportListSearch.do> A step-by-step Gaming Event Revenue Report Online Submission Guide is available on our website at <https://www2.gov.bc.ca/assets/gov/sports-recreation-arts-and-culture/gambling/licences/e-gerr-guide.pdf>



*Know your limit, play within it.*