

GYMEA

57 Manchester Road
GyMEA NSW 2227
T. 02 9540 1933
F. 02 9526 2420

CARINGBAH

28-30 Banksia Road
Caringbah NSW 2229
T. 02 9524 9135
F. 02 9524 2268

HELENSBURGH

24 Boomerang Street
Helensburgh NSW 2508
T. 02 4294 1122
F. 02 4294 2640

Terms & Conditions for Tradies Cash Challenge Tournament

Commencement Date: 1st March 2019

Completion Date: 26th June 2019

Value in Prizes: from \$50,001 to \$100,000

1. Entries Requirements

- 1.1. Promotions are open to all members of Tradies
- 1.2. Members have to be financial to win prizes
- 1.3. Minimum entry age is 18 years old
- 1.4. Entries are not open to any Employees or Directors

2. Draw Guidelines

- 2.1. Draws will happen at Tradies GyMEA
- 2.2. An in-house audio system will be used to announce the winners throughout the venue
- 2.3. Entry tickets will be given to members swiping their membership card through an IGT kiosk during the stipulated promotional swipe periods
- 2.4. Entry tickets will be given to new members, renewal members and members who refer a friend who joins, based on years of membership, i.e. 5 years = 5 tickets
- 2.5. Tickets cannot be purchased
- 2.6. Tickets are only valid for the promotional week in which they are issued
- 2.7. Tickets must be placed in the promotional barrel to be eligible in the draw
- 2.8. Winners must be present to claim their prize
- 2.9. Entrants who have referred someone as a new member for bonus tickets, whether that person is a friend, relative, colleague, associate or otherwise and not exclusive of, may not claim any prize in the event that the referred member's name has been drawn when they are not present themselves
- 2.10. Winners must be available to attend the Cash Challenge Tournament
- 2.11. Prizes will be collected at Tradies GyMEA
- 2.12. Members are entitled to win their place as Challenger only once during this promotion, ensuring sixteen (16) unique individual Challengers
- 2.13. Members are entitled to win more than one (1) runner up prize, i.e. if they are drawn on draw night 1 and lose The Challenge, they are entitled to enter each following draw, until such point that they win a place as Challenger or the promotion ends

- 2.14. Members who have won one (1) or more runners-up prizes during the promotion are entitled to become a Wildcard Challenger in the event that one (1) or more Wildcard Challengers are required to complete the roster of sixteen (16) Challengers on the Cash Challenge Tournament Night
- 2.15. A register of winners will be available upon request by an inspector
- 2.16. Winning tickets will be placed in a register
- 2.17. All decisions are final, and no correspondence will be entered into

2.18. QUALIFIER DRAW NIGHTS

- 2.18.1. Winners will be selected at random from the promotional barrel of tickets
- 2.18.2. Winners will have four (4) minutes provided in which to claim their prize
- 2.18.3. Each Qualifier Draw Night, two (2) winners will take part in The Challenge to determine a Challenger & Runner-up
- 2.18.4. Challengers will receive an invitation to attend the Cash Challenge Tournament

2.19. FINAL DRAW & CASH CHALLENGE TOURNAMENT NIGHT

- 2.19.1. All fifteen (15) Challengers will be invited to the Cash Challenge Tournament for their chance to play for the Grand Prize
- 2.19.2. A final Qualifier Draw and Challenge will take place to determine the final Challenger

2.19.3. WILD CARDS

- 2.19.3.1. In the event that one (1) or more Challengers has not registered their presence for participation in the tournament prior to the commencement of the final Qualifier Challenge, a Wild Card draw will take place as follows:
 - 2.19.3.1.1. Ticket(s) will be drawn from the promotional barrel
 - 2.19.3.1.2. The winner(s) will have four (4) minutes to make themselves known to the Host
 - 2.19.3.1.3. The winner(s) become a Wild Card Challenger and will participate in the Cash Challenge Tournament
 - 2.19.3.1.4. There is no qualifier challenge required and as such no qualifier prize for Wild Card Challengers

- 2.20. Once the full roster of sixteen (16) challengers is complete, the Cash Challenge Tournament begins as follows:

2.20.1. HEATS

- 2.20.1.1. All sixteen (16) Challengers will be paired off against their opponents
- 2.20.1.2. Each pair will face off against each other in The Challenge
- 2.20.1.3. Runners-up are knocked out of the running for the Grand Prize
- 2.20.1.4. Eight (8) Runners-up are awarded a Heat Prize
- 2.20.1.5. Eight (8) Challenge Winners progress to the Quarter Final

2.20.2. QUARTER FINAL

- 2.20.2.1. All eight (8) Challengers will be paired off against their opponents
- 2.20.2.2. Each pair will face off against each other in The Challenge
- 2.20.2.3. Runners-up are knocked out of the running for the Grand Prize
- 2.20.2.4. Four (4) Runners-up are awarded a Quarter Final Prize
- 2.20.2.5. Four (4) Challenge Winners progress to the Semi Final

2.20.3. SEMI FINAL

- 2.20.3.1. Four (4) Challengers will be paired off against their opponent
- 2.20.3.2. Each pair will face off against each other in The Challenge
- 2.20.3.3. Runners-up are knocked out of the running for the Grand Prize
- 2.20.3.4. Two (2) Runners-up are awarded a Semi Final Prize
- 2.20.3.5. Two (2) Challenge Winners move on to the Grand Final

2.20.4. GRAND FINAL

- 2.20.4.1. Two (2) Challengers will face off against each other in the Grand Final Challenge
- 2.20.4.2. The Runner-up is knocked out of the running for the Grand Prize
- 2.20.4.3. The Runner-up wins the Major Prize
- 2.20.4.4. The Grand Final Winner wins the Grand Prize

3. PRIZE DETAILS

- 3.1. Prizes will be in the form of Cash
- 3.2. There will be forty-eight (48) individual prizes in total
- 3.3. Total prizes for this promotion will not exceed \$66,000
- 3.4. Prizes are not transferable or changeable
- 3.5. For prizes greater than \$2,000, the prize winner will have the option to receive up to a maximum of \$2,000 in cash, with any amount exceeding \$2,000 paid out via EFT transfer to their nominated account or by crossed cheque made out to the winner
- 3.6. All sixteen (16) Challengers participating in the Cash Challenge Tournament are guaranteed to win a prize, with their prize value being determined by their progress through the Cash Challenge Tournament as detailed below

3.7. QUALIFIER CHALLENGE PRIZES

- 3.7.1. Sixteen (16) Qualifier Challenge Winners will win \$1,000
- 3.7.2. Sixteen (16) Qualifier Challenge Winners will receive an invitation to the Cash Challenge Tournament
- 3.7.3. Sixteen (16) Runners-up will win \$500

3.8. CASH CHALLENGE TOURNAMENT PRIZES

- 3.8.1. There will be eight (8) \$400 Heat Round Prizes with a total value of \$3,200
 - 3.8.1.1. Heat Prizes will be awarded to the runners-up of each Heat
- 3.8.2. There will be four (4) \$1,200 Quarter Final Prizes with a total value of \$4,800
 - 3.8.2.1. Quarter Final Prizes will be awarded to the runners-up of each Quarter Final
- 3.8.3. There will be two (2) \$3,000 Semi Final Prizes with a total value of \$6,000
 - 3.8.3.1. Semi Final Prizes will be awarded to the runners-up of each Semi Final
- 3.8.4. There will be one (1) Major Prize with a value of \$8,000
 - 3.8.4.1. The Major Prize will be awarded to the runner-up of the Grand Final
- 3.8.5. There will be one (1) Grand Prize with a value of \$20,000
 - 3.8.5.1. The Grand Prize will be awarded to the winner of the Grand Final

4. THE CHALLENGE

4.1. QUALIFIER NIGHTS

- 4.1.1. The Challenge requires two (2) Challengers who verse each other to determine one (1) winner and one (1) runner-up
- 4.1.2. Each pair of Challengers will stand at opposite ends of the challenge table, facing each other
- 4.1.3. On the table, placed in front of each Challenger, will be one (1) challenge cup and five (5) identical dice
- 4.1.4. Behind the challenge table, will be a spinning wheel with six (6) spaces numbered as follows: 1, 2, 3, 4, 5, 6

4.2. The Challenge will be conducted as follows:

- 4.2.1. The Host will spin the wheel and the number it lands on will determine the “target number” for that round
- 4.2.2. Each Challenger will place their five (5) dice in their challenge cup and will shake it continuously until instructed to “slam”
- 4.2.3. Each Challenger slams their cup upside down onto the challenge table
- 4.2.4. When instructed by the host, each Challenger lifts their cup and places it to the side, revealing the five (5) dice
- 4.2.5. The winner will be the Challenger who has more dice showing the target number than their opponent

- 4.2.6. In the event of a tie, where both Challengers have revealed the same number of dice with the target number, the Challengers will repeat the Challenge, restarting from point 4.2.2., continuing until a winner is determined

4.3. CASH CHALLENGE TOURNAMENT NIGHT

- 4.3.1. The Tournament will begin immediately following the final Qualifier Challenge, which will complete the roster of sixteen (16) Challengers, or, in the event that a Wild Card is required to complete the roster, immediately following the Wild Card draw
- 4.3.2. The Challenge requires two (2) Challengers who verse each other to determine one (1) winner and one (1) runner-up from each round
- 4.3.3. Winners will progress to the next round
- 4.3.4. Runners-up will be able to claim their prize
- 4.3.5. There will be two (2) challenge tables available, with two (2) challenges being played simultaneously, with the exception of the Grand Final Challenge, as detailed below
- 4.3.6. Each pair of Challengers will stand at opposite ends of a challenge table, facing each other
- 4.3.7. On each table, placed in front of each Challenger, will be one (1) challenge cup and five (5) identical dice
- 4.3.8. Between the challenge tables, will be a spinning wheel with six (6) spaces numbered as follows: 1, 2, 3, 4, 5, 6

4.4. The Challenge will be conducted as follows:

- 4.4.1. The Host will spin the wheel and the number it lands on will determine the “target number” for both challenge tables for that round
- 4.4.2. Each Challenger will place their five (5) dice in their challenge cup and will shake it continuously until instructed to “slam” by the host
- 4.4.3. Each Challenger slams their cup upside down onto the challenge table
- 4.4.4. When instructed by the host, each Challenger lifts their cup and places it to the side, revealing the five (5) dice
- 4.4.5. The winner will be the Challenger who has more dice showing the target number than their opponent
- 4.4.6. In the event of a tie, where both Challengers have revealed the same number of dice with the target number, the Challengers will repeat the Challenge, restarting from point 4.4.2., continuing until a winner is determined

4.5. GRAND FINAL CHALLENGE

- 4.5.1. The Grand Final Challenge will begin immediately following the completion of the Semi Final Round
- 4.5.2. The Grand Final Challenge requires two (2) Challengers who verse each other to determine one (1) Grand Final Winner and one (1) Grand Final Runner-up
- 4.5.3. Each Challenger will stand at opposite ends of the challenge table, facing each other
- 4.5.4. On the table, placed in front of each Challenger, will be one (1) challenge cup and five (5) identical dice
- 4.5.5. Behind the challenge table, will be a spinning wheel with six (6) spaces numbered as follows: 1, 2, 3, 4, 5, 6

4.6. The Grand Final Challenge will be conducted as follows:

- 4.6.1. The Host will spin the wheel and the number it lands on will determine the “target number” for the duration of the Grand Final Challenge
- 4.6.2. Each Challenger will place their five (5) dice in their challenge cup and will shake it continuously until instructed to “slam” by the host
- 4.6.3. Each Challenger slams their cup upside down onto the challenge table
- 4.6.4. When instructed by the host, each Challenger lifts their cup and places it to the side, revealing the five (5) dice
- 4.6.5. The winner of that round will be the Challenger who has more dice showing the target number than their opponent
- 4.6.6. In the event of a tie, where both Challengers have revealed the same number of dice with the target number, the Challengers will repeat the Challenge, restarting from point 4.6.2., and continuing until a winner is determined
- 4.6.7. A point will be added to the winner’s total
- 4.6.8. The next round begins immediately, restarting from point 4.6.2., and continuing until a Challenger has won two (2) points
- 4.6.9. The first Challenger to win two (2) points becomes the Grand Final Winner

5. PROMOTIONAL PERIODS & PRIZE NIGHTS

- 5.1. The promotional period for Tradies Cash Challenge Promotion begins at 12:01am March 1st 2019 and ends at 6:59pm June 26th 2019.
- 5.2. The promotional period will comprise of sixteen (16) promotional weeks, each operating independently of each other. Tickets will not accumulate and will only be valid for the promotional week in which they are earned. Ticket(s) drawn which are not considered valid for the relevant promotional night, will be rendered as void and discarded. A redraw will occur instantly for a valid ticket.

5.3. Promotional Periods:

- 5.3.1. 12:01am March 1st to 6:59pm March 13th 2019
- 5.3.2. 7:00pm March 13th to 6:59pm March 20th 2019
- 5.3.3. 7:00pm March 20th to 6:59pm March 27th 2019
- 5.3.4. 7:00pm March 27th to 6:59pm April 3rd 2019
- 5.3.5. 7:00pm April 3rd to 6:59pm April 10th 2019
- 5.3.6. 7:00pm April 10th to 6:59pm April 17th 2019
- 5.3.7. 7:00pm April 17th to 6:59pm April 24th 2019
- 5.3.8. 7:00pm April 24th to 6:59pm May 1st 2019
- 5.3.9. 7:00pm May 1st to 6:59pm May 8th 2019
- 5.3.10. 7:00pm May 8th to 6:59pm May 15th 2019
- 5.3.11. 7:00pm May 15th to 6:59pm May 22nd 2019
- 5.3.12. 7:00pm May 22nd to 6:59pm May 29th 2019
- 5.3.13. 7:00pm May 29th to 6:59pm June 5th 2019
- 5.3.14. 7:00pm June 5th to 6:59pm June 12th 2019
- 5.3.15. 7:00pm June 12th to 6:59pm June 19th 2019
- 5.3.16. 7:00pm June 19th to 6:59pm June 26th 2019

5.4. Promotional prize nights (Qualifiers) will occur as per the schedule below, from 7:00pm:

- 5.4.1. Qualifier 1 – Wednesday March 13th 2019
- 5.4.2. Qualifier 2 – Wednesday March 20th 2019
- 5.4.3. Qualifier 3 – Wednesday March 27th 2019
- 5.4.4. Qualifier 4 – Wednesday April 3rd 2019
- 5.4.5. Qualifier 5 – Wednesday April 10th 2019
- 5.4.6. Qualifier 6 – Wednesday April 17th 2019
- 5.4.7. Qualifier 7 – Wednesday April 24th 2019
- 5.4.8. Qualifier 8 – Wednesday May 1st 2019
- 5.4.9. Qualifier 9 – Wednesday May 8th 2019
- 5.4.10. Qualifier 10 – Wednesday May 15th 2019
- 5.4.11. Qualifier 11 – Wednesday May 22nd 2019
- 5.4.12. Qualifier 12 – Wednesday May 29th 2019
- 5.4.13. Qualifier 13 – Wednesday June 5th 2019
- 5.4.14. Qualifier 14 – Wednesday June 12th 2019
- 5.4.15. Qualifier 15 – Wednesday June 19th 2019
- 5.4.16. Qualifier 16 – Wednesday June 26th 2019

5.5. The Cash Challenge Tournament will commence immediately following the completion of Qualifier 16 on Wednesday June 26th 2019.

6. ADVERTISING & PROMOTION

6.1. As a condition of entry entrants agree that they may be photographed and/or filmed and that photos and/or video may be used in but not limited to promotional and/or marketing material

7. TPL

7.1. The TPL for Tradies Cash Challenge Tournament is LTPS/19/32268