

## CATCH THE ACE (OF SPADES) RAFFLE TICKET DRAW – **RULES OF PLAY**

### **A) PRIZE MONIES**

Twenty (20%) percent of the day's sales shall be awarded to the winner whose STUB TICKET is drawn.

Thirty (30%) percent of the day's sales shall be added to the rising Progressive Jackpot.

Fifty (50%) percent of the day's sales after expenses shall go to a number of organizations that will be listed/shown at the location where we will be selling the Tickets.

Should the winner select the Ace of Spades at the Card Draw step, he/she will be awarded:

1. The twenty (20%) percent of the day's sales; and
2. The total rising jackpot of monies that includes that day's thirty (30%) percent of the day's sales.

### **B) SALES**

1. Tickets will only be sold to those individuals eighteen (18) years and older. Proof of age may be asked for if the Seller of the Tickets believes the Individual is under the age of eighteen (18).
2. Tickets will be sold between **3:30 PM and 6:30 PM** local time.
3. Tickets are \$5.00 each.
4. Should there be a lineup for ticket sales, all those in line **PRIOR TO 6:30 PM WILL BE ELIGIBLE TO PURCHASE TICKETS.**
5. The CATCH THE ACE DRAW will be a maximum of twenty (20) weeks.
  - a) Weeks 1 to 15-----a maximum of 1,000 Tickets will be available to be sold.
  - b) Weeks 16, 17, 18 and 19-----a minimum of 1,000 Tickets will be available to be sold.
  - c) Week 20-----a minimum of 1,000 Tickets will be available to be sold.

Once the ACE OF SPADES has been drawn, that ends the current CATCH THE ACE DRAW.

6. The **Ticket Purchaser** must complete the Ticket Stub, including name, contact information, and one (1) Envelope Number (all information clearly printed). The Ticket Purchaser must enter a valid Envelope Number from the list of available numbers on display.
7. The **Ticket Purchaser** will be responsible to ensure that the ticket is filled out completely.
8. The STUB TICKETS are only valid for the daily draw in which they were purchased.
9. Any and all ticket discrepancies, errors or concern **must** be brought forward to the attention of the event site manager **PRIOR TO 6:30 PM.**
10. No Volunteer will be eligible to buy or having someone buy tickets on their behalf on the day of the draw where they are volunteering.

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11. Management reserves the right to limit the number of Tickets sold to an individual and/or group of people per weekly draw.

### **C) VIDEOTAPING**

The following:

1. Selection of the winning Ticket Stub;
2. Selection of the envelope containing a playing card;
3. The reveal of the playing card within the sealed envelope; and
4. The destruction of the playing card.

Will be videotaped as per the Alcohol and Gaming Commission Guide to ensure the raffle integrity.

### **D) TICKET DRAW**

1. The Ticket Draw will take place at approximately **7:00 PM**. It is guaranteed that the draw will not take place prior to this time. However, depending upon a number of factors, it may take place after this time. Organizers will do their best to keep as close to 7:00 PM as possible, though delays are possible and in most cases inevitable.
2. Immediately prior to the draw, the following will be announced to those present -
  - a) The Ticket Sales for the Draw.
  - b) The Draw Prize (Twenty [20%] percent of the day's sales).
  - c) The current Progressive Jackpot Amount.
3. The individual selecting the winning ticket and/or assisting with the reveal of the playing card must be impartial and **MUST NOT** have purchased or have had someone purchase a ticket for him/her for that day's draw.
4. At 7:00 PM, one (1) Ticket Stub will be randomly drawn from all tickets sold that day. The winning ticket holder will receive the weekly prize amounting to twenty (20%) percent of that day's ticket sales.
5. The Ticket Purchaser of the Ticket Stub drawn does not need to be in attendance to win.

### **E) CARD DRAW**

1. The playing cards are placed in identical, opaque envelopes that are sealed and will be on public display in a secure fashion.
2. The envelope number shown on the Ticket Stub will be opened.
3. If the ticket drawn does not have an envelope number or has an invalid number the CATCH THE ACE Raffle Ticket Committee will make one (1) attempt to contact the ticket holder at the telephone number shown on the ticket. This person is asked to select a number from the remaining envelopes and that playing card will be revealed.

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4. If unsuccessful in making contact, the CATCH THE ACE Raffle Ticket Committee will select the lowest remaining envelope number.
5. If the selected envelope does not contain the Ace of Spades, the playing card will be destroyed, and the Envelope Number will be removed from the week's envelope selection. Thirty (30%) percent of the ticket sales from the draw each week will be rolled over to the Progressive Jackpot.
6. The winning Ticket Stub holder will be notified by telephone and advised where/when they can claim their prize. Photo Identification will be required to claim any prize.
7. All prizes will be paid by cheque to the person named on the winning ticket.
8. After each draw that does not produce the ACE OF SPADES, the remaining envelopes with the cards in them will be kept in a secure location.

### **F) DRAW RULES-----WEEK 20 ONLY**

1. If after nineteen (19) weeks, the ACE OF SPADES has not been revealed, the Progressive Jackpot will be awarded on the twentieth (20<sup>TH</sup>) week of the raffle.
2. The winning ticket holder on week twenty (20) will receive the daily prize amounting to twenty (20%) percent of that day's sales. The envelope number shown on the Ticket Stub will be opened to reveal the playing card inside.
3. If the playing card is not the ACE OF SPADES, another Ticket Stub will be drawn. This Ticket Stub and all subsequent Ticket Stubs drawn after the first Ticket Stub **will not win the weekly prize BUT** the Envelope Number shown on the Ticket Stub will be eligible for the Progressive Jackpot.
4. If the Ticket Stub drawn does not have a number OR has an invalid number, the CATCH THE ACE Raffle Committee will make one (1) attempt to contact the ticket holder at the telephone number shown on the ticket. This person will be asked to select a number from the remaining envelopes and that playing card will be revealed.
5. If unsuccessful in making contact, the CATCH THE ACE Raffle Ticket Committee will select the lowest remaining envelope number.
6. The Ticket Holder that reveals the ACE OF SPADES will be declared the JACKPOT WINNER.

### **G) CONCERNS**

Any and all concerns or complaints with this process are to be brought to the attention of the licensee: Rotary Club of North Bay, P.O. BOX 242, North Bay, Ontario, P1B 8H2

**NOTE:** The Rotary Club of North Bay reserve the right to publish a photo and/or name of the winning ticket holder each week on our Facebook pages, web-site pages and any or all local media outlets at our discretion.

These **RULES OF PLAY** maybe updated as the Draw takes place, and as such will be posted at the location of the Draw.

**ONTARIO PROBLEM GAMBLING HELPLINE - 1-888-230-3505**  
**Lottery Licence #M784835**