



FAIR OR EXHIBITION GAMING EVENT LICENCE TERMS AND CONDITIONS

DEFINITIONS

CONCESSIONAIRE means a person who operates a concession(s) leased from the board of a designated fair or exhibition.

DESIGNATED FAIR OR EXHIBITION means a fair or exhibition which has been designated by the Registrar of Alcohol and Gaming as a fair or exhibition where a lottery scheme may be conducted and managed.

FAIR OR EXHIBITION GAMING EVENT means an event where no more than 20 of the following games of chance or mixed chance and skill are conducted:

- a) Blackjack
- b) Wheel of Fortune.

FAIR OR EXHIBITION GAMING EVENT LICENCE means a licence permitting the conduct of a Fair or Exhibition Gaming Event.

LICENSEE means an organization or concessionaire which has been issued a licence to conduct and manage a lottery under Section 207 (1) (c) of the **Criminal Code of Canada**.

LICENSING AUTHORITY means a person or authority specified by the Lieutenant Governor in Council as a licensing authority for purposes of section 207 of the **Criminal Code of Canada**. The licensing authority for gaming events at a designated Fair or Exhibition is the Registrar of Alcohol and Gaming.

PERSON means an individual, corporation, organization, association or partnership.

REGISTRAR means the Registrar of Alcohol and Gaming.

Any lottery licence issued is subject to the following terms and conditions and may be subject to audit and investigation by the licensing authority. A breach of any term and condition can result in cancellation or suspension of the licence or in criminal prosecution.

It is a condition of each licence that:

(1) **GENERAL**

- 1.1 The licensee shall be responsible and accountable for the conduct and management of the lottery event.
- 1.2 The licensee shall comply with all federal, provincial and municipal laws including the **Criminal Code of Canada** and the **Gaming Control Act, 1992**.
- 1.3 The licensee shall conduct and manage the Fair or Exhibition Gaming Event in accordance with the information supplied on the application and approved by the licence, the terms and conditions of the licence or additional conditions imposed by the licensing authority and the rules of play.
- 1.4 The licensee SHALL (at the location of each game):
 - a) display the licence or a true copy thereof in such a position that it can be easily seen by the players;
 - b) ensure that the rules of play are posted in such a position that they can be easily seen by the players;
 - c) ensure that the posted rules of play are legibly printed with black or red letters on a white background and, for Wheel of Fortune rules, that each letter is at least one (1) inch high;
 - d) ensure that every designated person representing the licensee, employee, servant, agent or concessionaire engaged in the operation or supervision of a licensed activity is equipped with identification satisfactory to the Registrar;

- e) ensure that all designated persons representing the licensee, employees, servants, agents or concessionaires are instructed to produce such identification when requested to do so by such officers as are appointed under the **Gaming Control Act, 1992** and all police officers;
- f) ensure that the Terms and Conditions of this licence have been brought to the attention of every designated person representing the licensee, employee, servant or agent of the licensee.

1.5 The licensee shall not:

- a) conduct and manage, or allow to be conducted and managed, any type of game of chance other than as provided in the licence;
- b) permit any person under the age of 18 years to operate, supervise or participate in the operation of any game of chance;
- c) permit any person to operate, supervise or participate in the operation of any game of chance while such person is apparently under the influence of alcohol or a drug.

1.6 Every licensee shall be responsible for the acts or omissions of his/her agents, servants, employees or designated persons representing the licensee.

1.7 Every licensee shall ensure that each game is properly supervised and that a Designated Representative in Charge is readily available in the event of a dispute or complaint.

(2) STAFFING

2.1 The licensee shall designate a minimum of three (3) persons to represent the licensee, who have other activities beyond conducting lotteries within the organization, to be in charge of and responsible for the conduct and management of the Fair or Exhibition Gaming Event, to hold the following positions:

Designated Representative in Charge,
General Cashier, and
Chip Cashier.

The above designated persons representing the licensee shall not be related or associated with the registered gaming supplier, or an employee thereof.

A minimum of three (3) designated persons, at least 18 years of age, with each representing one (1) of the above positions, shall be present continuously during the conduct of the Fair or Exhibition Gaming Event and, on behalf of the licensee, be responsible for:

- a) supervising all activities related to the conduct and management of the Fair or Exhibition Gaming Event;
- b) completing and filing the required financial report on the results of the event;
- c) keeping all required records;
- d) observing play, controlling chips, cash and playing cards, chip movement and reconciling all cash and chip transactions in a timely manner during the conduct of the event;
- e) witnessing and authorizing all cash and chip transactions at the cage in a timely manner during the event;
- f) reviewing and approving financial and gaming control sheets, including the calculation of the daily and event wins.

2.2 The licensee shall set up a bank to be managed and controlled continuously by two (2) persons representing the licensee who shall hold the positions of General Cashier and Chip Cashier.

- a) The General Cashier shall be responsible for reconciling and recording all cash and chip transactions.
- b) The Chip Cashier shall be responsible for verifying table openers and closers, reconciling and recording all chip transactions, controlling fill and credit documents and transactions and supervising all chip and table runners.

2.3 Each licensee shall be responsible for deciding how all other positions at the Fair or Exhibition

Gaming Event will be staffed. The licensee shall have the option of:

- a) using volunteers, or;
- b) using full-time employees of the licensee, including those whose primary duty is fund raising but not including persons whose primary duty is to provide gaming services that a registered supplier or registered gaming assistant would provide, or;
- c) using registered gaming assistants employed by a gaming supplier registered under the **Gaming Control Act, 1992**, or;
- d) using any combination of paragraphs 2.3 a), b) and c).

2.4 The licensee shall not allow any person who has had a registration under the **Gaming Control Act, 1992** revoked, suspended or refused to participate in any way in the conduct, management or operation of the event.

2.5 The licensee shall not pay for the wages of the registered gaming supplier's employees.

2.6 The licensee shall ensure that no Pit Boss, Floor Person or other Supervisor, Designated Representative in Charge, chip or table runners, dealer, other employee or persons representing the licensee solicits any tip or gratuity from any patron at the Fair or Exhibition Gaming Event.

2.7 The licensee may permit a dealer, and only a dealer, to accept tips or gratuities from patrons at the gaming table at which the dealer is conducting play, provided that the tips are pooled and distributed among dealers on a pro rata basis.

2.8 The licensee shall provide the licensing authority with a financial report outlining the results of the Fair or Exhibition Gaming Event on the prescribed form.

(3) **CONDUCT OF THE FAIR OR EXHIBITION GAMING EVENT**

3.1 The licensee shall ensure that no person directly involved in or responsible for the conduct and management of the Fair or Exhibition Gaming Event shall participate as a player in any game of chance during that event.

3.2 The licensee shall not permit any person who appears intoxicated or under the influence of a drug or disrupts other patrons or staff to enter or remain at the event. Also, the licensee shall not allow any person apparently under the age of 18 to participate as a player in any game of chance.

3.3 All games shall be operated exclusively on the basis of the rules supplied with the licence. Any variation of these rules is strictly prohibited.

3.4 The licensee shall ensure that:

- a) only chips are used as the betting medium. Cash betting is not permitted.
- b) betting chips are purchased solely from the Chip Cashier or chip or table runners.
- c) all chips in play have been purchased from the licensee.

3.5 The licensee shall post the betting limits, payoff odds and rules of play for each game conducted. The licensee shall also ensure that the age restriction for players is displayed.

3.6 The licensee shall accept Canadian currency only as payment for the purchase of chips. Chips shall be redeemed for Canadian currency only.

3.7 The licensee shall ensure that no person is extended credit of any kind for gaming activities. Debit cards, credit cards or government, employer or personal cheques are prohibited.

3.8 The licensee may exclude players from participating in the games of chance or deny entry to any player at their discretion.

(4) **EQUIPMENT, SUPPLIES AND SERVICES**

4.1 The licensee shall rent or lease equipment necessary for the conduct and management of the lottery event only from a gaming supplier registered under the **Gaming Control Act, 1992**.

4.2 Where the licensee uses employees of a registered gaming supplier to assist in the operation of the games of chance, the individuals must be registered as gaming assistants under the **Gaming Control Act, 1992**.

**FAIR OR EXHIBITION GAMING EVENT LICENCE
RULES OF PLAY - WHEEL OF FORTUNE**

1. Players must be 18 years of age or over.
2. The minimum bet is one dollar (\$1.00).
3. The maximum bet is five dollars (\$5.00).
4. The maximum pay-off odds cannot exceed a ratio of eight (8) to one (1).
5. The maximum pay-off on any bet cannot exceed a cash value of \$40.00.
6. All bets must be placed before the spin of the Wheel.
7. The operator must announce the cut-off of bets before spinning the Wheel.
8. The Wheel must complete a minimum of three (3) full revolutions to count as a spin.

**FAIR OR EXHIBITION GAMING EVENT LICENCE
RULES OF PLAY - BLACKJACK**

1. BETTING LIMITS

- a) The maximum bet allowed is five dollars (\$5.00).
- b) The minimum bet is one dollar (\$1.00).

2. NUMBER OF DECKS; VALUE OF CARDS

- a) Blackjack shall be played with six (6) decks of cards.
- b) These decks of cards shall have the backs with the same colour and design and at least one (1) additional cutting card. Supplier logo shall be required on the back of these cards, where they are leased or rented from suppliers registered under the **Gaming Control Act, 1992**.
- c) The value of the cards contained in each deck shall be as follows:
 - i) Any card from two (2) to 10 shall have its face value.
 - ii) Any King, Queen or Jack shall have a value of 10.
 - iii) Any Ace shall have a value of 11, unless that value would give the player or the dealer a score in excess of 21, then it shall have the value of one (1).

3. WAGERS

- a) Prior to the first card being dealt for each round of play, each player at the game of Blackjack shall make a wager against the dealer which shall win if:
 - i) The score of the player is 21 or less and the score of the dealer is over 21.
 - ii) The score of the player exceeds that of the dealer without either exceeding 21.
 - iii) The player has achieved a score of 21 in two (2) cards (blackjack) and the dealer has achieved a score of 21 in more than two (2) cards.
- b) Once the first card of any hand has been removed from the shoe and exposed by the dealer, no player shall remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.
- c) All wagers at Blackjack shall be made by placing gaming chips on the appropriate areas of the blackjack layout.
- d) Once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager.

- e) After each round of play is complete, the dealer shall collect remaining losing wagers and pay all winning wagers. All winning wagers shall be paid at odds of one (1) to one (1), with the exception of blackjack which shall be paid at odds of three (3) to two (2).
- f) Bets for dealers are not permitted.
- g) All ties are pushed.
- h) All games must be played with gaming chips. Cash betting is not allowed.

4. OPENING OF TABLE FOR GAMING

- a) After receiving six (6) decks of cards for the table, the dealer shall sort and inspect the cards and the Designated Representative In Charge shall verify the inspection.
- b) After the cards are inspected, the cards shall be spread face upwards on the table for visual inspection by the first player(s) to arrive at the table.
- c) After the first player(s) is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" of the cards and stacked.

5. SHUFFLING AND CUT OF THE CARDS

- a) Prior to commencement of play, the dealer shall shuffle the cards so that they are randomly intermixed.
- b) After the cards have been shuffled, the dealer shall offer the stack of cards, with back facing away from him/her, to the players to be cut.
- c) The player to cut the cards shall be:
 - i) The first player to the table if the game is just beginning.
 - ii) The player on whose box the cutting card appeared during the last round of play.
 - iii) The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
 - iv) The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the Designated Representative In Charge.
- d) The player designated to cut the cards shall do so by placing the cutting card in the stack at approximately halfway in the deck.
- e) If the player designated refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

- f) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them on the back of the stack after which the dealer shall insert the cutting card in a position at least approximately one-quarter (¼) of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.
- g) A reshuffle of the cards shall take place after the cutting card is reached and the last hand completed.
- h) The Designated Representative In Charge may determine after any round of play that the cards be reshuffled.

6. PROCEDURE FOR DEALING CARDS

- a) All cards used at the game of Blackjack shall be dealt from a dealing shoe, one (1) at a time, in clockwise order.
- b) After each full set of cards is placed in the shoe, the dealer shall remove the first card face downwards and place it in the discard rack. Each new dealer who comes to the table shall also burn one (1) card as described herein before the new dealer deals any cards to the players. Burnt cards may be shown to the players if requested.
- c) All players' cards are dealt face upwards. The dealer receives only one (1) card face upwards.
- d) As each player indicates his/her decision with a hand signal or verbally, the dealer shall deal face upwards whatever additional cards are requested and may announce the new point total of each player after each additional card is dealt. After the last player has acted, the dealer then draws his/her second card and additional cards, if required.
- e) Players do not touch any cards on the table at any time.
- f) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his/her far right and moving counter-clockwise around the table. After all the players' cards have been collected, the dealer shall pick up his/her cards against the bottom of the players' cards and place them in the discard rack.
- g) Each player at the table shall be responsible for correctly computing the point count of his/her hand and no player shall rely on the point counts announced by the dealer under this section without himself/herself checking the accuracy of such announcement.

7. INSURANCE WAGERS

- a) Whenever the first card dealt to the dealer is an Ace, each player shall have the right to make an insurance bet which shall win if the dealer's second card is a King, Queen, Jack or 10 and shall lose if the dealer's second card is an Ace, two (2), three (3), four (4), five (5), six (6), seven (7), eight (8) or nine (9). Dealer must announce "insurance open and insurance closed".

- b) An insurance bet may be made by placing on the insurance line of the layout an amount equal to half (½) the amount staked on the player's initial wager. All insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table.
- c) All winning insurance wagers shall be paid at odds of two (2) to one (1).
- d) All losing insurance wagers shall be collected by the dealer, immediately after the first two (2) cards of the dealer's hand are shown.
- e) At the time insurance is offered by the dealer, a player with a blackjack may request and be paid even money.

8. DOUBLING DOWN

- a) Except for blackjack, a point count of 21 in two (2) cards, a player may elect to double down, i.e. make an additional wager equal to the amount of the player's original wager, on the first two (2) cards dealt to the player, or the first two (2) cards of any split pair on the condition that one (1) and only one (1) additional card shall be dealt to the hand on which the player has elected to double down. In such circumstances, the one (1) additional card shall be dealt face upwards and placed sideways on the layout.
- b) If a dealer obtains blackjack after a player doubles down, the dealer shall collect all wagers of such player including the double down wager.

9. SPLITTING PAIRS

- a) Whenever the initial two (2) cards dealt to a player are identical in value, the player may elect to split the hand into two (2) separate hands provided that the player makes a wager on the second hand, in an amount equal to the player's original wager.
- b) When a player splits a pair, the dealer shall deal a card to complete the player's decision with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.
- c) After a second card is dealt to a split pair, the dealer may announce the point total of such hand and the player shall indicate his/her decision to stand, draw or double down.
- d) A player splitting Aces shall have only one (1) card dealt to each Ace and may not elect to receive additional cards.
- e) If the dealer obtains blackjack after a player splits pairs, the dealer shall collect all wagers including all split hands and wagers.
- f) A player may split pairs twice for a maximum of three (3) hands.

10. DRAWING OF ADDITIONAL CARDS BY PLAYERS AND DEALERS

- a) A player may elect to draw additional cards whenever his/her point total is less than 21, except that:
 - i) A player having blackjack or a hard or soft total of 21 may not draw additional cards.
 - ii) A player electing to double down shall draw one (1) and only one (1) additional card per hand.
 - iii) A player splitting Aces shall have one (1) card dealt to each Ace and may not elect to receive additional cards. Aces may only be split once for a total of two (2) hands.
- b) The dealer must draw on 16 and soft 17 or below, and must stand on any hard count of 17 or more (i.e. dealer has six (6) and Ace - dealer must draw).

11. IRREGULARITIES

- a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.
- b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- c) After the initial two (2) cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him/her during such round.
- d) If the dealer has a hard 17 or above and accidentally draws a card for himself/herself, such card shall be burned.
- e) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack or in a segregated area of the double shoe shall be shuffled and cut, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.
- f) If no cards are dealt to the player's hand, the hand is dead. If one (1) card is dealt to the player, cards shall be backed up to ensure all players have two (2) cards.



**MERCHANDISE BINGO LICENCE
AT A DESIGNATED FAIR OR EXHIBITION -
TERMS AND CONDITIONS**

DEFINITIONS

MERCHANDISE BINGO means a bingo event where the prizes to be awarded consist of merchandise.

The following terms and conditions apply to each Merchandise Bingo licence conducted at a designated fair or exhibition and are in addition to the Fair or Exhibition Gaming Event Licence Terms and Conditions:

RULES OF PLAY

1. The arrangement of numbers required to be covered on bingo paper in order to win the game and the amount of the prize for each game shall be announced to the players immediately before each game begins.
 - a) Each prize cannot exceed \$500.00.
 - b) The maximum entry fee to participate in any game of Merchandise Bingo shall not exceed two dollars (\$2.00).
2. The licensee shall not redeem any merchandise or gift certificate for cash.
3.
 - a) A player shall be declared the winner of a game if they have covered all of the numbers in the required arrangement.
 - b) A player does not need to have the last number called in order to be declared a winner.
4. A licensee shall verify, at the time a player claims to have won and before a prize is awarded, that the numbers covered on the bingo paper are a winning arrangement by audible call back of the numbers covered on the bingo paper in the immediate presence of one (1) or more neutral players.
5.
 - a) After a winner has been declared, the licensee shall ensure that the caller enquires clearly and audibly three (3) times of the players whether there are any other players claiming to be a winner of that game. If there are no other winners, the licensee shall ensure the caller declares the game to be closed.
 - b) No claim of a player to have won a game shall be valid if made after the game has been declared closed.
6.
 - a) The merchandise prize shall be paid to a winner or winners. The caller must announce the number of winners for each game.
 - b) Where there is more than one (1) winner of a bingo game, all players having obtained a valid bingo shall each be awarded a merchandise prize.
7. In the event that the number on a ball is miscalled, the actual number on the ball and not the called number shall be the official number for the game. Any claim by a player to have won a bingo using a miscalled number shall be disallowed.