

Volunteers Needed for our Casino on April 10 and 11, 2012 at Cash Casino

There is going to be a Casino held on April 10 and 11, 2012 that will raise funds for the CKRC. We need volunteers to fill the many positions required to run the casino. Volunteers need have no knowledge of gambling in order to participate. All training is done at the casino by the Casino Advisors and the gaming floor staff. Although the casino volunteering experience may seem a little intimidating at first, you will be surprised at how smoothly things run and how much fun it can be for all the volunteers. Many of our members have participated at past casinos and can tell you about the experience. A meal and snacks are provided. Friends and family can also volunteer.

A brief description of the volunteer positions follows:

General Manager: Responsible for the overall running of the casino, guided by the advisor.

Banker: Works closely with the advisor, handling cash and chip inventories.

Cashier: Redeems players' chips for cash.

Chiprunner: Delivers chips from the Banker to the gaming tables as required.

Countroom Staff: Sort and count money at the end of the night.

Shifts run from about 11 AM to 7 PM (Day) and from 6 PM to 2 AM (Night) on each day. Some shifts may start a little earlier or run a little later. You can work two shifts if you want, although you must remain in the same job. You must be 18 or older. There is a background check form to fill out. You cannot gamble at the casino during our two day time period if you are a volunteer.

To volunteer, please fill out the following and the attached AGLC background form:

Name(s): _____

Address: _____

Cell Number: _____

E-Mail: _____

Shift Preference: Day___Night___ Job Preference: _____

Sorry, I can not guarantee meeting your preferences, although I will try my best. I will discuss any mis-matches before I put you down for a particular shift and job.

Then send the completed form to me at:
Peter Sammon, Casino Coordinator
samfam1@telus.net or
Fax: 403-289-8502 (mark to my attention)