

1. GENERAL POLICIES

- 1.1 The applicant for a Public Resale Special Event licence may be:
- a) a non-profit organization;
 - b) a municipality;
 - c) a registered charitable organization;
 - d) a service club or association of individuals organized for a joint purpose; and
 - e) a company incorporated under Part 9 of the Companies Act.
- 1.2 The licensee is responsible for ensuring compliance with all legislation, policies and requirements governing the sale and consumption of liquor.
- 1.3 A Public Resale – Community Special Event licensee must comply with the General Special Event Licence Policies and Guidelines.

2. ANNUAL COMMUNITY EVENT

POLICIES

- 2.1 A Special Event Licence – Public Resale may be issued for the possession, storage, sale and service of liquor at a community event that is open to the public. The special event must be sponsored, managed and conducted by a licence applicant approved by the AGLC, and in conjunction with a community event approved by the AGLC such as an exhibition, local fair, sports event, performing arts event or musical festival.
- 2.2 The applicant is required to obtain the approval of the following authorities prior to the event being licensed:
- a) the local police agency;
 - b) the local fire department;
 - c) the local health authority; and/or
 - d) the local municipality.
- 2.3 Acceptable locations for a Public Resale Community Special Event Licence are:
- a) a permanent structure;
 - b) a semi-permanent structure (e.g., tent);
 - c) an area surrounded by a fence of a minimum height of 1.2 metres (four feet);
 - d) bleachers or concourse area;
 - e) municipally-approved public areas with the licensed area located within a tent or fenced area; and
 - f) other venues approved by the AGLC.

- 2.4 The entity or organization conducting the community special event may designate another non-profit organization to obtain the special event licence for the operation of the liquor service. The entity or organization must provide written confirmation to the AGLC identifying the designated organization. The designated organization is responsible for ensuring compliance with all legislation, policies and requirements governing the sale, service and consumption of liquor.
- 2.5 Retail prices for liquor sold at a community special event are subject to the following minimum prices:

Spirits and liqueurs:	\$2.75 / 28.5 ml (1 oz) or less;
Wine:	\$0.35 / 28.5 ml (1 oz);
Draught beer:	\$0.16 / 28.5 ml (1 oz); and
Bottled/Canned Beer, Cider or Coolers:	\$2.75 /341 ml bottle or 355 ml can
- 2.6 Free liquor specials, multiple drink specials or all inclusive drink pricing are prohibited.
- 2.7 The licensee must provide a minimum of one adult supervisor for every 50 patrons in attendance. In addition, there must be at least one adult supervisor at each entrance and exit.
- 2.8 Food service at a community special event must be available during all hours of liquor service. Minimum food service must include a variety of hot and cold food selections (e.g. hamburgers, hot dogs, chicken fingers, sandwiches, etc.).

3. FOOD FAIR

POLICIES

- 3.1 A Public Resale Special Event Licence – Food Fair may be issued for a food fair sponsored and managed by a licence applicant approved by the Board.
- 3.2 A special event licence issued in respect of a food fair may authorize a liquor supplier or liquor agency that is not the special event licensee to sell liquor for consumption at the food fair.
- 3.3 A liquor exhibitor/agency may purchase, possess, display and sell samples of liquor. All liquor purchases must be placed with and coordinated through the licensee. Liquor stores may not represent a liquor exhibitor at these events.
- 3.4 Products from all segments of the liquor industry may be offered for sale as follows:
 - a) exhibitors may sell sample servings as follows:
 - beer - 112 ml (4 oz.)
 - coolers/cider - 112 ml (4 oz.)
 - wine - 56 ml (2 oz.)
 - spirits - 14 ml (1/2 oz.)
 - liqueurs - 14 ml (1/2 oz.)
 - b) samples may not be provided free of charge.
- 3.5 The licensee may collect an admission fee from the public and sell tickets to the public redeemable for food and liquor. The price of the tickets is set by the licensee. Other arrangements may be considered.
- 3.6 Site arrangements (including storage, floor plan, ticket sellers and security) made by the licensee must be approved by the AGLC.

- 3.7 The licensee is responsible for all liquor products on the licensed premises and must coordinate product orders on behalf of exhibitors from either:
- a) AGLC approved retail outlets; or
 - b) a retail liquor store authorized by the AGLC to operate on the licensed premises.

4. THEATRE

POLICIES

- 4.1 A Public Resale Special Event Licence may be issued for conducting a live theatrical production or a film festival or similar event as approved by the AGLC.
- 4.2 In the case of a live theatrical production, liquor may be consumed in the lobby area, seating area or green room ((room for performers when not required to be on stage).
- 4.3 In the case of a film festival, liquor may be consumed in the lobby area and the green room. Liquor may also be consumed in the seating area, if minors are prohibited.
- 4.4 In the case of a dinner theatre, liquor may be consumed within the main theatre seating area.
- 4.5 The theatrical production may be advertised to the public provided the service of liquor is not the primary emphasis of advertising.

5. GUIDELINES

- 5.1 Applications for a Public Resale Community Special Event Licence should be submitted to the AGLC a minimum of six weeks prior to the start of the event.
- 5.2 A single special event licence may include several related activities taking place on consecutive days. Examples are:
- a) a curling bonspiel;
 - b) a convention; or
 - c) other multi-day events approved by the AGLC.
- 5.3 Licence hours may be split, with each time period followed by a maximum one (1) hour period to consume served drinks (e.g., liquor served from 2 p.m. to 5 p.m. with consumption allowed until 6 p.m.; then liquor served again from 9 p.m. to 2 a.m. with consumption allowed until 3 a.m.