North Carolina AMVETS Service Foundation

Mobilizing Accountable Charitable Fundraising NC Innovation Council April 2023





IF ONE CAN GAMBLE ONLINE

ONE SHOULD BE ABLE TO BUY A RAFFLE TICKET FOR CHARITY ONLINE

Number of states with legal:

- Electronic Raffles (but not online) 21
- Online lottery ticket sales 17
- Online casino gaming 7
- Online sports betting 27





NC Nonprofits, particularly VSOs need money to support generations of local community service.

Nonprofits may fundraise with charitable gaming, but traditional games and regulations are cumbersome, dated and often **MIA** (**Missing In Action**).

When Thrown A Curve, *Lean* Into It

The long-term strategy for charitable gaming needs to mobilize to:

- Innovate online charitable fundraising
- Push engagement outside the membership well
- Raise funds responsibly, immutably with total accountability
- Empower distributors to direct benefits to nonprofits
- Positively promote potentially life-changing prizes and local community service

Coupled with a decentralized ledger for reports built on Peerplays blockchain-it's raffles *Barney-style*, or as civilians would say, *"Idiot-proof."*





Shift The Gaming Gears:

NC AMVETS Service Foundation raffles offer inherent fidelity with great benefits to donors, supporters and regulators giving *more power, more success*, & MORE MONEY TO LOCAL NONPROFITS.

Raffles are provided for NO UP-FRONT COST to nonprofits & include:

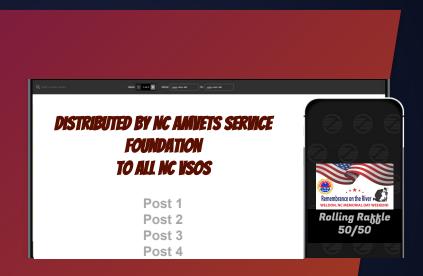
- Classic 50/50
- Progressive 50/50
- Chase the Ace
- Product Raffles

All data and transactions are <u>locked and loaded</u>-No lost tickets, no missing entries, no rigs--Provably fair, locally responsible fundraising with more revenue to charity than any other platform on the market.

Raffles Distributed by NC AMVETS Service Foundation

8 14-309.15. Raffles.

- (a) It is lawful for any nonprofit organization, candidate, political committee, or any government entity within the State, to conduct raffles in accordance with this section. Each regional or county chapter of a nonprofit organization is eligible to conduct raffles in accordance with this section independently of its parent organization. Any person who conducts a raffle in violation of any provision of this section is guilty of a Class 2 misdemeanor. Upon conviction that person shall not conduct a raffle for a period of one year. It is lawful to participate in a raffle conducted pursuant to this section. It is not a violation of State law to advertise a raffle conducted pursuant to this section is not "gambling." For the purpose of this section, "andidate" and "political committee" have the meaning provided by Article 22A of Chapter 163 of the General Statutes, who have filed organization reports under that Article, and who are in good standing with the appropriate board of elections. Receipts and expenditures of a raffle by a candidate or political committee shall be reported in accordance with Article 22A of Chapter 163 of the General Statutes, and ticket purchases are contributions within the meaning of that Article.
- (b) For purposes of this section "raffle" means a game in which the prize is won by random drawing of the name or number of one or more persons purchasing chances.
- (e) A nonprofit organization may hold no more than four raffles per year.
 (d) Except as provided in subsection (g) of this section, the maximum cush prize that may be offered or paid for any one raffle is one hundred twenty-five thousand dollars (\$125,000) and if merchandise is used as a prize, and it is not redeemable for cash, the maximum fair market value of that prize may be one hundred twenty-five thousand dollars (\$125,000). The total cash prizes offered or paid by any nonprofit organization shall not exceed two hundred fifty thousand dollars (\$250,000) in any calendary quer. The total fair market value of all prizes offered by any nonprofit organization, either in cash or in merchandise that is not redeemable for cash, shall not exceed two hundred fifty thousand dollars (\$250,000) in any valendary tast.
 - (e) Raffles shall not be conducted in conjunction with bingo.
- (f) As used in this subsection, "net proceeds of a raffle" means the receipts less the cost of prizes awarded. No sets than nintel yenernet (90%) of the net proceeds of a raffle shall be used by the nonprofit organization for charitable, religious, educational, civic, or other nonprofit purposes. None of the net proceeds of the raffle shall be used to pay any person to conduct the raffle, or to rent a building where the tickets are received or sold or the drawing is conducted.
- (g) Real property may be offered as a prize in a raffle. The maximum appraised value of real property that may be offered for any one raffle is five hundred thousand dollars (\$500,000). The total appraised value of all real estate prizes offered by any nonprofit organization shall not exceed five hundred thousand dollars (\$500,000) in any calendar year.
- (h) Notwithstanding any other subsection of this section, it is lawful for a federally insured depository institution to conduct a savings promotion raffle under G.S., \$35Ce-2.0, 54-109.64, 54B-140, or \$4C-180, (1983 (Reg. Sens., 1984), c. 1107., s. 11; 1993, c. 219, s. 1; c. 3994, E.S. Sens., c. 42, s. 14(c), 1997-10, s. 1; 2005-256, s. 1731; 2005-345, s. 31; 2006-264, s. 3(a); 2009-49, s. 1; 2011-146, s. 1; 2013-381, s. 59.1; 2018-100, s. 5(b); 2019-173, s. 2(a).



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NC AMVETS Service Foundation Raffle Standards, Features & Functionality

1) Admin Process

- a) Establish Dedicated Raffle Banking Account
 - b) Establish Stripe Merchant Service Account
 - c) Raffle platform provides accounting for donations & affiliate/club totals
- d) Remits funds to participating clubs/organizations via ACH, Stripe or Check
- e) Pays Winners via Check, deducting and submitting required federal taxes.







Gaming Benefits Raffles are GLI™ Gold-Standard Certified



Gaming Labs International

(GLITM)

Since 1989 the GLI has certified millions of land-based, online, and lottery device and system items, consulted on and/or tested equipment for more than 480 jurisdictions, and created a series of global standards that help suppliers, regulators, and operators.

Why Gaming Benefits Raffles and Blockchain for NC Charitable Gaming?

The North Carolina Regulatory Sandbox Act of 2021 is a Financial and Insurance Regulatory Sandbox Act establishing the North Carolina Innovation Council around blockchain technology, financial technology and nonprofit participation.

GBC blockchain technology together with a certified RNG ensures winners are chosen fairly, safely, and transparently and all contributions are accounted for with immutable decentralized database technology and regulatory monitoring dashboard.

This innovation offers an extended civic and economic impact through the mobilization of accountable charitable gaming and presents a perfect use-case for the Sandbox Act and can be integrated into the marketplace meeting statutory requirements.

NC Sandbox Law- Nonprofit Representation

"§ 169-5. Regulatory assistance; technical assistance; nonprofit organizations.

A designated nonprofit organization which has been duly authorized by the Office of the Secretary of State shall be recognized as partners that may help sandbox applicants navigate the regulatory sandbox application process. Certain participating nonprofit organizations may also assist sandbox participants with the design and implementation of products and services during the regulatory sandbox program period. Nonprofit organizations wishing to assist regulatory sandbox applicants and participants shall submit an application to the Innovation Council for approval. Such organizations shall additionally be empowered to explore, provide input, analyze, and make recommendations with respect to innovations and the application of innovative technologies that would additionally provide benefit to the State, its consumers, and its industry.



Riding Lead: History with the Gung Ho 50-50/50

<u>The term "Gung Ho" means "work together"</u>and describes the first raffle effort built with Gaming Benefits Corporation founders and developmental partners, the Seacoast Marines and Tonk Group.

"Gung Ho" was how the Chinese referred to the <u>Marine Raiders</u> in WWII and has since become the battle cry of the USMC. The Gung Ho Raffle was created and tested by volunteers to the Marine Corps League of New Hampshire & the Seacoast Detachment #394 where the Veterans Foundation served as the distributor of record.

The Marine Corps League Seacoast Detachment #394 began testing mobile raffles in 2018. Through strategic partnerships and volunteer efforts, the Gung Ho Raffle has been developed to help all veteran service organizations work together.







APPENDIX

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Reach Out

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