

Community Gaming Grants Branch

Supporting Document Example: Grant Application – Organization Balance Sheet

This document provides an example balance sheet. In order to be considered for a Community Gaming Grant, applicants must submit organization financial documents, including an organization-level balance sheet. If your organization is unsure of what information to include in its balance sheet, the following example may be used as a guide. See Section 3.3 of the Community Gaming Grants: Program Guidelines for additional information regarding organization financial eligibility and requirements. The Program Guidelines and other online resources are available on the Community Gaming Grants Branch website, at: https://www2.gov.bc.ca/gov/content/sports-culture/gambling-fundraising/gaming-grants.

Example: Organization Balance Sheet

[Name of Organization] **BALANCE SHEET** As at [your most recent fiscal year end] General Fund Gaming Fund Total Current Assets Cash on hand 100 100 Cash in bank 3.000 1.350 4.350 Prepaid expenses 400 400 Short-term investments 8.000 8.000 11.500 1.350 12,850 Capital Assets Furnishings & equipment 3,000 3,000 \$14,500 \$1,350 \$15,850 **Total Assets Current Liabilities** Accounts payable & accruals 1,000 1,000 Fund balances Externally Restricted 1, see note [#] 2.000 2,000 Internally Restricted 2, see note [#] 2,000 2,000 Unrestricted 9.500 1.350 10.850 13,500 1,350 14,850 Total Liabilities and fund balances \$14,500 \$1,350 \$15,850 Approved by: [Director]

¹ Per Section 3.3 of the Program Guidelines, externally restricted funds must be clearly identified in the financial statements, with an explanation of what the funds are restricted for (e.g. bequests, endowments) and by whom.

² Per Section 3.3 of the Program Guidelines, internally restricted funds must be clearly identified in the financial statements, with the specific reason for the restriction (e.g., roof replacement) and the date it was approved by the Board. The minutes of the meeting at which the restriction was approved must also be provided.