



**DEPARTMENT OF JUSTICE
CHARITABLE ACTIVITIES SECTION**

ALTERNATE RAFFLE FORMATS

Raffle games are described in OAR 137-025-0020(4). "Raffle" means a form of a lottery in which each participant buys a ticket for an article or money designated as a prize and where the winner is determined by a random drawing...."

An alternate format drawing may be used to determine the winner(s) of a raffle if such a format is approved by the Department prior to the sale of any ticket or other form of raffle entry. You may develop an alternate drawing format proposal and submit it to the Department for approval or you may use one of the pre-approved alternate format drawings described in this document. All raffles, including alternate raffle format games, must be conducted in compliance with OAR 137-025-0200 through 137-025-0310. You can review the raffle administrative rules at the link provided below.

In advance of ticket sales licensees must disclose to the players the house rules of the game. For alternate format drawings where ticket sales of over \$10,000 are expected, you must disclose to the players: (a) The date and time of the drawing; (b) The location of the drawing; (c) The name of the organization conducting the raffle; (d) The price of the chance; (e) A full and fair description of the prize or prizes to be awarded; (f) The retail market value of each prize to be awarded; and (g) The total number of tickets which may be sold.

Some of the games described in this document are best suited for banquet or gala event fundraisers. However, ticket purchasers cannot be required to be present during the drawing; therefore, participants may be allowed to identify their prize choice (for games where a choice of prizes are offered) should they be selected as winner or pre-authorize a proxy (i.e., committee member) in the event of their unanticipated departure prior to conclusion of the game.

Some games described in this document may contain examples of ticket prices, number of tickets to be sold and/or descriptions of prizes. However, they are examples only; licensees may determine ticket prices, number of tickets to be sold and prizes for each game.

HERE IS WHAT YOU NEED TO DO TO HOLD AN ALTERNATE FORMAT DRAWING:

- 1) An alternate drawing format request must be submitted to the Department in writing at least 30 days prior to the sale of any entries, regardless of whether your organization is required to have a raffle license or not. There is no particular form required; if you plan to use a pre-approved alternate format drawing simply draft a letter to us and tell us: (a) the time, date and location of the drawing; and (b) the game number(s) you intend to operate. If you develop your own alternate drawing format or plan to change any part of a pre-approved alternate format drawing you must tell us: (a) the time, date and location of the drawing; (b) the type of random selection process to be used and complete details of its operations; and (c) a description of how game integrity will be ensured so that each participant has an equal chance of winning.
- 2) If you intend to raise more than \$10,000 from raffles during a year, you must have a valid raffle license. A raffle license application is available at the following link: <http://www.doj.state.or.us/charigroup/applygaming.shtml>
- 3) If you intend to raise more than \$10,000 from a single raffle you must have a Class A raffle license. A class A raffle license application is available at the above link.
- 4) Class A raffle licensees intending to raise more than \$10,000 from a single raffle must notify the Department and submit a sample raffle ticket. The Department's Raffle Notice form is part of the raffle gaming license application packet and is available at the above link. Use the Department's Raffle Notice form unless you have received written approval from the Department for an alternate notice process.

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GAME NUMBER & NAME	RULES OF GAME
Auction Raffles: A-1 – Pick of the Litter	<ol style="list-style-type: none"> 1) Format: This is a raffle that is held at an event where there will also be an auction with multiple items available for auction. This is a standard raffle drawing where the winner has their choice of any auction item that would otherwise be auctioned later during the event. 2) Equipment: Tickets and drawing container. 3) Process: <ol style="list-style-type: none"> a) Tickets may be presold and/or sold at the event. b) If any auction items are excluded from the pool of possible prizes, it will be disclosed prior to the sale of any tickets. c) A standard raffle drawing is held to determine the winners.
Bucket/Banquet Raffles: B-1 – Bucket Raffle	<ol style="list-style-type: none"> 1) Format: This is a standard raffle format game in which the ticket purchaser can place their ticket in any of several drawing containers (buckets). Each bucket has a separate prize. 2) Equipment: Tickets and drawing containers (buckets). 3) Process: <ol style="list-style-type: none"> a) Tickets are sold in packets, booklets or coupon bearing several tickets. b) Purchaser removes individual tickets or coupons from his/her packet and chooses which bucket to place the ticket or coupon in. Each bucket has a separate prize. c) A standard raffle drawing is held for each bucket to determine the winners.
Card Raffles¹: C-1 – 52 Card Game	<ol style="list-style-type: none"> 1) Format: This game utilizes a standard raffle drawing but instead of raffle tickets and ticket stubs, two standard decks of cards of playing cards are used. 2) Equipment: Two, new sealed and identical decks of playing cards, each with the same color of backs; a drawing container. 3) Process: <ol style="list-style-type: none"> a) One deck of cards is placed in the drawing container. b) Sellers sell playing cards from the other deck which act as raffle tickets. If not all cards are sold in a designated time, any unsold cards are sold by auction (high bidder takes all remaining cards). c) A drawing is held. The attendee holding the card matching the card that was drawn is the winner.
C-2 – Card Draw	<ol style="list-style-type: none"> 1) Format: Playing card drawing. This game utilizes a standard raffle drawing but instead of raffle tickets and ticket stubs, four standard decks of cards (two decks with red backs and two decks with blue backs) are used. This game can have multiple winners.

¹ For the games identified as “21”, “Blackjack” and/or “High/Low”, their alternate card raffle formats are similar to those described in the Book of Hoyle.

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	<p>2) Equipment: Four new sealed decks of playing cards; two red backed and two blue backed decks and a bucket.</p> <p>3) Process:</p> <ul style="list-style-type: none"> a) One red deck and one blue deck are placed in the drawing container. b) The other red deck and the other blue deck of cards are then spread out on a table. Sellers sell the playing cards which act as raffle tickets. c) If not all cards are sold in a designated time, any unsold cards are sold by auction (high bidder takes all remaining cards). d) A drawing is held; one card is drawn as the 1st place winner, another card is drawn as the second place winner and so on. e) The winners of the game are the persons holding the cards matching the ones drawn.
C-3 – Draw Down	<p>1) Format: Playing card drawing. This game utilizes a drawing but instead of raffle tickets and ticket stubs, playing cards are used. This game has four winners.</p> <p>2) Equipment: Five new sealed decks of red back playing cards and five new decks of blue back playing cards and a raffle drum.</p> <p>3) Process:</p> <ul style="list-style-type: none"> a) Write the name of each prize on a piece of paper and place each in a separate non-transparent envelope. b) One deck of red backed playing cards and one deck of blue backed playing cards are placed in the raffle drum. c) Sellers sell the remaining four decks of red backed and four decks of blue backed playing cards which act as raffle tickets. If not all cards are sold in a designated time, any unsold cards are sold by auction (high bidder takes all remaining cards). d) Draw one card from the raffle drum to determine the winner. The card drawn is removed from the raffle drum in front of the audience, keeping both the front and back of the card's identity concealed. (e.g., the 8♣ with a blue back is drawn). Ask everyone who purchased a playing card to stand. e) The audience is told Aces are high. Everyone holding a card with a "7" or below is asked to sit down. f) Everyone holding a "9" and above are also asked to sit down. g) Everyone holding an "8" is asked to remain standing. h) Everyone holding an "8♥" or "8♦" or "8♠" is asked to sit down. i) Everyone holding an "8♣" is asked to remain standing. j) Everyone with an "8♣", with a blue back, is asked to come to the stage. k) At this point, the drawn card, the "8♣" is shown to the audience (four people will have the "8♣").

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	<ul style="list-style-type: none"> l) The winners come to the stage area and are given a felt pen and asked to write their banquet number on the back of their card. m) Their cards are placed in a drawing container. n) As the winning cards are drawn, the winners select an envelope to reveal their prize.
C-4 – Deal or No Deal	<ul style="list-style-type: none"> 1) Format: Playing card drawing. Sales limited to four decks of playing cards; \$xx cash prize (single winner or up to four-way split). 2) Equipment: Five decks of new sealed identical playing cards, two raffle drums, four signs with “DEAL” on one side and “NO DEAL” on the other. 3) Process: <ul style="list-style-type: none"> a) Place one deck of cards in the first raffle drum. b) Sellers sell the remaining four decks of cards which act as raffle tickets. If not all cards are sold in a designated time, any unsold cards are sold by auction (high bidder takes all remaining cards). c) Draw one card from the raffle drum. d) The players holding the card that matches the card drawn are asked to come to the stage. Since four identical decks of cards were sold, there will be four players having cards matching the one that was drawn. e) Each player on the stage writes their bidder number on their card(s) and places them in the second raffle drum. f) Each winner is given one of the “DEAL” or “NO DEAL” signs. g) The emcee explains the total prize is \$xx cash. The prize can be split evenly up to four ways. h) The emcee explains that if the winners want to split the money, they are to hold up the “DEAL” side of the card. But, if the winners do not want to split the money, they are to hold up the “NO DEAL” side of the card. i) All winners must be holding up the same “Deal” sign in order for the emcee to split the prize money evenly between them. If the winners do not all agree, one of the winners’ cards will be drawn and that person will be eliminated. j) The emcee again asks the question “DEAL” or “NO DEAL”. k) The winners again hold up their cards. l) This process continues until all remaining winners agree or only one winner remains.
C-5 – Card Game #1	<ul style="list-style-type: none"> 1) Format: A playing card draw determines the cost of the raffle ticket. Sales limited to four decks of playing cards with jokers. 2) Equipment: Four decks of new sealed playing cards, including jokers and a drawing container. 3) Process: <ul style="list-style-type: none"> a) Four decks of playing cards are fanned out, face down on a table. b) Players select a card at random.

GAME NUMBER & NAME	RULES OF GAME
	<ul style="list-style-type: none"> c) Base the cost of the raffle ticket on the value of the card selected. For example: Ace through 9 = face value; 10 through King = \$10; Joker = \$15. d) Each card that is selected is removed from the table. e) Each player is given one raffle ticket for a standard raffle drawing.
C-6 – Card Game #2	<ul style="list-style-type: none"> 1) Format: Playing card drawing. This game utilizes a standard raffle drawing but, instead of raffle tickets and ticket stubs, playing cards are used. Sales limited to two decks with jokers removed. 2) Equipment: Four new sealed decks of playing cards (two decks with matching red backs and two decks with matching blue backs) and a drawing container. 3) Process: <ul style="list-style-type: none"> a) Place two decks of cards, one with red backs and one with blue backs, in the drawing container. b) Spread one deck of playing cards with red backs and one deck with blue backs, jokers removed, face up on a table. c) Player purchases card(s) of their choice. d) If not all cards are sold in a designated time, any unsold cards are sold by auction (high bidder takes all remaining cards). e) One winning card is drawn. The winner is the person holding the card matching the one drawn.
C-7 – 21 (Blackjack) Card Game	<ul style="list-style-type: none"> 1) Format: This game uses a card game, similar to “Blackjack or 21”, which is followed by five raffle drawings. The card hand determines how many raffle tickets the player gets. This game differs from 21, in that the dealer does not deal himself a hand of cards so the players do not compete against the dealer; players simply attempt to get a hand of cards scoring 21, or as close to 21 as possible, without going bust. Card values are the same as in the game of Blackjack or 21. 2) Equipment: 21 table or other playing table, one deck of new sealed playing cards, raffle tickets and five ticket containers. 3) Process: <ul style="list-style-type: none"> a) Dealer shuffles the deck of cards thoroughly and deals each player two cards face up. b) Players can take additional cards (hit) or hold (stand pat) with the cards they are dealt. c) If players take additional cards and go over “21”, they go bust. d) Five levels of prizes can be won: <ul style="list-style-type: none"> (1) Holding “Blackjack” (Ace and a 10 or Ace and a face card) wins a ticket for the drawing for the category 21 prizes. (2) Holding 21 with more than two cards or 20 wins a ticket for the drawing for the category 20-21 prizes. (3) Holding 17-19, wins a ticket for the drawing for the category 17-19 prizes. (4) Holding 14-16, wins a ticket for the drawing for the category 14-16 prizes. (5) Holding less than 14 or going bust wins a ticket for the drawing for the consolation/bust category prizes.

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	<p>(6) Dealer places raffle tickets in containers corresponding to the hand the player was dealt. (7) Standard raffle drawings are held.</p>
<p>C-8 – <i>One Deck</i> High-Low Card Raffle</p>	<ol style="list-style-type: none"> 1) Format: This is a card guessing game which is played similar to the game “High-Low” followed by four standard raffle drawings; each drawing has a differently valued prize. The number of correct guesses the player makes determines which raffle they are entered into. As successive cards are drawn, the player may stand where they are or try to advance to a higher level by guessing whether the next card to be drawn from the deck will be higher or lower than the card just drawn. The number of correct guesses determines in which of the four drawings the player may participate; the higher number of correct guesses means the player is entered into a drawing for a higher valued prize. All players receive one raffle ticket for a basic prize drawing for playing. 2) Equipment: One deck of new sealed playing cards with jokers removed, a table or board with 13 squares numbered 1-13 and four ticket containers. 3) Process: <ol style="list-style-type: none"> a) Shuffle the deck of new playing cards and turn the top card face up in square number one. b) The player decides if they want to try to advance to a drawing with a higher value prize. c) If the player decides they want to try to advance to a drawing with a higher value prize, they guess whether the next card will be higher or lower than the card in square one. d) The dealer turns the top card face up and places the card in square two. If the player is -correct, the process continues until the player stands where they are or is incorrect; if the player is incorrect, they must stop playing but will receive one raffle ticket which will be entered into the drawing for a lower value prize. e) The players who guess correctly each time receive a raffle ticket for the drawing based on their number of correct guesses. 1-4 correct guesses are entered into a drawing for a lower valued prize; 5-8 correct guesses, 9-12 correct guesses and 13 correct guesses are all entered into drawings with correspondingly higher valued prizes. f) The dealer writes player name on ticket and deposits it in the raffle drawing container corresponding to the correct number of guesses the player had for entry in a standard raffle drawing. g) All prizes are awarded. If no player achieves a particular level, the prizes associated with that drawing are awarded to the next lower level.
<p>C-9 – <i>Three Deck</i> High-Low Card Raffle</p>	<ol style="list-style-type: none"> 1) Format: This is a card guessing game which is played similar to “High-Low” followed by a standard raffle drawing. The number of correct guesses determines how many raffle tickets the player gets. As cards are drawn, a player guesses if the next card to be drawn will be higher or lower than the card just drawn. For each correct guess, the player gets one additional raffle ticket. 2) Equipment: Three decks of new sealed playing cards, raffle tickets and a ticket container.

GAME NUMBER & NAME	RULES OF GAME
	3) Process: a) Three decks of playing cards are shuffled. b) The member dealing cards turns over the top playing card exposing the face. c) The player guesses if the next card will be higher or lower than the first card dealt. d) For each correct guess, the player gets one additional raffle ticket. e) Game continues until the player guesses incorrectly. The player is awarded raffle tickets based on the number of correct guesses. f) A standard raffle drawing is held.
C-10 – House of Cards ² See diagram attached	1) Format: Playing card drawing. Limited to 196 entries. In this game you will use two decks of playing cards, but only one red suit and one black suit from each deck; discard the other red suit and the other black suit from each deck. This game can have one or multiple winners. 2) Equipment: Two new sealed matching decks of playing cards, (one for playing board and one for the drawing container) a playing board and two raffle drawing containers. 3) Process: a) Mark the playing board into 196 squares forming a 14x14 matrix. b) Staple one red suit (2 through Ace and joker) to a column along the left side of the board. Place the matching red suit from the second deck in a raffle drum. c) Staple one black suit (2 through Ace and joker) to a row along the top of the board. Place the matching black suit from the other column in a raffle drum. d) Players enter the event by writing their banquet bidder number in any empty square. If not all cards are sold in a designated time, any unsold cards are sold by auction (high bidder takes all remaining cards). e) When all squares are sold the drawing commences. f) Draw one card from the red suit to determine the row. g) Draw one card from the black suit to determine the column. h) The square where the row and the column meet determines the winner. i) Place the drawn cards back into the respective raffle drums. Repeat this process for the number of prizes offered.
Dart/Dice Games: D-1 – Dice Game	1) Format: Players roll dice to determine how many raffle tickets they win. The raffle tickets are entered into a standard raffle drawing. 2) Equipment: A pair of new dice and raffle tickets. 3) Process: a) Players pay a set fixed price to roll a pair of dice one time.

² See the table representing House of Cards at the end of this document.

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	<p>b) The dice roll determines how many raffle tickets the player wins. For example, if the player rolls a “2” they win one raffle ticket; if the player rolls a “3” they win three raffle tickets; if the player rolls a “4” they win four raffle tickets and so on. All players must win at least one raffle ticket based on the dice roll.</p> <p>c) The raffle tickets are then entered into a standard raffle drawing.</p>
D-2 – Five Dice Game	<p>1) Format: Dice roll followed by a raffle drawing. The number of raffle tickets the player wins is based on their dice roll. Participants pay for up to 3 rolls of 5 dice.</p> <p>2) Equipment: Five new dice and raffle tickets.</p> <p>3) Process:</p> <p>a) The player rolls five dice trying to achieve a poker hand. On the first roll, the player chooses which of the five dice they want to “keep.” The player may keep any number of the five dice they rolled or may roll all five dice again. The process is repeated until the player is either satisfied with their roll(s) or has rolled the dice three times. After the third roll, the player’s poker hand is based on the dice.</p> <p>b) 3-of-a-kind get a \$20 package of raffle tickets;</p> <p>c) 4-of-a-kind get a \$40 package of raffle tickets;</p> <p>d) 5 of-a-kind get a \$60 package of raffle tickets;</p> <p>e) Rolls of less than 3-of-a-kind get a single general raffle ticket.</p>
D-3 – Dart Throw	<p>1) Format: Dart throw followed by a raffle drawing. The object is to win prizes by throwing one dart and hitting a dot on an elk (or other symbol) target. All players receive one raffle ticket to a standard raffle drawing for participating.</p> <ul style="list-style-type: none"> • A variation of this game is that players win a variable number of raffle tickets by hitting dots on the elk target. The number of raffle tickets won is written on the back of the dot. • Another variation of this game is that the dots may be different colors and the color of the dot the player hits determines which raffle drawing they are entered into; each drawing has a different valued prize. <p>2) Equipment: Dartboard, darts, elk or other symbol target board, colored dot stickers (or cards), raffle tickets, raffle ticket drawing container.</p> <p>3) Process:</p> <p>a) Colored dots are placed on the elk target. Some of the colored dots have descriptions of prizes on the back or they may designate a number of raffle tickets on the back side.</p> <p>b) Each player throws their dart at the colored dots on the elk target. If player hits a colored dot, they win the prize described on the back of the dot, or the number of raffle tickets identified on the back of the dot.</p>

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	<p>c) If the player misses the colored dot, or if the player hits a colored dot that does not have a prize description or raffle ticket number on the back, they receive one raffle ticket to a drawing for a separate prize.</p> <p>d) Players are entered into one or more standard raffle drawings depending on which variation of this game the licensee chooses.</p>																								
D-4 – Dart Poker	<p>1) Format: Dart throw followed by a raffle drawing. Players throw five darts at a dartboard with playing cards attached in an attempt to achieve a poker hand. The dart throw poker hand determines how many raffle tickets the player wins.</p> <p>2) Equipment: Two decks new playing cards, darts, a custom dartboard and a raffle ticket drawing container.</p> <p>3) Process:</p> <p>a) Two decks of cards are shuffled and placed randomly on a board face up.</p> <p>b) Players throw five darts at the board, attempting to hit the playing cards.</p> <p>c) Player wins raffle ticket(s) based on the poker hand they throw.</p> <p>d) Each five-dart game is a separate poker hand.</p> <p>e) Poker hands determine how many raffle tickets the player wins for a standard raffle drawing:</p> <table data-bbox="808 820 1701 1023"> <tr> <td>One of a Kind</td> <td>= 1 ticket</td> <td>Full House</td> <td>= 10 tickets</td> </tr> <tr> <td>One Pair</td> <td>= 2 tickets</td> <td>Four of a Kind</td> <td>= 14 tickets</td> </tr> <tr> <td>Two Pair</td> <td>= 3 tickets</td> <td>Straight Flush</td> <td>= 18 tickets</td> </tr> <tr> <td>Three of a Kind</td> <td>= 4 tickets</td> <td>Five of a Kind</td> <td>= 20 tickets</td> </tr> <tr> <td>Straight</td> <td>= 6 tickets</td> <td>Royal Flush</td> <td>= 24 tickets</td> </tr> <tr> <td>Flush</td> <td>= 8 tickets</td> <td></td> <td></td> </tr> </table>	One of a Kind	= 1 ticket	Full House	= 10 tickets	One Pair	= 2 tickets	Four of a Kind	= 14 tickets	Two Pair	= 3 tickets	Straight Flush	= 18 tickets	Three of a Kind	= 4 tickets	Five of a Kind	= 20 tickets	Straight	= 6 tickets	Royal Flush	= 24 tickets	Flush	= 8 tickets		
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D-5 – 7-11 Dice Roll	<p>1) Format: Dice roll followed by a raffle drawing. Cost for a ticket depends on a dice roll. Free ticket for a 7 or 11 dice roll.</p> <p>2) Equipment: A pair of dice, raffle tickets and raffle drawing container.</p> <p>3) Process:</p> <p>a) Player rolls two dice to determine their cost of a raffle ticket.</p> <p>b) Roll a 7 or 11 and receive a free ticket; otherwise, player pays the amount of the dice roll. For example, roll snake eyes (double 1s) and pay \$2, roll a 3 and a 2 and pay \$5.</p> <p>c) No ticket will cost more than \$12 for boxcars (double sixes).</p> <p>d) Variation: Player rolls one dice to determine their cost for a raffle ticket. Roll a 2 and pay \$2, roll a 3 and pay \$3, etc. The most paid would be \$6.</p>																								
D-6 – Buffalo Chips Dice Game	<p>1) Format: dice roll determines how many raffle tickets participant gets for a standard raffle drawing.</p> <p>2) Equipment: 3½” x ½” thick round pieces of wood (Buffalo Chips) numbered on top 1 to 10, two dice and drawing buckets.</p>																								

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	<p>3) Process:</p> <ol style="list-style-type: none"> a) The “Buffalo Chips” are laid out on a playing surface. b) The player rolls two dice. c) The object of the game is to remove as many “Buffalo Chips” as possible without going bust. For example, if the player rolls a two and a three, the buffalo chip # 2 and #3 are removed from the table. d) The player can quit or continue rolling the dice. e) If the player continues and is unable to remove any additional chips – player busts and receives only one raffle ticket. f) The player receives drawing tickets depending on the number of chips they remove without busting. The more chips they remove, the more raffle tickets they get for a standard raffle drawing. g) Subsequent players follow steps a) through f) above using re-chipped board surface.
<p>Miscellaneous Raffles: M-1 – Antler/Cartridge Pull Raffle</p>	<ol style="list-style-type: none"> 1) Format: Variably-priced tickets for a standard raffle drawing. The player selects a game piece that determines the price for a ticket but the price is hidden from the view of the player. The price of the ticket varies (Free to \$xx). <ul style="list-style-type: none"> • A variation of this raffle is that, instead of the game piece determining the price of the raffle ticket, the game piece can be sold for a fixed price and it can determine the number of raffle tickets the player gets for a standard raffle drawing. 2) Equipment: Antler(s), golf tees or cartridges and drawing container. 3) Process: <ol style="list-style-type: none"> a) Several holes are drilled into the antler(s) to allow a golf tee or cartridge to be placed into the hole hiding the base of the tee or cartridge from view. b) Securely mount the antler(s) to prevent tipping. <ul style="list-style-type: none"> • Scenario 1 - Mark 6 to 10 different numbers or colors on the bottom of the golf tee or cartridge. Each number or color determines the price of a single raffle ticket. For example: #1 = \$1 price of the raffle ticket, #2 = \$2 price of the ticket and so on. • Scenario 2 - Mark 6 to 10 different numbers or colors on the bottom of the golf tee or cartridge. Each number or color determines how many raffle tickets the participant gets. For example: player pays \$5 fixed price to enter the game; player selects one golf tee whose corresponding number determines how many raffle tickets player receives. c) Player places raffle ticket(s) in a drawing container for a standard raffle drawing.

GAME NUMBER & NAME	RULES OF GAME
M-2 – Turkey Pluck	1) Format: Variable price raffle. A turkey decoy (or other decoy) is drilled with holes. Each raffle ticket has a price printed on it, which is initially concealed from the view of the player. The price for the tickets can vary. The ticket is rolled to obscure the price before being inserted into the drilled hole. 2) Equipment: turkey decoy drilled with holes, raffle tickets. 3) Process: a) Ticket is purchased. b) Purchaser unrolls ticket and pays the amount written on the ticket they chose. c) Participant enters their ticket into a standard raffle drawing.
M-3 – Turkey Poop	1) Format: A large cage with 100 squares painted on the cage floor numbered 1 through 100. 2) Equipment: Live turkey, cage, camera. 3) Process: a) Participants purchase numbered square(s) and have the option to purchase a photo of a friend to place within the square purchased. b) A live turkey is placed within the cage and the square in which it poops is the winner and if the poop also lands on the photo, the friend also wins a turkey.
M-4 – Balloon Grand Prize Raffle	1) Format: A raffle ticket is given to each purchaser of a balloon. Purchaser deposits their ticket in the “Balloon Grand Prize” drawing bucket. One or more winners will be drawn. 2) Equipment: Balloons, raffle tickets and raffle ticket drawing container. 3) Process: a) A card with a number 1 through xx is attached to each balloon. The cards may be concealed from the purchaser or placed in plain view. b) Merchandise items correspondingly numbered 1 through xx is on display at the Balloon Merchandise Table. c) The purchasers of balloons are purchasing merchandise that has the corresponding number to the card on the balloon and they get a raffle ticket. d) Purchasers present their numbered card to claim their merchandise. e) Purchasers place their raffle ticket in the drawing container for a standard raffle drawing.
M-5 – Cup Raffle	1) Format: Participants purchase a cup that includes a raffle ticket for a standard raffle drawing. 2) Equipment: xx number of organization cups, raffle tickets and drawing container. 3) Process: a) Participants purchase a cup that includes a raffle ticket inside. Player writes their name or bidder number on their ticket and then places it in the drawing container. b) When all cups are sold, or at the designated time limit set prior to the start of the raffle, a standard raffle drawing is held.

GAME NUMBER & NAME	RULES OF GAME
	c) If not all cards are sold in a designated time, any unsold cups may be sold by auction (high bidder takes all remaining cups).
M-6 – Pass it On – Plinko ³ – Elko Ball	1) Format: Participants purchase plinko chips. 2) Equipment: Plinko Board, chips, raffle tickets, drawing bucket and prize display table. 3) Process: a) Participant drops chip into top of a Plinko board and the chip falls through pegs. The pegs deflect the chip in various different directions. The chip ultimately drops into one of several slots at the bottom of the Plinko board. b) Slots are numbered 1, 3, 5, 7 and 10. Raffle tickets are awarded depending on which slot the chip falls in. c) For example, if the chip falls in the 1 slot, the player wins one ticket, if the chip falls in the 3 slot, the player wins three tickets and so on. d) All tickets go into the same drawing bucket for a standard raffle drawing. e) Prize(s) to be displayed at a game table nearby.
M-7 – Penny Bird Band / Penny Ticket Raffle	1) Format: Participants purchase bird bands from 14¢ to \$8 (prices example only). The bird band determines the price of the raffle ticket. A variation of this game is that sequentially numbered raffle tickets can substitute for the bird bands in a “penny ticket raffle.” The last three digits of the raffle ticket number determine the ticket price. 2) Equipment: bird bands, raffle tickets and drawing container. 3) Process: a) Bird bands are numbered sequentially and are placed in a drawing container. b) The purchaser selects one or more bird bands at random in a blind draw. c) Purchaser receives one ticket for each bird band selected. d) The price for each ticket is determined by the last three numbers on the bird band. e) The purchaser keeps the bird band. f) Participants deposit their tickets into the raffle game drawing container for a standard raffle drawing.
M-8 – Stretch For Elk	1) Player holds onto a roll of theater-style tickets in both hands and stretches their arms apart as far as they can to determine how many tickets they receive for a standard raffle drawing. 2) Equipment: Raffle tickets and drawing container. 3) Process: a) A fixed price is charged for an opportunity to stretch a roll of tickets and get as many as possible.

³ See diagram of Plinko Board at end of this document.

GAME NUMBER & NAME	RULES OF GAME
	<ul style="list-style-type: none"> b) Player holds onto a roll of theater tickets using both hands. The roll and its end ticket are stretched between participant's hands as far as they can be extended. c) The player receives all of the tickets in their stretch. d) Players can do their own stretch or have someone else do the stretch for them. e) Participants deposit their tickets in the raffle game drawing container for a standard raffle drawing.
M-9 – Wiffle/Nerf Pitch	<ul style="list-style-type: none"> 1) Format: Players pitch a ball into an assortment of various-sized containers to win tickets. 2) Equipment: Wiffle balls or Nerf balls (or other balls), containers, raffle tickets and drawing container. 3) Process: <ul style="list-style-type: none"> a) An array of containers is set up for players to pitch balls into. The containers may be different sizes or set at different distances from the player. Each container is worth a different number of raffle tickets if a ball lands in it. b) Players pay a fixed price to play. c) Players pitch balls into an assortment of containers. d) The amount of tickets the player is awarded depends on the container their ball lands in. For example, more tickets are won if the ball lands in a small container than if it lands in a large container. Or, more tickets are won if the ball lands in a container farther away than are won for containers closer to the player. e) Everyone receives one ticket for each game, regardless of skill level.
M-10 – Elk Chips/Shuffleboard	<ul style="list-style-type: none"> 1) Format: Players push a chip down a playing surface and the number of tickets a player wins is determined by where their chip stops. 2) Equipment: Chips, Shuffleboard, raffle tickets and drawing container. 3) Process: <ul style="list-style-type: none"> a) A hard, flat, level eight-foot-long surface is used to play this game. b) Horizontally, three sections are identified on the playing surface. c) Players push chips down the playing surface and the number of tickets a player wins is determined by where their chip stops. d) Everyone receives at least one ticket, even if their chip falls off the playing surface. e) Tickets are deposited by players in the Elk Chip drawing container for a standard raffle drawing.
M-11 – Token Drawing	<ul style="list-style-type: none"> 1) Format: Standard raffle drawing but, instead of raffle tickets, this game uses pre-numbered tokens. Two sets of round tokens each bearing numbers 1 through 100 where one set is held in a container and the other set is randomly disbursed on a board where purchasers pay and select their token. 2) Equipment: Two sets of 100 identical round tokens numbered 1 through 100, drawing container, display board.

GAME NUMBER & NAME	RULES OF GAME
	3) Process: a) At the end of token sales, the bucket full of 100 tokens is mixed and one token is selected in a blind drawing. b) Purchaser holding corresponding numbered token wins a prize.
M-12 –Key Raffle	1) Format: Auction followed by a drawing. Ten items are selected and disclosed as “Key Items” in an auction. The high bidder of a “Key Item” also gets a chance to win the “Key Gun” or other “Key Prize.” 2) Equipment: Padlock, 10 padlock keys; one of which fits the padlock, raffle tickets and drawing containers. 3) Process: a) A firearm is designated as the “Key Gun” or there may be another designated “Key Prize.” The “Key Prize” is displayed during the banquet and a padlock is locked around the “Key Prize.” b) The ten keys are placed in individual envelopes. c) The envelopes are numbered 1 through 10. d) Ten raffle tickets numbered 1 through 10 are placed in a separate drawing container. e) At the close of the auction, the emcee announces the purchasers of “Key Items”. f) The purchasers must go to the auction bank and pay for items they purchased in the auction. g) The purchasers then go to the stage where each will draw a raffle ticket containing a number from 1 to 10. h) Each player is given an envelope that corresponds with their numbered raffle ticket. i) Each player opens their envelope and, in turn, tries their key to unlock the padlock. j) The player whose key unlocks the padlock is the winner of the “Key Gun”.
Participant Involvement: P-1 – Heads or Hiney Game	1) Format: A game where participants stand up and guess which ticket will be drawn. Participants guessing incorrectly are eliminated from the game. This continues until there is only one participant standing who is the winner. 2) Equipment: Ten tickets with the word “Heads” and ten tickets with the word “Hiney” and drawing container. 3) Process: a) All participants stand up. b) All participants are given two large cards, one marked “Head” and one marked “Hiney”. c) Ten tickets each with “Heads” and “Hiney” are placed in a drawing container. d) Before a ticket is drawn, the participant decides which of their cards they want to choose (“heads” or “hiney”) and then hold that card up. e) The emcee will draw one ticket and if it matches their card they remain standing and continue playing; if not, they sit down and they are out of the game.

GAME NUMBER & NAME	RULES OF GAME
	<ul style="list-style-type: none"> f) The ticket is placed back into the bucket and the emcee draws again. g) The game continues until only one person is left standing. h) If a participant is not able to stay for the duration of the raffle, he/she will write their Heads or Hiney choices in numerical order on their card and a committee member will play for them. The participant must include their name and telephone number on each of their cards for contact information if they are the winner. i) Prize is awarded to the last person standing.
<p>Target Raffles: T-1 – Air Light Pistol Shoot</p>	<ul style="list-style-type: none"> 1) Format: Players shoot toy guns at a target for determining the number of raffle tickets won for entry in a standard raffle drawing. This game may have one or more winners. 2) Tickets. Equipment: Air Light Pistol, target, score board, tickets, drawing container. 3) Process: <ul style="list-style-type: none"> a) A uniform and fair scoring system is developed by the licensee and disclosed to players. b) Each player receives an identical separate target. c) A committee member keeps track of each players’ score on a score board visible to all players. d) At the close of the game, the player with the highest score is the winner. In case of a tie, the players’ names will be placed in a drawing container and drawn at random to determine a winner. e) Regardless of the outcome of the target shoot, all players receive at least one raffle ticket for a standard raffle drawing.
<p>T-2 – Kids Target Shoot</p>	<ul style="list-style-type: none"> 1) Format: Nerf gun shooting game followed by a standard raffle drawing. Licensees may choose to limit participation to children. Drawing tickets are awarded for each target hit. 2) Equipment: Nerf guns, targets, tickets and drawing containers. 3) Process: <ul style="list-style-type: none"> a) Several small targets are displayed. b) Nerf target guns are used to shoot the targets. c) Players enter for a fixed price and get a specified number of shots at the target. d) Drawing tickets are awarded for each target that is hit. e) Miss all targets and still receive one drawing ticket.
<p>Wheel Games: W-1 – Ticket Wheel</p>	<ul style="list-style-type: none"> 1) Format: Player purchases spin of the wheel to win raffle tickets followed by a standard raffle drawing. The number of tickets awarded depends upon where spin lands. This game can have multiple drawing containers (but not required), each with a unique prize, so that there can be multiple winners. 2) Equipment: Wheel divided into designated sections, tickets, drawing containers.

GAME NUMBER & NAME	RULES OF GAME
	<p>3) Process:</p> <ul style="list-style-type: none"> a) Wheel is divided into sections that correspond to a designated number of drawing tickets to be awarded. For example, wheel sections are designated by color and each color is associated with a different ticket value (for example, red = 1 ticket, blue = 2 tickets, green = 5 tickets, white = 20 tickets). The different sections need not be of equal distribution (i.e., there may be only 1 white section and 10 green sections). b) Player spins wheel. c) Player receives tickets corresponding to spin. d) Players place awarded tickets in drawing container of their choice for a standard raffle drawing.
W-2 – Prize Wheel	<ul style="list-style-type: none"> 1) Format: A spin of the wheel is purchased and used to determine which player wins prize. Wheel is used as alternate drawing mechanism. 2) Equipment: Wheel divided into designated sections that can be labeled with player numbers. 3) Process: <ul style="list-style-type: none"> a) Player purchases entry on wheel and selects a section of wheel to place his player or bidder number. b) Selected wheel section is labeled with player number. c) Raffle prizes are listed in designated order corresponding to spin order (i.e., prize #1 is awarded on the first spin; prize #2 is awarded on the second spin). No entry can win more than once. Selected player number blacked out or removed prior to next spin. d) Wheel is spun and it lands on a player's number. e) The selected player wins a prize corresponding to designated prize/spin order.
W-3 – Prize Drawing Wheel	<ul style="list-style-type: none"> 1) Format: This game has multiple drawings, each with a separate prize. The player gets one raffle ticket. A spin of the wheel is purchased and used to determine which prize drawing container the player's ticket is entered in. Drawing container depends upon where wheel spin lands. 2) Equipment: Wheel divided into designated sections, tickets, drawing containers. 3) Process: <ul style="list-style-type: none"> a) Wheel is divided into sections that correspond to designated prize drawings. The different sections need not be of equal distribution. b) Player spins wheel. c) Player's raffle ticket is placed in drawing container corresponding to where spin landed. d) Standard raffle drawings, one for each container, are conducted.
W-4 – Wheel Raffle	<ul style="list-style-type: none"> 1) Format: This is a spinning wheel game followed by one or more drawings. This game can have multiple drawings, each with a separate prize. The cost-per-spin varies and so does the number of spins. A spin of the wheel determines number of tickets a player wins. 2) Equipment: Spinning wheel divided into several colored sections, raffle tickets and drawing containers.

GAME NUMBER & NAME	RULES OF GAME
	<p>3) Process:</p> <ul style="list-style-type: none">a) A spinning wheel is divided into several colored sections.b) Each colored section on the wheel is worth a different number of raffle tickets. For example: red = 1 ticket, blue = 2 tickets and so on.c) The spinning wheel is spun and the color it stops on determines the number of tickets the player wins.d) Players deposit their tickets in drawing container of their choice and standard raffle drawings, one for each container, are conducted.

♣ ♥ HOUSE OF CARDS ♦ ♣

	2♥	3♥	4♥	5♥	6♥	7♥	8♥	9♥	10♥	J♥	Q♥	K♥	A♥	Joker♥
A♦					↓									
K♦					↓									
Q♦					↓									
J♦	→	→	→	→										
10♦														
9♦														
8♦														
7♦														
6♦														
5♦														
4♦														
3♦														
2♦														
Joker♥														

PLINKO BOARD

