

# THE CORPORATION OF THE CITY OF COURTENAY

## NOTICE OF COMMITTEE OF THE WHOLE MEETING

**DATE:** Monday, January 25, 2016  
**PLACE:** City Hall Council Chambers  
**TIME:** 4:00 p.m.

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### AGENDA

#### 1.00 STAFF REPORTS

1. **Financial Services:** Gaming Funds Distribution Policy

#### 2.00 RESOLUTIONS OF COUNCIL

1. **In Camera Meeting:**

That notice is hereby given that a Special In-Camera meeting closed to the public will be held January 25, 2016 at the conclusion of the Committee of the Whole Meeting pursuant to the following sub-sections of the *Community Charter*:

- 90 (1)(e) the acquisition, disposition or expropriation of land or improvements, if the council considers that disclosure could reasonably be expected to harm the interests of the municipality;
- 90 (1)(l) discussions with municipal officers and employees respecting municipal objectives, measures and progress reports for the purposes of preparing an annual report under section 98 (*annual municipal report*);
- 90 (2)(b) the consideration of information received and held in confidence relating to negotiations between the municipality and provincial government or the federal government or both, or between a provincial government or the federal government or both and a third party.

#### 3.00 ADJOURNMENT





THE CORPORATION OF THE CITY OF COURTENAY

## STAFF REPORT

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**To:** Committee of the Whole Council

**File No.:** 1890-20

**From:** Chief Administrative Officer

**Date:** January 25, 2016

**Subject:** Gaming Funds Distribution Model Review

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### **PURPOSE:**

The purpose of this report is a follow-up to the October 5, 2015 Council resolution noted below:

*“GAMING FUNDS POLICY REVIEW - 1890-20*

*Moved by Hillian and seconded by Theos that based on the October 5, 2015 Staff Report “Gaming Funds Policy Review”, Council review as per Schedule A, the 2016 funding allocations to the Public Safety and Security (RCMP), Support of Downtown Arts and Culture (Sid Williams Theatre, Courtenay Museum and Comox Valley Art Gallery), and Infrastructure categories; with further discussion of funding and programs for the remaining years and categories; and*

*That this subject be referred to a future Council Committee of the Whole meeting for discussion.*

### **POLICY ANALYSIS:**

The current Gaming Funds distribution schedule expired at the end of 2015. This report is provide to stimulate discussion between Council and staff in order to determine what revisions are required in order to develop a new distribution model for the next three years.

### **EXECUTIVE SUMMARY:**

The City receives 10% of the commercial gaming revenues due to the existence of a commercial gaming facility within its municipal boundaries. In 2011, a set of categories were developed by the City as a means to guide the allocation and distribution of the Gaming Funds. These categories have been useful in keeping the funding aligned into specific programs that fall into the City’s strategic plan. As a result, Staff is suggesting that the same funding model continue to be utilized for the upcoming three years, subject to any changes arising from the 2016 strategic planning process Council.

### **CAO RECOMMENDATIONS:**

That based on the attached report, City Council confirm the continued utilization of existing categories, confirm the budget for each category, and that Staff be directed to re-allocate funding based on Council directives.

Respectfully submitted,

David Allen, BES, CLGEM, SCLGM  
Chief Administrative Officer

**BACKGROUND:**

Since the City has a gaming facility within its municipal boundaries, it receives a 10 % (percent) share of the net commercial gaming revenues. The cumulative pool of commercial gaming revenues available to local governments that host a gaming facility is \$84.1 million dollars. The City has, in the past, budgeted to receive \$805,000 in 2013, \$815,000 in 2014 and \$825,000 in 2015, with the intent to utilize this funding in six key distribution categories. They are:

- **Support of Downtown Arts and Culture** - funding for the past three years has been provided to the Comox Valley Art Gallery, The Courtenay and District Historical Society, The Sid Williams Theatre Society and Downtown cultural events.
- **Public Safety and Security** - used to fund the cost of policing, more specifically the cost to fund two police officers.
- **Social/Societal Initiatives** - assigned by Council to supportive housing initiatives.
- **Infrastructure** – Funding has been assigned to a reserve for a third bridge crossing.
- **Green Capital projects and innovation** – assigned to options that Council feels that assists in reducing greenhouse gas emissions or those items that promote cleaner air and cleaner water.
- **Council initiatives and projects** – used to fund projects and initiatives that City Council deems to be a priority.

**DISCUSSION:**

In order to comply with the requirements of the Gaming Branch, a separate fund and bank account were created for those gaming dollars. The funds are placed into a reserve-bank account and then spent in the following year in order to alleviate any potential funding problems from occurring should the Gaming Funds be interrupted or lower than anticipated.

Council approved a Gaming Funds policy for the period of 2012 to 2015 focused on funding initiatives of regional significance. A report was submitted to City Council on October 5, 2015 that identified why the categories were created and how funds were apportioned within those categories, for the purpose of determining how to establish a new policy for 2016 forward. Those reasons were primarily for the funding of services and to prepare for large infrastructure projects as well as to allow Council to direct funding to specific interests and concerns of the community without putting additional stress on public tax dollars. The October 5th motion requested further discussions regarding the 2016 – 2018 Gaming Fund policy.

While the utilization of these categories and allocation of the funding is subject to Council discretion, there are some categories that Staff suggests should remain and funding under those areas increased. For example, on July 2010 City Council passed a motion to fund the cost of two RCMP members from the Gaming Funds. Since the cost of RCMP members continues to rise, it is suggested that the **Public Safety and Security** category remain and that funding be increased from \$340,000 to \$375,000. This request is based on November 2015 budget documentation from the RCMP where an extrapolation can be made that shows the cost of two officers to be approximately \$325,000. In order to increment these salaries and benefits based on negotiated contracts as well as to recover other costs such as vehicle costs, and support staff costs for these RCMP members, it is suggested that the funding increase to \$375,000. If this were to be removed, tax dollars would be required to make up the dollars required for these RCMP members.

Under the **Arts and Culture category**, the City has historically provided funding for the following:

1. CV Art Gallery-----\$65,000
2. Courtenay and District Historical Society -----\$50,000

- 3. Sid Williams Theatre Society -----\$105,000
- 4. Downtown Cultural Events -----\$5,000

The first three organizations have come to rely on the funds allocated to them in order to assist with covering their general operating costs, and these amounts have been confirmed by Council for 2016. Council may wish to change its position with respect to funding these groups beginning in 2017 however Staff would recommend that a decision be made in 2016 in order to provide these organizations with sufficient time to adjust to any changes to funding. These groups can also apply for funding under the “non-profit community organizations” pool of provincial gaming funds, but those funds must be used for specific programs or services whereas any funding channelled through the City is used from an overall operational perspective.

Under the category of **Social/Societal Initiatives**, \$50,000 has been set aside for Council to fund Supportive Housing initiatives such as Braidwood property. The funds in this category have not been utilized extensively over the past four years and the largest amount spent in this category was \$15,000 in 2013 that went to the Comox Bay Care Society Caravan. As Supportive Housing initiatives are important to Council and the community, Staff would suggest that this category continue to exist for future utilization, and that the amount of funding be reconsidered.

Staff recommend that funds continue to be set aside for Infrastructure Renewal. Over the past three years, \$100,000 has annually been set aside in this reserve. The unaudited balance in this reserve, as of December 31, 2015 is \$434,040. This reserve will assist in offsetting higher borrowing and tax rates required to fund the larger infrastructure investments.

The Funding allocations for the remaining categories (**Green Capital Projects and Innovation**; and **Council Initiatives and Projects**) can be changed to whatever Council may desire. Green projects and Innovations were not used in 2012 through to 2014, but in 2015 \$25,800 was used. Council Initiatives and projects have been used for things such as the Purple Ribbon Campaign, July 1<sup>st</sup> Committee, Active School travel plan and bus shelters.

These categories provide Council with an ability to tailor the provision of funds to a wide variety of community interests while still planning for the future needs of the community.

**FINANCIAL IMPLICATIONS:**

For Council’s information, the Gaming funds represent about 2.1% ( $\$825,000 / (\$38,963,017 + 825,000)$ ) of the total general fund budgeted operating revenues for the City. If any of this funding was not utilized, the payments made to the various beneficiaries would become a draw on the City’s tax base which is the primary reason why these Gaming Funds were aligned in the manner that they were.

Attached as Schedule D, is a report that shows the revenues received and the utilization of the gaming funds over the past few years. Over the past four years, funding from commercial gaming has been:

- 2012 \$909,802
- 2013 \$872,700
- 2014 \$881,900
- 2015 (missing final year end payment) \$713,295

Staff recommend that the distribution of the gaming funds not exceed the amount of revenues received in a prior year. This eliminates any potential risk of funding amounts being unilaterally adjusted by the province or the impact of external circumstances that can detrimentally impact the projected revenues the City might be counting on for current year distributions. The budget for 2015 is \$825,000 and the balance in the Gaming Funds bank account, as of the end of December 31, 2015 is \$1,445,068. This does not include the final quarter payment from 2015 that has yet to be received.

Based on the funding received from gaming over the past 2.5 years, Staff is suggesting that the Gaming Funds budget in the Five Year Financial Plan be set at approximately \$875,000 for 2016, \$885,000 in 2017 and \$895,000 in 2018. Schedule A provides a synopsis of the categories and the suggested funding amounts to be placed into each Category. The Allocation of those funds to the various categories can be manipulated in any way that Council deems appropriate.

**ADMINISTRATIVE IMPLICATIONS:**

Staff time spent on administration of the Gaming Funds will be dependent on the decision of Council. If Council chooses to provide small dollar amounts to a wider array of organizations in the Community, that will consume more staff time in comparison to having larger amounts distributed to a smaller number of projects or community groups. Therefore Staff recommend that Council approve the provision of funding in larger dollar amounts.

**STRATEGIC PLAN REFERENCE:**

The allocation categories for the Gaming funds fit particularly well within the corporate priorities of Downtown Revitalization with support for arts and culture, Affordable Housing, infrastructure renewal, and public safety.

**OFFICIAL COMMUNITY PLAN REFERENCE:**

Not applicable

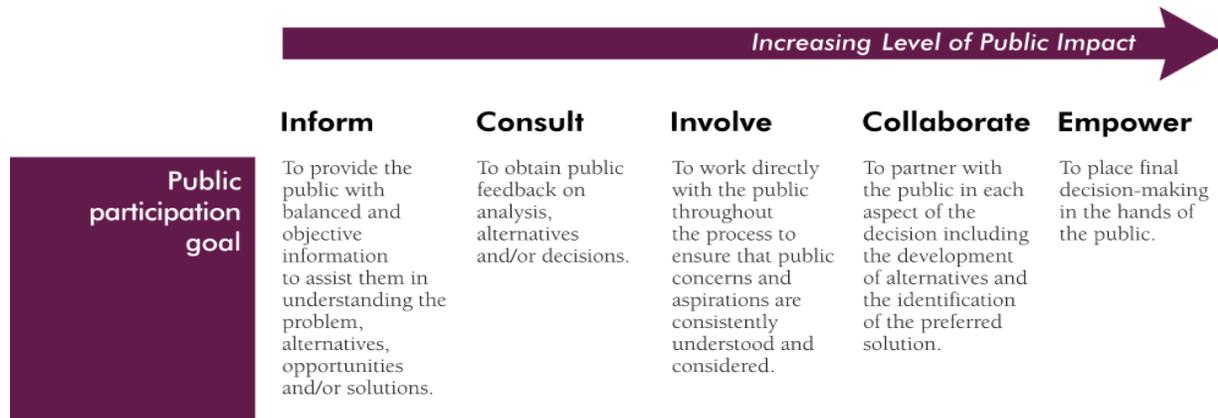
**REGIONAL GROWTH STRATEGY REFERENCE:**

A financially sound municipality that fosters and supports the Arts as well as has a strong sense of public safety is a consideration that can be used to promote regional growth. Using the Gaming Funds can be used to facilitate these areas which will in turn assist in promoting a regional growth strategy.

**CITIZEN/PUBLIC ENGAGEMENT:**

Staff would “inform” through adoption of the gaming funds distribution based on the IAP2 Spectrum of Public Participation:

[http://c.ymcdn.com/sites/www.iap2.org/resource/resmgr/imported/IAP2%20Spectrum\\_vertical.pdf](http://c.ymcdn.com/sites/www.iap2.org/resource/resmgr/imported/IAP2%20Spectrum_vertical.pdf)



**OPTIONS:**

**Option 1:**

That Council approve the designated categories with respect to the distribution of gaming funds as outlined in the attached Schedule A. (Recommended)

**Option 2:**

That Council continue to follow the designated categories and current funding assignments based at levels previously noted in 2015 as found in Schedule B.

**Option 3:**

That Council review the current categories and distribution model and instruct Staff to revise the policy as per their request.

Prepared by:

Brian Parschauer, BA, CPA\_CMA  
Director of Finance

**Attachments:**

1. Schedule A – 2016 – 2018 Proposed Gaming Funds Distribution
2. Schedule B – 2013 – 2015 Gaming Funds Distribution Schedule
3. Schedule C – October 5, 2015 Gaming Funds Report
4. Schedule D – 2012 - 2015 Gaming Funds Income Statement Report

City of Courtenay

2016 - 2018 Proposed Schedule of Annual Gaming Funds Distribution

Distribution: Major Categories	Distributions -2016		Distributions -2017		Distributions -2018	
	Estimated Annual Funds Available	\$ 875,000	Estimated Annual Funds Available	\$ 885,000	Estimated Annual Funds Available	\$ 895,000
<b>Support Downtown Arts and Culture</b>	CV Art Gallery	\$ 65,000	CV Art Gallery	\$ 65,000	CV Art Gallery	\$ 65,000
	Ctny & Dist Historical Society	\$ 50,000	Ctny & Dist Historical Society	\$ 50,000	Ctny & Dist Historical Society	\$ 50,000
	Sid Williams Theatre Society	\$ 105,000	Sid Williams Theatre Society	\$ 105,000	Sid Williams Theatre Society	\$ 105,000
	Downtown cultural events	\$ 5,000	Downtown cultural events	\$ 5,000	Downtown cultural events	\$ 5,000
		<u>\$ 225,000</u>		<u>\$ 225,000</u>		<u>\$ 225,000</u>
<b>Council Initiatives &amp; Projects</b>	Purple ribbon Campaign	\$ 3,500	Purple ribbon Campaign	\$ 3,500	Purple ribbon Campaign	\$ 3,500
	Bus shelters - 3 per year	\$ 30,000	Bus shelters - 3 per year	\$ 30,000	Bus shelters - 3 per year	\$ 30,000
	Other projects and initiatives	\$ 41,500	Other projects and initiatives	\$ 41,500	Other projects and initiatives	\$ 41,500
		<u>\$ 75,000</u>		<u>\$ 75,000</u>		<u>\$ 75,000</u>
<b>Public Safety / Security</b>	Policing - fund two officers	\$ 375,000	Policing - fund two officers	\$ 385,000	Policing - fund two officers	\$ 395,000
<b>Social / Societal Initiatives</b>	Council supported supportive housing initiatives	\$ 50,000	Council supported supportive housing initiatives	\$ 50,000	Council supported supportive housing initiatives	\$ 50,000
<b>Infrastructure Works</b>	Reserve funds for third bridge crossing	\$ 100,000	Reserve funds for third bridge crossing	\$ 100,000	Reserve funds for third bridge crossing	\$ 100,000
<b>Green Capital Projects / Innovation</b>	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 50,000	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 50,000	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 50,000
<b>Total Annual Distribution</b>		<u>\$ 875,000</u>		<u>\$ 885,000</u>		<u>\$ 895,000</u>

City of Courtenay

2013 - 2015 Schedule of Annual Gaming Funds Distribution

Distribution: Major Categories	Distributions -2013		Distributions -2014		Distributions -2015	
	Estimated Annual Funds Available	\$ 805,000	Estimated Annual Funds Available	\$ 815,000	Estimated Annual Funds Available	\$ 825,000
<b>Support Downtown Arts and Culture</b>	CV Art Gallery	\$ 65,000	CV Art Gallery	\$ 65,000	CV Art Gallery	\$ 65,000
	Ctny & Dist Historical Society	\$ 50,000	Ctny & Dist Historical Society	\$ 50,000	Ctny & Dist Historical Society	\$ 50,000
	Sid Williams Theatre Society	\$ 105,000	Sid Williams Theatre Society	\$ 105,000	Sid Williams Theatre Society	\$ 105,000
	Downtown cultural events	\$ 5,000	Downtown cultural events	\$ 5,000	Downtown cultural events	\$ 5,000
		<u>\$ 225,000</u>		<u>\$ 225,000</u>		<u>\$ 225,000</u>
<b>Council Initiatives &amp; Projects</b>	Purple ribbon Campaign	\$ 3,500	Purple ribbon Campaign	\$ 3,500	Purple ribbon Campaign	\$ 3,500
	Bus shelters - 2 per year	\$ 30,000	Bus shelters - 2 per year	\$ 30,000	Bus shelters - 2 per year	\$ 30,000
	Other projects and initiatives	\$ 41,500	Other projects and initiatives	\$ 41,500	Other projects and initiatives	\$ 41,500
		<u>\$ 75,000</u>		<u>\$ 75,000</u>		<u>\$ 75,000</u>
<b>Public Safety / Security</b>	Policing - fund two officers	\$ 320,000	Policing - fund two officers	\$ 330,000	Policing - fund two officers	\$ 340,000
<b>Social / Societal Initiatives</b>	Council supported supportive housing initiatives	\$ 50,000	Council supported supportive housing initiatives	\$ 50,000	Council supported supportive housing initiatives	\$ 50,000
<b>Infrastructure Works</b>	Reserve funds for third bridge crossing	\$ 100,000	Reserve funds for third bridge crossing	\$ 100,000	Reserve funds for third bridge crossing	\$ 100,000
<b>Green Capital Projects / Innovation</b>	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 35,000	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 35,000	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 35,000
<b>Total Annual Distribution</b>	<u>\$ 805,000</u>	<u>\$ 815,000</u>	<u>\$ 825,000</u>			



THE CORPORATION OF THE CITY OF COURTENAY

## STAFF REPORT

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**To:** Council  
**From:** Chief Administrative Officer  
**Subject:** Gaming Funds Policy Review

**File No.:** 1890-20  
**Date:** October 5, 2015

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### PURPOSE:

The purpose of this report is to assist in Council's discussion with respect to the relative distribution of the gaming fund revenues available to the City of Courtenay.

### POLICY ANALYSIS:

The City receives 10% of the commercial gaming revenues due to a commercial gaming facility existing within its municipal boundaries. A set of categories was developed by the previous Council as a means to guide its allocation and distribution of the gaming funds. Rather than be random, these categories have been useful in keeping the funding for specific programs that fit neatly into the City's strategic plan.

As a result, Staff is suggesting that the same funding model continue to be utilized for the upcoming three years.

### CAO RECOMMENDATIONS:

THAT based on the October 5<sup>th</sup> 2015 Staff Report "Gaming Funds Policy Review", Council approve as per Schedule A, the 2016 funding allocations to the Public Safety and Security (RCMP), Support of Downtown Arts and Culture (Sid Williams Theatre, Courtenay Museum and Comox Valley Art Gallery), and Infrastructure categories; with further discussion of funding and programs for the remaining years and categories.

Respectfully submitted,

David Allen, BES, CLGEM, SCLGM  
Chief Administrative Officer

## BACKGROUND:

Since the City has a gaming facility within its municipal boundaries, it receives a 10 % (percent) share of the net commercial gaming revenues. The cumulative pool of commercial gaming revenues available to local governments that host a gaming facility is \$84.1 million dollars. The City has, in the past, utilized its share of these funds to provide funding for six key distribution categories as identified in Schedule A. They are:

1. Support of Downtown Arts and Culture
2. Council Initiatives and Projects
3. Public Safety/Security
4. Social/Societal Initiatives
5. Infrastructure Works
6. Green Capital Projects/Innovation.

Over the past three years, the City has received \$805,000 in 2013, \$815,000 in 2014 and \$825,000 in 2015. As per the attached Schedule, the utilization of these funds has been distributed following the categories above:

- Under the category of **Support of Downtown Arts and Culture**, funding for the past three years has been provided to the Comox Valley Art Gallery, The Courtenay and District Historical Society, The Sid Williams Theatre Society and Downtown cultural events have all been given funding under this specific category.
- Under the category of **Public Safety and Security**, dollars have been used to fund the cost of policing, more specifically the cost to fund two police officers.
- Under the category of **Social/Societal Initiatives**, funding has been assigned by Council to supportive housing initiatives.
- Under the **infrastructure category**, the City has placed \$100,000 into a reserve for the funding of a third bridge crossing.
- Under the **Green Capital projects and innovation** category, gaming dollars have been set aside for those things that are viewed by Council as reducing greenhouse gas emissions, or those items that promote cleaner air and cleaner water.
- The final category of **Council initiatives and projects** has usually been used to provide funding for the purple ribbon campaign, bus shelters and for other projects and initiatives that City Council deems to be a priority.

## DISCUSSION:

The Gaming Funds Policy expires at the end of 2015. Council may wish to review the placement of funding within the designated categories and can proceed to determine what kind(s) of uses should be provided with funding from this source.

The allocation of the funding within the various categories is subject to Council's prerogative, however, it is suggested that the funding for certain categories continue to be used for their current purposes. For example, under the category of **Public Safety and Security**, on July 2010 City Council passed a motion to fund the cost of two RCMP members from the Gaming Funds. This has been the practise since that time and Administration is suggesting that it continue. If this were to be removed, tax dollars would be required to make up the dollars required for these RCMP members.

Under the **Arts and Culture category**, the three primary entities noted earlier, have come to rely on the funds allocated to them in order to assist with covering their general operating costs. It is suggested that the City continue to provide these entities with the funding that they have come to rely upon each year. These groups can also apply for funding under the “non-profit community organizations” pool of provincial gaming funds but those funds must be used for specific programs or services whereas any funding channelled through the City is used from an overall operational perspective.

Under the category of **Social/Societal Initiatives**, it is suggested that this category continue and that it be used as a source of funding to assist with supportive housing projects.

The Funding allocations for the remaining categories can be changed to whatever Council may desire.

### **FINANCIAL IMPLICATIONS:**

According to the requirements of the Gaming Branch, a separate fund and bank account were created for the gaming funds. Over the history of the account, the practice of the City of Courtenay has been to place those funds into the reserve-bank account and then spend them in the following year. This prevents any potential problems from developing should provincial funding be interrupted or lower than anticipated.

As noted earlier, the City developed categories to guide the allocation of the gaming funds. The utilization of the gaming funds for purposes such as infrastructure renewal, Public Safety and Security, and in support of Downtown Arts and Culture Programs, is a way for the community to fund services and prepare for large infrastructure projects, without putting additional stress on public tax dollars. For Council’s information, the Gaming funds represent about 2.1% ( $\$825,000 / (\$38,963,017 + 825,000)$ ) of the total general fund budgeted operating revenues for the City. If any of this funding was not utilized, the payments for the two RCMP officers and other allotments would become a draw on the City’s tax base which is the primary reason why these Gaming Funds were aligned in the manner that they were.

Over the past three years, funding from commercial gaming has been:

- 2013                   \$872,700
- 2014                   \$881,900
- 2015 (to date)   \$470,870

Staff recommends that the distribution of the gaming funds not exceed the amount of revenues received in a prior year. This eliminates any potential risk of funding amounts being unilaterally adjusted by the province or the impact of external circumstances that can detrimentally impact the projected revenues the City might be counting on for current year distributions. The budget for 2015 is \$825,000 and the balance in the account, as of the end of September, 2015 is \$1,198,205.

Based on the funding received from gaming over the past 2.5 years, the budget could be set at approximately \$875,000 for 2016, \$885,000 in 2017 and \$895,000 in 2018.

### **ADMINISTRATIVE IMPLICATIONS:**

Staff recommends that Council try to restrict decisions of allocating the funding to larger one-time in nature requests versus small, piecemeal allocations that consume a significant amount of administrative processing time. Making the grants one-off payments prevents the recipients from becoming dependent on future gaming fund dollars and allows Council the ability to spread larger funding amounts to different

beneficiaries. In this manner, recipients who receive larger amounts can complete projects that might otherwise be outside of their funding capabilities.

**STRATEGIC PLAN REFERENCE:**

The allocation categories for the Gaming funds fit particularly well within the corporate priorities of Downtown Revitalization with support for arts and culture, Affordable Housing, infrastructure renewal, and public safety.

**OFFICIAL COMMUNITY PLAN REFERENCE:**

Not referenced.

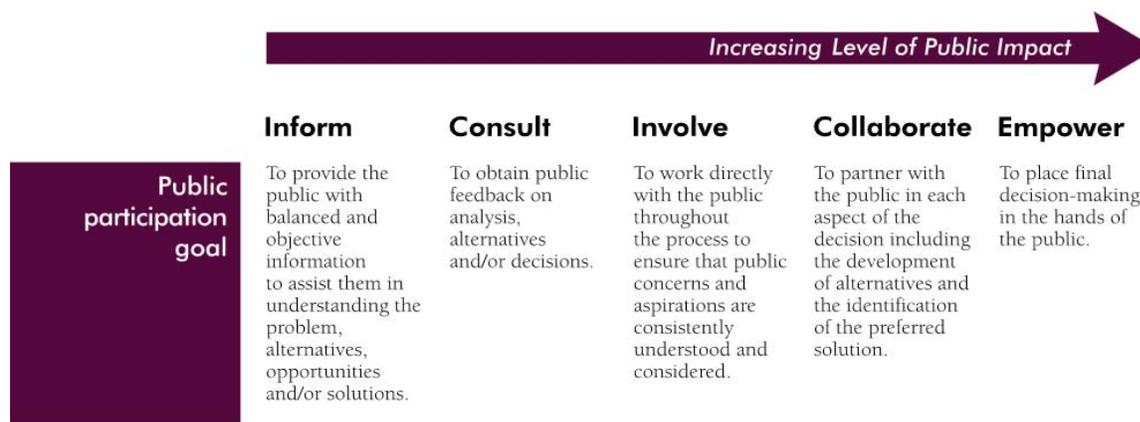
**REGIONAL GROWTH STRATEGY REFERENCE:**

Not referenced.

**CITIZEN/PUBLIC ENGAGEMENT:**

Staff would inform through adoption of policy based on the IAP2 Spectrum of Public Participation:

[http://c.ymcdn.com/sites/www.iap2.org/resource/resmgr/imported/IAP2%20Spectrum\\_vertical.pdf](http://c.ymcdn.com/sites/www.iap2.org/resource/resmgr/imported/IAP2%20Spectrum_vertical.pdf)



**OPTIONS:**

**Option 1:**

That in light of the impending 2016 budget, City Council approve as per Schedule A the 2016 funding allocations to the Public Safety and Security (RCMP), Support of Downtown Arts and Culture (Sid Williams Theatre, Courtenay Museum and Comox Valley Art Gallery), and Infrastructure categories; with further discussion of funding and programs for the remaining years and categories.

**Option 2:**

That Council continue to follow the designated categories and current practises with respect to the distribution of gaming funds; and approve the general intent of the 2016 – 2018 Schedule of Gaming funds distribution.

**Option 3:**

That Council review the current categories and modify the distribution model.

Prepared by:



Brian Parschauer, BA, CPA\_CMA  
Director of Finance



Randy Wiwchar  
Director of Community Services

Attachments: Schedule A – 2016 – 2018 Proposed Gaming Funds Distribution



**City of Courtenay  
2016 - 2018 Proposed Schedule of Annual Gaming Funds Distribution**

Distribution: Major Categories	Distributions -2016		Distributions -2017		Distributions -2018	
	Estimated Annual Funds Available	\$ 875,000	Estimated Annual Funds Available	\$ 885,000	Estimated Annual Funds Available	\$ 895,000
<i>Support Downtown Arts and Culture</i>	CV Art Gallery	\$ 65,000	CV Art Gallery	\$ 65,000	CV Art Gallery	\$ 65,000
	Ctny & Dist Historical Society	\$ 50,000	Ctny & Dist Historical Society	\$ 50,000	Ctny & Dist Historical Society	\$ 50,000
	Sid Williams Theatre Society	\$ 105,000	Sid Williams Theatre Society	\$ 105,000	Sid Williams Theatre Society	\$ 105,000
	Downtown cultural events	\$ 5,000	Downtown cultural events	\$ 5,000	Downtown cultural events	\$ 5,000
		\$ 225,000		\$ 225,000		\$ 225,000
<i>Council Initiatives &amp; Projects</i>	Purple ribbon Campaign	\$ 3,500	Purple ribbon Campaign	\$ 3,500	Purple ribbon Campaign	\$ 3,500
	Bus shelters - 3 per year	\$ 30,000	Bus shelters - 3 per year	\$ 30,000	Bus shelters - 3 per year	\$ 30,000
	Other projects and initiatives	\$ 46,500	Other projects and initiatives	\$ 46,500	Other projects and initiatives	\$ 46,500
		\$ 80,000		\$ 80,000		\$ 80,000
<i>Public Safety / Security</i>	Policing - fund two officers	\$ 350,000	Policing - fund two officers	\$ 360,000	Policing - fund two officers	\$ 370,000
<i>Social / Societal Initiatives</i>	Council supported supportive housing initiatives	\$ 50,000	Council supported supportive housing initiatives	\$ 50,000	Council supported supportive housing initiatives	\$ 50,000
	Reserve funds for third bridge crossing	\$ 120,000	Reserve funds for third bridge crossing	\$ 120,000	Reserve funds for third bridge crossing	\$ 120,000
<i>Green Capital Projects / Innovation</i>	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 50,000	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 50,000	Council supported initiatives to achieve outcomes of reduced greenhouse gas emissions, cleaner air, cleaner water	\$ 50,000
<b>Total Annual Distribution</b>		<b>\$ 875,000</b>		<b>\$ 885,000</b>		<b>\$ 895,000</b>



City of Courtenay  
GAMING ACCOUNT  
For the Twelve Months Ending Thursday, December 31, 2015  
PRINTED: 1/13/2016

DESC	2012 ACTUALS	2013 ACTUALS	2014 ACTUALS	3 Year Average	2015 FINAL BUDGET	2015 ACTUALS
<b>CURRENT YEAR OPERATIONS</b>						
<b>REVENUE</b>						
PROV TRANSFERS - GAMING REVENUES	909,802	872,688	881,878	888,122	825,000	713,295
INTEREST EARNINGS ON GAMING REVENUE	10,627	11,628	16,122	12,793	0	13,766
<b>TOTAL REVENUE</b>	<b>920,429</b>	<b>884,316</b>	<b>898,000</b>	<b>900,915</b>	<b>825,000</b>	<b>727,060</b>
<b>EXPENSE</b>						
> DISBURSEMENT CATEGORIES						
1. SOCIETIES MANAGING CITY ART/CULT FACILITIES	0	0	0	0	0	0
-CV ART GALLERY	50,000	65,000	65,000	60,000	65,000	65,000
-SID WILLIAMS THEATRE SOCIETY	120,000	105,000	105,000	110,000	105,000	105,000
-CTNY AND DIST HISTORICAL SOCIETY	40,000	50,000	50,000	46,667	50,000	50,000
-DOWNTOWN CULTURAL EVENTS	0	5,000	5,000	3,333	5,000	5,000
	210,000	225,000	225,000	220,000	225,000	225,000
2. COUNCIL INITIATIVES AND PROJECTS	0	0	0	0	36,500	0
- COMMUNITY GRANTS	3,500	0	0	1,167	0	2,000
- BUS SHELTER PROJECTS	29,696	24,094	22,337	25,376	30,000	0
- JULY 1ST COMMITTEE	0	5,000	5,000	3,333	5,000	5,032
- PURPLE RIBBON CAMPAIGN	0	3,500	3,500	2,333	3,500	3,500
- ACTIVE SCHOOL TRAVEL PLAN	0	5,000	5,000	3,333	0	0
	33,196	37,594	35,837		75,000	10,532
3. PUBLIC SAFETY & SECURITY	302,211	320,000	315,204	312,472	340,000	325,278
4. SOCIAL/SOCIETAL INITIATIVES	0	15,000	5,131	6,710	50,000	0
5. INFRASTRUCTURE WORKS	67,750	100,000	100,000	89,250	100,000	100,000
6. GREEN CAPITAL PROJECTS/INNOVATION	0	0	0	0	35,000	25,800
<b>TOTAL EXPENSE</b>	<b>613,157</b>	<b>697,594</b>	<b>681,172</b>	<b>663,974</b>	<b>825,000</b>	<b>686,610</b>
<b>Surplus/ (Deficit)</b>	<b>307,272</b>	<b>186,722</b>	<b>216,829</b>	<b>236,941</b>	<b>0</b>	<b>40,450</b>