



# ALBERTA CASINO ADVISORS I N C O R P O R A T E D

## Volunteer Quick Reference Guide

Volunteer Position	Board Member of the Organization	Volunteer Type	Employee of the Organization	Worker Application	Casino Volunteer	Walking and Standing	On Casino Floor	Touch Cash or Chips	Use of Computer
<b>General Manager and Alternate General Manager</b>	Signing authority recommended	Board member preferred	<b>Not Permitted</b>	Required	10-25%	Yes (10%)	Limited	Yes	
<b>Banker</b>	Preferred however not mandatory	Member preferred	<b>Not Permitted</b>	Required	May Sit 90% if desired	No	Limited	Yes	
<b>Cashier</b>	May	Any Volunteer	Permitted	Required	May Sit 90% if desired	No	Yes	No	
<b>Chip Runner</b>	May	Any Volunteer	Permitted	No	10-20%	Yes	Yes	Yes	
<b>Count Room Supervisor</b>	Preferred however not mandatory	Member preferred	<b>Not Permitted</b>	Required	May Sit 90% if desired	No	No	Yes	
<b>Count Room Volunteer (Recorder)</b>	May	Any Volunteer	Permitted	No	May Sit 90% if desired	No	No	Yes	
<b>Count Room Volunteers (Sorters)</b>	May	Any Volunteer	Permitted	No	Standing	No	Yes	No	
<b>All Other Count Room Volunteers</b>	May	Any Volunteer	Permitted	No	May Sit 90% if desired	No	Yes	No	

### Casinos in Calgary, Edmonton and St Albert:

All volunteers must only work in one position during the entirety of the event. Changing roles is not permitted during a two-day event.

### Casinos in all other areas:

All volunteers must work in only one cash cage position during the entirety of the event but may work in one count room position as well except the Banker and General Manager may not become the Count Room Supervisor.

This is a guideline only. If there is ambiguity, please ask your advisor for direction.

Please note that the Alternate General Manager may work in any position but also follows the same rules above about filling a different position. So, if the Alternate General Manager becomes a Banker on day one then they cannot be anything except the Banker in the cash cage the second day (unless it was a short-term proxy).