

WELCOME TO WINE SURVIVOR 2024

- ✓ To enter, pay via e-transfer \$40 per entry- \$200 per team
- ✓ All entries will be accepted via email with e-transfer sent to vegrotaryclub@gmail.com or any Rotarian you may be in contact with.
- ✓ Please make the e-transfer password "Rotary" and add in the notes that the funds are for wine survivor.
- ✓ You can enter a team of 5, or as an individual. If you enter as an individual, we will assign you to a team. You can enter more than once and be on multiple teams to increase your odds. Each entry costs the same amount.
- ✓ The cut-off date for entries is Noon Thursday, June 6th, 2024 or earlier if we sell our maximum of 300 entries.
- ✓ Once all the entries are in, and the teams are finalized, we will start kicking people off the island by drawing numbers which have names assigned to them. But don't panic, you can still win as long as one person on your team is still in the running.
- ✓ Draws will take place June 9, 10, 11, 12, 13 of 2024 with the winning teams being notified by email and/or in person at Lobsterfest June 13th.

What you win—wine, of course, and lots of it!

- ✓ Prizes are awarded to teams as follows, based on 300 bottles:
 - o 1st place 100 bottles of wine, 20 per team member
 - o 2nd place 70 bottles of wine, 14 per team member
 - o 3rd place 55 bottles of wine, 11 per team member
 - o 4th place 40 bottles of wine, 8 per team member
 - o 5th place 25 bottles of wine, 5 per team member
 - o Consolation to first team eliminated 10 bottles of wine
- ✓ If the total number of entrants, and bottles of wine, are less than 300, 2nd through 5th place prizes will be prorated based on the number of bottles available for prizes. Consolation prize and **Ready** 1st place will remain at 10 and 100 bottles respectively. Raffle license #692031

Team Name:		
Team Captain: _	Email:	
	(Main contact who notifies other team members as needed)	
Other Team	Members:	
1	Email:	
2	Email:	
3	Email:	
4	Email:	

Complete rules available on our website:

portal.clubrunner.ca/484