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## NEWS RELEASE

For Immediate Release  
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July 11, 2011

Office of the Premier  
Ministry of Community, Sport and Cultural Development

### **Skip Triplett to lead review of Community Gaming Grant**

VANCOUVER – Premier Christy Clark today appointed Skip Triplett to lead the Community Gaming Grant Review, with the final report to be delivered by Oct. 31, 2011.

“People across British Columbia rely on this funding to provide important services to their communities,” said Premier Clark. “This review can help families and communities across the province by listening to their needs, looking at the system from top to bottom, and coming up with options that create certainty and sustainability for non-profit groups and charities.”

The former president of Kwantlen Polytechnic University, Skip Triplett is now a partner in the governance consulting firm Triplett & Triplett. During his long career, he has held executive, board and management positions with the B.C. Telephone Company (now Telus), Xerox of Canada, Ltd., Steel Company of Canada, the Canadian Forces Liaison Council and the Credit Counselling Society. Triplett holds a BA from Concordia University, an MBA from Simon Fraser University, and an honorary LLD from Kwantlen Polytechnic University.

“It’s an honour to be selected to serve British Columbians in this capacity,” said Triplett. “I understand the broad-reaching impact of gaming grant decisions and I am committed to ensuring this review process is open, transparent, and reflective of the needs of B.C. taxpayers and the groups who rely on gaming grants to provide excellent services across the province.”

The Community Gaming Grant Review will examine the role of government in allocating gaming revenue with input from charities, community members, industry representatives and local government. The Terms of Reference include reviewing and providing options for:

- Existing legislation governing community gaming grant funding.
- Funding formula.
- Criteria/eligibility for community gaming grants.
- Processes involved with applying for and receiving community gaming grants.
- A multi-year funding model.
- The future role of government in community gaming grants.

“This review is not just about how much money we can share – it’s about the process we use to decide together who should have access to this funding, what we can do with it, and how we are accountable for it,” said Ida Chong, Minister of Community, Sport and Cultural Development. “I urge community members and stakeholders to tell us what works and how we can improve the Community Gaming Grant program.”

Stakeholders and members of the community who would like to present their views are invited to visit [www.communitygaminggrantreview.gov.bc.ca](http://www.communitygaminggrantreview.gov.bc.ca) to submit a written presentation. Details related to upcoming community forums will be announced in the near future.

# BACKGROUND

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## Community Gaming Grants

Gaming generates more than \$1 billion in revenue per year for the B.C. government. In 2010-11:

- \$687.5 million went to the province's general revenues.
- \$147.3 million went to health special account.
- \$82.3 million went to host local governments with a casino or community gaming centres.
- \$120 million went to charities and non-profit organizations through Community Gaming Grants, which was increased by a further \$15 million announced by the Premier in March 2011.

For a detailed list of grants to community organizations in 2009-10, visit [www.pssg.gov.bc.ca/gaming/reports/docs/fin-rpt-core-grants-2009-10.pdf](http://www.pssg.gov.bc.ca/gaming/reports/docs/fin-rpt-core-grants-2009-10.pdf)

Community Gaming Grants help support the delivery of programs and services in the following sectors:

- Human and social services.
- Public safety.
- Youth arts and culture.
- Fairs, festivals and museums.
- Parent advisory councils.
- Sports for youth and people with disabilities.

The worldwide economic downturn saw a provincial government deficit of \$495 million in the 2009 budget. As a result, government reviewed all programs and made difficult decisions about where to allocate limited resources.

In 2009-10, Community Gaming Grants were reduced from \$156 million to \$120 million. Many groups that had been funded were no longer eligible, including adult arts and culture organizations, sport organizations and the environment sector.

On March 24, 2011, Premier Christy Clark announced an additional \$15 million for Community Gaming Grants, bringing the total to \$135 million, a 12.5-per-cent increase over the previous year. This funding was distributed to approximately 6,000 community groups in British Columbia.

In April 2011, Premier Clark announced a comprehensive review into the allocation of Community Gaming Grants, and moved responsibility for allocating gaming grants from the Ministry of Public Safety and Solicitor General to the Ministry of Community, Sport and Cultural Development.

**Learn More:**

- Community Gaming Grant Review: [www.communitygaminggrantreview.gov.bc.ca](http://www.communitygaminggrantreview.gov.bc.ca)
- Public Safety Solicitor General website: [www.pssg.gov.bc.ca/gaming/grants/index.htm](http://www.pssg.gov.bc.ca/gaming/grants/index.htm)
- Grants to community organizations:  
[www.pssg.gov.bc.ca/gaming/reports/docs/fin-rpt-grants-year-to-date-payments-2010-11.pdf](http://www.pssg.gov.bc.ca/gaming/reports/docs/fin-rpt-grants-year-to-date-payments-2010-11.pdf)

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