

CHASE the JOKER RULES



Chase the Joker is a member initiated raffle where 80% of the proceeds go into prize money, although some funds will be held aside to kick-start future draws. The remaining 20% is allocated for the replacement of clubhouse furniture (chairs, tables etc).

The draw is only open to members aged 18 or over and members awaiting approval of their membership, providing that membership fees have been paid at the time of the Joker draw. Any person who is unfinancial at the time of draw will be ineligible to claim a prize.

To enter the competition, eligible members will have purchased up to a maximum of two \$5 tokens (stars).

How to play the game – Chase the Joker is a raffle run each week, unless otherwise advised. Financial members or financial members awaiting confirmation of their membership application may purchase a maximum of two pre-numbered tokens to enter the draw. The raffle features a standard pack of 52 cards plus the Joker card. Under the supervision of independent observers, cards are initially placed face down on the Chase the Joker board and sealed with tape to ensure that cards cannot be moved or identified, and then placed in the locked glass cabinet. A random number for the winning token will be drawn on a Friday night at around 6.15pm. The winner is entitled to pick from the remaining undisclosed cards in the cabinet. Should the member choose the Joker they will win the advertised prize pool. Should they select a card other than the Joker, they will win \$30 plus an additional \$20 should they choose an Ace. Any card selected that is not the Joker will be returned to the Joker board within the glass cabinet and displayed face up. Other consolation prizes may be awarded on the night at the discretion of the organiser. Prize money will initially be set at \$2,500 (subject to adequate funds being available) and jackpot each week by \$100 until the Joker is selected. The maximum prize money is \$5,000. After reaching this amount, the prize for the Joker prize pool will not increase. Instead, that week's draw will continue until the Joker is drawn. A new draw will then restart the following week.

Rules of the Game

1. Only financial members or financial members awaiting approval of their membership application may participate
2. Eligible players may purchase up to two tokens on the night of the draw
3. Eligible players must be present on the night of the draw to participate. If the player does not make themselves known within 1 minute of the draw, tokens will continue to be drawn until an eligible player claims the drawn token on time.
4. The Joker prize shall be that advertised prior to the commencement of the draw
5. All tokens must be returned to the bar after the completion of the draw
6. Joker winners will be verified against the financial member's list to confirm their eligibility to win the prize (i.e. paid up members at the date of the draw)
7. The draw organiser's decisions shall be final