

Innisfail Merchants Junior Baseball Team – Chase the Ace Rules & Regulations

1. Chase the Ace tickets will be sold each Thursday evening at Boots and Barrels. Tickets will be sold at a cost of \$5 for a strip of 3 (only). Customers are permitted to make multiple ticket transactions during the window of selling, but EACH purchase transaction will not exceed \$100.00 (or 60 tickets). The draw for the winning ticket and a chance to draw the Ace of Spades will follow shortly after ticket sales end and once the money is counted. A designated draw supervisor (representative from the Innisfail Merchants Junior Baseball Club), will conduct the draw procedure.
2. Ticket sales are restricted to those 18 years of age and older. The Innisfail Merchants, designated draw supervisor and the person drawing the ticket (to be noted each draw day) are not permitted to purchase tickets. Ticket sellers reserve the right to refuse sale of tickets.
3. Each participant is responsible for checking their purchased tickets at time of purchase to assure tickets have been properly separated and numbers are legible.
4. One winning ticket will be drawn for 20% of the daily ticket sales and a chance to draw the Ace of Spades from a deck of cards. 30% of the daily sales will go into the "Chase the Ace" jackpot, and 50% of the daily sales will go to the Innisfail Merchants Junior Baseball Club. The draw procedure will be visible for participants to see.
5. Both before and after the draw, the deck of cards will be displayed in such a manner as to confirm that the Ace of Spades is in the deck. Cards are to be shuffled, spread out on the table (face down) and mixed sufficiently. The ticket winner will then put one finger on the selected card. The draw supervisor will remove all surrounding cards while the ticket winner holds their finger on the selected card. Once the surrounding cards have been removed, the selected card will be turned over by the coordinator. Note: The draw supervisor – must roll up sleeves or wear short sleeves when conducting the draw.
6. If the Ace of Spades is turned up, the winner receives the amount in the Chase the Ace jackpot, which also includes 30% of ticket sales for that day. Due to AGLC regulations the Chase the Ace jackpot will not exceed \$20,000.00 in total.
7. If the card drawn is not the Ace of Spades, the card is removed from the deck and cut in half. One half is discarded, the other half is posted for display each week. The amount in the Chase the Ace jackpot then carries forward to the next draw, adding another 30% of ticket sales the next week, and so on.
8. The winning number will be announced verbally and displayed visually. The number will be called a minimum of 3 times during a fifteen minute time frame. If no winner comes forth within the fifteen minutes, the number will be announced as void and cannot be claimed later. A second ticket is drawn, etc.
9. Once the Ace of Spades is revealed, the game is concluded and Alcohol and Gaming Division is notified immediately. This may happen the first draw or any draw thereafter.
10. The contest will continue every Thursday until the Ace of Spades is drawn. In the event the jackpot increases to a total over \$18,000.00, that night's draw will become a special draw. On that special draw, if the first person whose number is called doesn't draw the Ace of Spades, another ticket will be drawn and that person will get a chance to pick the Ace of Spades, this will continue till the Ace of Spades is drawn. Only the first person picked will get the percentage of the daily sales. The others will have a chance at the jackpot only.
11. For promotional purposes, any Chase the Ace prize winner, will automatically be deemed to grant the hosting groups a right to publish, through all types of media broadcasting, including internet, their full name, hometown and photograph without any claim for broadcasting, printing or other rights. Any winner who is paid a prize also gives the above noted organizers the right to publish any additional information that they voluntarily provide.