

BANK SUMMARY STATEMENT	BINGO	BREAKOPEN	TOTAL
1. OPENING LOTTERY BANK BALANCE AT THE BEGINNING OF THIS PERIOD: (LINE 9 FROM LAST REPORT)			1. \$ _____
2. REVENUE: (Box G, Page1)	_____	+	_____
3. PRIZES: CASH (Box H, page 1)	_____		
CHEQUE (Box L, page 2)	_____		
TOTAL PRIZES	_____	+	_____
			3. \$(_____)
4. EXPENSES:	<u>DESCRIPTION</u>		<u>AMOUNT</u>
CASH (Box I, page 1)	WAGES _____		_____
CHEQUE (Box N, page 2)	_____		_____
TOTAL EXPENSES	_____	+	_____
			4. \$(_____)
5. USE OF PROFIT/DISBURSEMENTS: (Box M, page 2)			5. \$(_____)
	<u>DESCRIPTION</u>		<u>AMOUNT</u>
6. OTHER WITHDRAWALS:	BANK CHARGES _____		_____
	_____		_____
			6. \$(_____)
7. OTHER RECEIPTS:	INTEREST _____		_____
	_____		_____
			7. \$ _____
8. CALCULATED ENDING BANK BALANCE (Lines 1 + 2 - 3 - 4 - 5 - 6 + 7)			8. \$ _____
9. ACTUAL ADJUSTED BANK BALANCE (Box O, page 3)			9. \$ _____
10. OVERAGE/(SHORTAGE) (LINE 9 - 8)			10. \$ _____

Please ensure that all yellow highlighted Grand Total boxes are completed. Any attachments provided in lieu of recording information on this report, must be complete and the Grand Totals placed in the applicable boxes.

CERTIFICATION

WE, the undersigned, have examined the records and accounts of

(NAME OF ORGANIZATION)

with respect to the above described lottery, the information contained herein accurately reflects the organization's records which are correct to the best of our knowledge and belief.

DATED THIS _____ DAY OF _____ 20____

SIGNATURES OF THE PRESIDENT AND ONE PRINCIPAL OFFICER ARE REQUIRED ON THIS FORM

	SIGNATURE	
	PRINT NAME	
PRESIDENT	OFFICE HELD	
	ADDRESS	
	POSTAL CODE	
BUS:	RES:	TELEPHONE
		BUS: RES:

NAME (PRINT) _____ # _____
PLEASE ENTER THE NAME AND DAYTIME TELEPHONE NUMBER OF THE PERSON COMPLETING THIS REPORT IF IT IS DIFFERENT FROM THOSE SHOWN ABOVE.

Reminder: All licensees are required to submit a License Amendment Form to the Manitoba Gaming Control Commission to request approval for any changes to their licensed event or to advise of changes to their organization information.