Facility Relocation Application: Camrose Casino

Camrose Casino Relocation to South Edmonton

Camrose Casino is proposing to relocate the existing casino from Camrose to SW Edmonton taking advantage of the expanding population of Edmonton. The current Camrose casino provides services to rural charities in central Alberta and would continue to do so after the relocation.

Proposed Facility

- Location: 420 Parsons Road SW, Edmonton
- Facility: 88,000 Sq-Ft facility
- Timeline for construction: 19 to 24 months
- Number of slot machines: 498
- Number of table games: 25
- Number of poker tables: 8

Stakeholder Impacts

- Overall, the proposed relocation is expected to generate about \$19M (3%) in new gaming revenue in the Edmonton market.
- It is expected that the new casino will cause significant realignment in the Edmonton gaming market.
- The new casino will continue to provide services to the current rural charities it serves now.
- Rural charities served by this casino are expected to see a significant increase (>50%) in the charity pool payments.
- Edmonton urban charities are expected to see a small decrease (5%) in charity pool payments.
- Host First Nations charities are expected to see a small decrease (2%) in charity payments.

Inquiries about the application can be directed to: Stakeholder Relations, Capital City Casinos Ltd. c/o PO Box 53526, Edmonton RPO Ellerslie, AB, T6X 0P6 or call (780) 222-4155 or Senior Manager, Inspections Gaming at <u>gaming.inspections@aglc.ca</u>.

All objections must be submitted in writing and received by AGLC on or before **August 21, 2024,** to be considered during the current licensing process. A written summary of the objections will be shared with the applicant. Objections may be shared directly with the applicant. View a complete list of current <u>Pending Gaming Facility Applications</u>. You may send objections to:

Senior Manager, Inspections Gaming gaming.inspections@aglc.ca

NOTE: This article was shared from AGLC.ca: Facility Relocation Application: Camrose Casino | AGLC