

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 Thursday Thousands

Commencement Date: 26th August 2019

Completion Date: 19th December 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 Thursday Thousands Finals Night
- 2.11. Prizes will be collected at Tradies GyMEA
- 2.12. Members are entitled to win their place in the Finals only once during this promotion, ensuring sixteen (16) unique individual Finalists
- 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 Game, they are entitled to enter each following draw, until such point that they win a place in the Finals 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 Player in the event that one (1) or more Wildcard Players are required to complete the roster of sixteen (16) Finalists on the Thursday Thousands Finals 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. WEEKLY 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 Draw Night, four (4) winners will play The Game to determine one (1) Finalist & three (3) Runners-up
- 2.18.4. Finalists will receive an invitation to attend the Finals Night

2.19. FINAL DRAW & THURSDAY THOUSANDS FINALS NIGHT

- 2.19.1. All fifteen (15) Finalists will be invited to the Finals Night for their chance to play for the Grand Prize
- 2.19.2. The final Weekly Draw will take place to determine the last Finalist

2.19.3. WILD CARDS

- 2.19.3.1. In the event that one (1) or more Finalists has not registered their presence for participation in the Finals prior to the commencement of the final weekly draw, 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 Finalist and will participate in the Finals Night
 - 2.19.3.1.4. The Game is not required to be played to determine a winner and as such there is no prize for becoming a Wild Card Finalist

- 2.20. Once the full roster of sixteen (16) Finalists is complete, the Finals Night begins as follows:

2.20.1. FINALS 1-4

- 2.20.1.1. Four (4) Finalists will play The Game against their opponents
- 2.20.1.2. Runners-up are knocked out of the running for the Grand Prize
- 2.20.1.3. Three (3) Runners-up are awarded a prize based on their progress
- 2.20.1.4. One (1) Winner will progress to the Grand Final
- 2.20.1.5. The Game continues from 2.20.1.1 for Finals 2, 3 & 4
- 2.20.1.6. At the end of the Finals, there will be four (4) Grand Finalists

2.20.2. GRAND FINAL

- 2.20.2.1. All four (4) Grand Finalists will play The Game against their opponents
- 2.20.2.2. Grand Finalists are knocked out of the running for the Grand Prize as the winners progress through The Game
- 2.20.2.3. The first Grand Finalist to be knocked out is awarded the Grand Final Mini Prize
- 2.20.2.4. The second Grand Finalist to be knocked out is awarded the Grand Final Minor Prize
- 2.20.2.5. The third Grand Finalist to be knocked out is awarded the Grand Final Major Prize
- 2.20.2.6. 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 eighty (80) individual prizes in total
- 3.3. Total prizes for this promotion will not exceed \$70,000
- 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) Finalists participating in the Finals Night are guaranteed to win a prize, with their prize value being determined by their progress through the Finals Night Games as detailed below

3.7. WEEKLY DRAW PRIZES

- 3.7.1. Sixteen (16) Players will win \$1,000 and a place in the Finals
- 3.7.2. Sixteen (16) Players will win \$500
- 3.7.3. Sixteen (16) Players will win \$300
- 3.7.4. Sixteen (16) Players will win \$200

3.8. FINALS NIGHT - FINALS PRIZES

- 3.8.1. There will be four (4) Finals Round 1 Prizes with a total value of \$1,600
 - 3.8.1.1. The Runners-up in Round 1 of each Final will win \$400
- 3.8.2. There will be four (4) Finals Round 2 Prizes with a total value of \$2,000
 - 3.8.2.1. The Runners-up in Round 2 of each Final will win \$500
- 3.8.3. There will be four (4) Finals Round 3 Prizes with a total value of \$2,400
 - 3.8.3.1. The Runners-up in Round 3 of each Final will win \$600
- 3.8.4. There will be four (4) Finals Winners, who move on to the Grand Final

3.9. FINALS NIGHT – GRAND FINAL PRIZES

- 3.9.1. There will be one (1) Grand Final Mini Prize with a value of \$2,000
 - 3.9.1.1. The Grand Final Mini Prize will be awarded to the Grand Finalist who is Runner-up in Round 1 of the Grand Final
- 3.9.2. There will be one (1) Grand Final Minor Prize with a value of \$4,000
 - 3.9.2.1. The Grand Final Minor Prize will be awarded to the Grand Finalist who is Runner-up in Round 2 of the Grand Final
- 3.9.3. There will be one (1) Grand Final Major Prize with a value of \$6,000
 - 3.9.3.1. The Grand Final Major Prize will be awarded to the Grand Finalist who is Runner-up in Round 3 of the Grand Final
- 3.9.4. There will be one (1) Grand Final Grand Prize with a value of \$20,000
 - 3.9.4.1. The Grand Prize will be awarded to the winner of the Grand Final

4. THE GAME

4.1. WEEKLY DRAW NIGHTS

- 4.1.1. The Game requires four (4) Players who verse each other, with each subsequent Round knocking out one (1) Player
- 4.1.2. Each Game will consist of three (3) Rounds
- 4.1.3. Winners will progress to the next Round
- 4.1.4. Players who are knocked out and will be able to claim their prize
- 4.1.5. Each group of Players will stand at their designated place around the game table, facing each other
- 4.1.6. On the table, placed in front of each Player, will be one (1) dice cup and five (5) identical dice, with a unique colour for each player
- 4.1.7. Behind the game table, will be a spinning wheel with six (6) spaces numbered as follows: 1, 2, 3, 4, 5, 6

4.2. The Game 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 Player will place their five (5) dice in their dice cup and shake their dice
- 4.2.3. Each Player rolls their dice into their designated player circle
 - 4.2.3.1. All dice rolled must come to rest within the player’s circle to be considered as part of a valid roll
 - 4.2.3.2. Any dice not rolled within the player’s circle will be considered invalid and will not be counted towards that player’s score
 - 4.2.3.3. Invalid dice may only be re-rolled in the event of a tie
- 4.2.4. The Scrutineer moves all valid dice matching the target number to the Score square for each player

- 4.2.5. The Player who has the lowest score, being the least dice showing the target number, is knocked out of the running
- 4.2.6. In the event of a tie, where two or more Players have rolled the same lowest number of valid dice with the target number, the tied players will roll again with their remaining dice only, restarting from point 4.2.3., continuing until the tie breaks
- 4.2.7. The Game continues from 4.2.1., for the remaining players until one (1) winner remains at the completion of Round 3

4.3. FINALS NIGHT – FINALS

- 4.3.1. The Finals will begin immediately following the final Weekly Draw & Game, which will complete the roster of sixteen (16) Finalists, or, in the event that a Wild Card is required to complete the roster, immediately following the Wild Card draw
- 4.3.2. Each Final requires four (4) Finalists who verse each other, with each subsequent Round knocking out one (1) Finalist
- 4.3.3. Each Final will consist of three (3) Rounds
- 4.3.4. Winners will progress to the next round
- 4.3.5. Finalists who are knocked out will be able to claim their prize
- 4.3.6. Each group of Finalists will stand at their designated place around the game table, facing each other
- 4.3.7. On the table, placed in front of each Finalist, will be one (1) dice cup and five (5) identical dice, with a unique colour for each player
- 4.3.8. Behind the game table, will be a spinning wheel with six (6) spaces numbered as follows: 1, 2, 3, 4, 5, 6

4.4. The Game 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 that round
- 4.4.2. Each Finalist will place their five (5) dice in their dice cup and shake their dice
- 4.4.3. Each Finalist rolls their dice into their designated player circle
 - 4.4.3.1. All dice rolled must come to rest within the player’s circle to be considered as part of a valid roll
 - 4.4.3.2. Any dice not rolled within the player’s circle will be considered invalid and will not be counted towards that player’s score
 - 4.4.3.3. Invalid dice may only be re-rolled in the event of a tie
- 4.4.4. The Scrutineer moves all valid dice matching the target number to the Score square for each player
- 4.4.5. The Finalist who has the lowest score, being the least dice showing the target number, is knocked out of the running
- 4.4.6. In the event of a tie, where two or more Finalists have rolled the same lowest number of valid dice with the target number, the tied players will roll again with their remaining dice only, restarting from point 4.4.3., continuing until the tie breaks

4.5. FINALS NIGHT - GRAND FINAL

- 4.5.1. The Grand Final will begin immediately following the completion of the Finals
- 4.5.2. The Grand Final requires requires four (4) Grand Finalists who verse each other, with each subsequent Round knocking out one (1) Grand Finalist
- 4.5.3. The Grand Final will consist of three (3) Rounds
- 4.5.4. Each Round will consist of Stages as detailed below
- 4.5.5. The Winner of each stage will progress to the next Round
- 4.5.6. Grand Finalists who are knocked out in the final Stage of each Grand Final Round will be able to claim their prize
- 4.5.7. Each of the Grand Finalists will stand at their designated place around the game table, facing each other
- 4.5.8. On the table, placed in front of each Grand Finalist, will be one (1) dice cup and five (5) identical dice, with a unique colour for each player
- 4.5.9. Behind the game table, will be a spinning wheel with six (6) spaces numbered as follows: 1, 2, 3, 4, 5, 6

4.6. The Grand Final will be conducted as follows:

- 4.6.1. ROUND 1: STAGE 1
- 4.6.2. The Host will spin the wheel and the number it lands on will determine the “target number” for that stage
 - 4.6.2.1. Each Grand Finalist will place their five (5) dice in their dice cup and shake their dice
 - 4.6.2.2. Each Grand Finalist rolls their dice into their designated player circle
 - 4.6.2.2.1. All dice rolled must come to rest within the player’s circle to be considered as part of a valid roll
 - 4.6.2.2.2. Any dice not rolled within the player’s circle will be considered invalid and will not be counted towards that player’s score
 - 4.6.2.2.3. Invalid dice may only be re-rolled in the event of a tie
- 4.6.3. The Scrutineer moves all valid dice matching the target number to the Score square for each player
- 4.6.4. The Grand Finalist who has the highest score, being the most dice showing the target number, will move on to Round 2
- 4.6.5. In the event of a tie, where two (2) or more Grand Finalists have rolled the same highest number of valid dice with the target number, the tied players will roll again with their remaining dice only, restarting from point 4.6.2.2., continuing until the tie breaks
 - 4.6.5.1. In the event of a tie breaker where two (2) or more players have five (5) of the target number, those players must replay from point 4.6.2.1.
- 4.6.6. ROUND 1: STAGE 2 – The Game continues from point 4.6.2., with the three (3) remaining players
- 4.6.7. ROUND 1: STAGE 3 – The Game continues from point 4.6.2., with the two (2) remaining players
- 4.6.8. The Grand Finalist remaining at the end of Stage 3 is knocked out of the running

- 4.6.9. ROUND 2: STAGE 1 - Begins with the three (3) remaining Grand Finalists
- 4.6.10. The Host will spin the wheel and the number it lands on will determine the “target number” for that stage
 - 4.6.10.1. Each Grand Finalist will place their five (5) dice in their dice cup and shake their dice
 - 4.6.10.2. Each Grand Finalist rolls their dice into their designated player circle
 - 4.6.10.2.1. All dice rolled must come to rest within the player’s circle to be considered as part of a valid roll
 - 4.6.10.2.2. Any dice not rolled within the player’s circle will be considered invalid and will not be counted towards that player’s score
 - 4.6.10.2.3. Invalid dice may only be re-rolled in the event of a tie
- 4.6.11. The Scrutineer moves all valid dice matching the target number to the Score square for each player
- 4.6.12. The Grand Finalist who has the highest score, being the most dice showing the target number, will move on to Round 3
- 4.6.13. In the event of a tie, where two or more Players have rolled the same highest number of valid dice with the target number, the tied Players will roll again with their remaining dice only, restarting from point 4.6.10.2., continuing until the tie breaks
 - 4.6.13.1. In the event of a tie breaker where two or more players have five (5) of the target number, those players must replay from point 4.6.10.1.
- 4.6.14. ROUND 2: STAGE 2 – The Game continues from point 4.6.10., with the two (2) remaining players
- 4.6.15. The Grand Finalist remaining at the end of Stage 2 is knocked out of the running
- 4.6.16. ROUND 3: STAGE 1 – Begins with the two (2) remaining Grand Finalists
- 4.6.17. The Host will spin the wheel and the number it lands on will determine the “target number” for that stage
 - 4.6.17.1. Each Grand Finalist will place their five (5) dice in their dice cup and shake their dice
 - 4.6.17.2. Each Grand Finalist rolls their dice into their designated player circle
 - 4.6.17.2.1. All dice rolled must come to rest within the player’s circle to be considered as part of a valid roll
 - 4.6.17.2.2. Any dice not rolled within the player’s circle will be considered invalid and will not be counted towards that player’s score
 - 4.6.17.2.3. Invalid dice may only be re-rolled in the event of a tie
- 4.6.18. The Scrutineer moves all valid dice matching the target number to the Score square for each player
- 4.6.19. The Grand Finalist who has the highest score, being the most dice showing the target number, will win one (1) point
- 4.6.20. A point will be added to the winner’s total
- 4.6.21. In the event of a tie, where two or more Players have rolled the same highest number of valid dice with the target number, the tied Players will roll again with their remaining dice only, restarting from point 4.6.17.2., continuing until the tie breaks

4.6.21.1. In the event of a tie breaker where two or more players have five (5) of the target number, those players must replay from point 4.6.17.1.

4.6.22. ROUND 3: STAGE 2 and STAGE 3

4.6.23. The Game continues from point 4.6.17. and continues until a Grand Finalist has won two (2) points

4.6.24. The first Grand Finalist to win two (2) points becomes the Grand Final Winner

4.6.25. The remaining Grand Finalist becomes the Grand Final Runner-up

5. PROMOTIONAL PERIODS & PRIZE NIGHTS

5.1. The promotional period for Tradies Thursday Thousands Promotion begins at 12:01am August 26th 2019 and ends at 6:59pm December 19th 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 August 26th to 6:59pm September 5th 2019

5.3.2. 7:00pm September 5th to 6:59pm September 12th 2019

5.3.3. 7:00pm September 12th to 6:59pm September 19th 2019

5.3.4. 7:00pm September 19th to 6:59pm September 26th 2019

5.3.5. 7:00pm September 26th to 6:59pm October 3rd 2019

5.3.6. 7:00pm October 3rd to 6:59pm October 10th 2019

5.3.7. 7:00pm October 10th to 6:59pm October 17th 2019

5.3.8. 7:00pm October 17th to 6:59pm October 24th 2019

5.3.9. 7:00pm October 24th to 6:59pm October 31st 2019

5.3.10. 7:00pm October 31st to 6:59pm November 7th 2019

5.3.11. 7:00pm November 7th to 6:59pm November 14th 2019

5.3.12. 7:00pm November 14th to 6:59pm November 21st 2019

5.3.13. 7:00pm November 21st to 6:59pm November 28th 2019

5.3.14. 7:00pm November 28th to 6:59pm December 5th 2019

5.3.15. 7:00pm December 5th to 6:59pm December 12th 2019

5.3.16. 7:00pm December 12th to 6:59pm December 19th 2019

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

- 5.4.1. Draw 1 – Thursday September 5th 2019
- 5.4.2. Draw 2 – Thursday September 12th 2019
- 5.4.3. Draw 3 – Thursday September 19th 2019
- 5.4.4. Draw 4 – Thursday September 26th 2019
- 5.4.5. Draw 5 – Thursday October 3rd 2019
- 5.4.6. Draw 6 – Thursday October 10th 2019
- 5.4.7. Draw 7 – Thursday October 17th 2019
- 5.4.8. Draw 8 – Thursday October 24th 2019
- 5.4.9. Draw 9 – Thursday October 31st 2019
- 5.4.10. Draw 10 – Thursday November 7th 2019
- 5.4.11. Draw 11 – Thursday November 14th 2019
- 5.4.12. Draw 12 – Thursday November 21st 2019
- 5.4.13. Draw 13 – Thursday November 28th 2019
- 5.4.14. Draw 14 – Thursday December 5th 2019
- 5.4.15. Draw 15 – Thursday December 12th 2019
- 5.4.16. Draw 16 – Thursday December 19th 2019

5.5. Finals Night will commence immediately following the completion of Draw 16 on Thursday December 19th 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 and that their name may be used in conjunction with any such material

7. TPL

7.1. The TPL for Tradies Thursday Thousands is: LTPS/19/37328