



**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 all raffles, including alternate format drawings, 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 you're 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: <https://www.doj.state.or.us/charitable-activities/charitable-gaming/charitable-gaming-license-applications-and-reports/>
- 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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**ALTERNATIVE RAFFLE FORMATS**

<b>GAME NUMBER &amp; NAME</b>	<b>RULES OF GAME</b>
<p><b>Auction Raffles:</b>  A-1 – Pick of the Litter</p>	<ol style="list-style-type: none"> <li>1) Format: The winner has their choice of any one Live Choice Auction Item. The exception will be items donated on a 50/50 basis. The exclusion of items will be disclosed prior to the sale of any tickets and at the Live Auction tables. The cost is \$25 per ticket – Limited to 300 tickets.</li> <li>2) Equipment: Tickets and drawing container</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) If pre-selling tickets for the Live Choice Auction Raffle, in your invitation letter (suggested) the following disclosure must be included: (example) The Live Choice Auction Raffle will consist of at least fifty items, including a gun safe, prints, optics, plus many other terrific items. Items donated on a 50/50 basis will be excluded. The winner of the Live Choice Auction Raffle has their choice of any one Live Choice Auction Raffle Item. The exception will be items donated on a 50/50 basis.</li> <li>b) If Live Choice Auction Raffle tickets are going to be sold exclusively through the invitation letter and not available at the banquet, this also must be disclosed in your invitation letter.</li> <li>c) Persons purchasing a Live Choice Auction Raffle ticket who do not plan to be in attendance for the drawing will be required to write their choice of Live Choice Auction Raffle item(s) on their ticket(s).</li> <li>d) A complete list of the auction items will be made available prior to the banquet (event) with full description and retail value of each item.</li> </ol> </li> </ol>
<p><b>Bucket/Banquet Raffles:</b>  B-1 – Bucket Raffle</p>	<ol style="list-style-type: none"> <li>1) Format: A single raffle with multiple ticket pools; each ticket pool has a separate set of prize(s). Often held at gala banquet fundraising events where advance raffle ticket sales occur.</li> <li>2) Equipment: Tickets and drawing containers</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Tickets are sold in packets, booklets, or coupon bearing tickets.</li> <li>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 set of prizes.</li> </ol> </li> </ol>
<p><b>Card Raffles:</b>  C-1 – 52 Card Game</p>	<ol style="list-style-type: none"> <li>1) Format: Tailored for a raffle where all ticket sales and the drawing are held at a gala event such as a dinner fundraiser or other event with a limited duration.</li> <li>2) Equipment: Two new, sealed and identical decks of playing cards; drawing container</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) The MC announces the beginning of the game to event attendees. MC explains cost, process of the game and the rules.</li> </ol> </li> </ol>

GAME NUMBER & NAME	RULES OF GAME
	<ul style="list-style-type: none"> <li>b) Sellers circulate through the attendees selling playing cards from one deck (new/sealed) which act as raffle tickets. The purchaser retains the card they bought.</li> <li>c) When all 52 cards are sold the MC opens the second identical deck of cards (new/sealed) and places them in the drawing container making sure no cards are lost. The cards are mixed thoroughly.</li> <li>d) A nonparticipating person draws the winning card from the container. The MC announces the winning card and displays it for purchasers to see.</li> <li>e) The attendee holding the identical card which was purchased earlier is the winner.</li> </ul>
C-2 – Card Draw	<ul style="list-style-type: none"> <li>1) Format: This game utilizes four standard decks of cards. One red deck and one blue deck are set aside for later use. One complete red deck and one complete blue deck of cards are then spread out on a table. Each participant can purchase one or more cards for \$10 each. The game ends when all cards are sold.</li> <li>2) Equipment: Four new decks of playing cards; two red and two blue, and a bucket.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) After the last card has been purchased, the second set of red and blue decks, previously set aside, is then placed into a bucket, mixed, and one card is drawn.</li> <li>b) The winner of the game is the person holding the corresponding card from either the red or the blue deck.</li> <li>c) This game will have a first, second, and third place winner.</li> </ul> </li> </ul>
C-3 – Queen of Hearts	<ul style="list-style-type: none"> <li>1) Format: Raffle drawing followed by a card draw. This is a raffle where the prize is determined by having the winning ticket holder choose a card from a standard deck of 52 cards, plus two Jokers, which will be shuffled thoroughly and laid out face down in a locked display case. Cards chosen during the course of the game will be replaced in the case face up so players can see how the game is progressing. New tickets are sold each week and the pot builds until the target Queen of Hearts is drawn.</li> <li>2) Equipment: A new standard deck of 52 cards, plus two Jokers, and ticket bucket.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Drawings are held weekly</li> <li>b) Tickets will be sold during week and on the night of drawing</li> <li>c) A drawing is held. One ticket is drawn at each drawing. The winning ticket holder chooses a face down playing card. If the winning ticket holder picks any of the below playing cards, they are a winner.</li> <li>d) Prizes:</li> <li>e) 2, 3, 4 or 5: wins \$5.</li> <li>f) 6, 7, 8, 9 or 10: wins \$10.</li> <li>g) Jack, Queen (except Queen of Hearts), King or Ace: wins \$20.</li> <li>h) Joker: wins \$40.</li> </ul> </li> </ul>

GAME NUMBER & NAME	RULES OF GAME
	<ul style="list-style-type: none"> <li>i) Queen of Hearts: wins 50% of the accumulated pot (house keeps 50%)</li> <li>j) One ticket is drawn each drawing until the Queen of Hearts is chosen and ends the game.</li> <li>k) Winners need not be present to win; a game administrator will draw a card for any winner not present.</li> <li>l) After drawings, non-winning tickets are discarded and new tickets are sold for the next week's drawing.</li> <li>m) The pot is carried over from week to week until the Queen of Hearts is selected.</li> <li>n) The duration of the raffle may be from one to 52 weeks. If on the 52<sup>nd</sup> week the Queen of Hearts has not been chosen, tickets must be drawn that night until the Queen of Hearts is selected.</li> </ul>
C-4 – Draw Down	<ul style="list-style-type: none"> <li>1) Format: Playing card drawing. \$5 per card or five cards for \$20; Sales limited to 520 Cards (ten decks); 5 prizes to 5 winners.</li> <li>2) Equipment: Six new decks of red back playing cards and six new decks of blue back playing cards, raffle drum.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Write the name of each prize on a piece of paper and place each in a separate nontransparent envelope.</li> <li>b) After selling 520 (10 decks) cards, two additional decks of new playing cards, one red back and one blue back, are placed in a raffle drum and one card is drawn. (If all cards are not sold, auction the remaining cards for one price, high bidder takes all).</li> <li>c) 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.</li> <li>d) The audience is told Aces are high. Everyone holding a card with a "7" or below is asked to sit down.</li> <li>e) Everyone holding a "10" and above are also asked to sit down.</li> <li>f) Everyone holding an "8" is asked to remain standing.</li> <li>g) Everyone holding an "8♥" or "8♦" is asked to sit down.</li> <li>h) Everyone holding an "8♣" is asked to remain standing.</li> <li>i) Everyone with an "8♣" with a blue back is asked to come to the stage.</li> <li>j) At this point the drawn card, the "8♣", is shown to the audience (five people will have the "8♣").</li> <li>k) 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.</li> <li>l) Their cards are placed in a drawing container.</li> <li>m) As the winning cards are drawn the winners select an envelope to reveal their prize.</li> </ul> </li> </ul>
C-5 – Deal or No Deal	<ul style="list-style-type: none"> <li>1) Format: Playing card drawing. \$10 per card; Sales limited to 208 cards (four decks); \$1,000 Cash Prize (single winner or up to 5-way split)</li> <li>2) Equipment: Five decks of new playing cards, raffle drum, four signs with the words "DEAL" on one side and</li> </ul>

GAME NUMBER & NAME	RULES OF GAME
	<p>“NO DEAL” on the other</p> <p>3) Process:</p> <ol style="list-style-type: none"> <li>a) After 208 cards are sold (four decks), place an additional deck in the raffle drum and draw one card. (If all cards are not sold, auction the remaining cards for one price, high bidder takes all.)</li> <li>b) The holders of this card are asked to come to the stage.</li> <li>c) The winners write their bidder number on their cards and place it in a drawing container.</li> <li>d) Each winner is given one of the “DEAL” or “NO DEAL” signs.</li> <li>e) The MC explains the total prize is \$1,000 cash. The prize can be split evenly four ways.</li> <li>f) The MC 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.</li> <li>g) All winners must be holding up the same “Deal” sign in order for the MC to split the money. If the winners do not all agree, one of the winners cards will be drawn and that person will be eliminated.</li> <li>h) The MC again asks the question “DEAL” or “NO DEAL”.</li> <li>i) The winners again hold up their cards.</li> <li>j) This process continues until all remaining winners agree or only one winner remains.</li> </ol>
C-6 – Card Game #1	<ol style="list-style-type: none"> <li>1) Format: A playing card draw determines the cost to enter the raffle drawing. Playing cards cost \$1 to \$15 depending on value of card; Sales limited to 216 cards; Ace through 9 = face value; 10 through King = \$10; Joker = \$15.</li> <li>2) Equipment: Four new decks of playing cards, including Jokers, and drawing container.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Four decks of new playing cards are fanned out, upside down on a table.</li> <li>b) Players select card(s) at random.</li> <li>c) Base the cost of the raffle ticket on the value of the card selected.</li> <li>d) Each card that is selected is removed from the table.</li> <li>e) Each player is given a theater ticket which is deposited in a drawing container for prizes.</li> </ol> </li> </ol>
C-7 – Card Game #2	<ol style="list-style-type: none"> <li>1) Format: Playing card drawing. Cost is \$10 per card; Sales limited to 104 cards (two decks); One Prize – One Winner.</li> <li>2) Equipment: Four new decks of playing cards, Jokers removed, and drawing container.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Spread two decks of playing cards, Jokers removed, each deck with a different color back, face up on a table.</li> <li>b) Player purchases card(s) of their choice.</li> </ol> </li> </ol>

GAME NUMBER & NAME	RULES OF GAME
	<ul style="list-style-type: none"> <li>c) If not all cards are sold by the close of game, the remaining cards will be sold by auction.</li> <li>d) Two additional decks with the same different color backs are placed in a drawing container.</li> <li>e) One winning card is drawn.</li> </ul>
C-8 – 21 (Blackjack) Raffle	<ul style="list-style-type: none"> <li>1) Format: Card game followed by a raffle drawing. \$5 per game; Limited to 1,000 games.</li> <li>2) Equipment: One deck of playing cards, raffle tickets and ticket container.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Dealer deals players two cards face up.</li> <li>b) Players can take additional cards or stay with the cards they are dealt.</li> <li>c) Five levels of prizes can be won.</li> <li>d) “Black Jack” (Ace and a 10 or Face Card), wins a ticket for a drawing for the category 21 prizes.</li> <li>e) 21 with more than two cards or 20, wins a ticket for a drawing for the category 20-21 prizes.</li> <li>f) 17-19, wins a ticket for the drawing for the category 17-19 prizes.</li> <li>g) 14-16, wins a ticket for the drawing for the category 14-16 prizes.</li> <li>h) Less than 14 or BUST, wins a ticket for drawing for the BUST category prizes.</li> </ul> </li> </ul>
C-9 – One Deck High-Low Card Raffle	<ul style="list-style-type: none"> <li>1) Format: Guessing game followed by a raffle drawing. A player must guess if next card in deck is higher or lower. If the guess is correct, the player decides to guess again or quit. With each correct guess the player continues the play for prizes.</li> <li>2) Equipment: One deck of new playing cards with Jokers removed and a board with 13 squares numbered 1-13, and ticket containers for correct guesses between 1-4, 5-8, 9-12, and 13.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Shuffle the deck of new playing cards and turn the top card face up in square numbered one.</li> <li>b) The player decides if they want to try to advance to the next square.</li> <li>c) If the player decides they want to try to advance, they guess whether the next card will be higher or lower than the card in square one.</li> <li>d) The dealer turns the top card face up and places the card in square two.</li> <li>e) If the player is correct, the process continues until the player quits or is incorrect.</li> <li>f) All players receive one raffle ticket for playing.</li> <li>g) The players receive a raffle ticket for each correct number of guesses.</li> <li>h) The dealer writes player name on ticket and deposits it in the raffle drawing corresponding container.</li> <li>i) All prizes are awarded. If no player achieves a level, prizes are awarded to the next lower level.</li> </ul> </li> </ul>
C-10 – Three Deck High-Low Card Raffle	<ul style="list-style-type: none"> <li>1) Format: Playing card guessing game. Each ticket to enter the raffle costs \$5. A player guesses if the next card in deck is higher or lower. For each correct guess, the player gets one additional raffle ticket.</li> <li>2) Equipment: Three decks of new playing cards, raffle tickets and a ticket container</li> </ul>

GAME NUMBER & NAME	RULES OF GAME
	3) Process: <ol style="list-style-type: none"> <li>a) Three decks of new playing cards are shuffled.</li> <li>b) The member running the event turns over the top playing card exposing the face.</li> <li>c) The player decides if they want to guess if the next card will be higher or lower than the first card dealt.</li> <li>d) For each correct guess, the player gets one additional raffle ticket.</li> <li>e) Game continues until the player guesses incorrectly.</li> </ol>
C-11 – House of Cards	<ol style="list-style-type: none"> <li>1) Format: Playing card drawing; \$10 per square; Sales limited to 169 squares; Five Prizes.</li> <li>2) Equipment: Two new decks of playing cards, jokers removed (one for board and one for drawing), a board, and two raffle drums.</li> <li>3) Process:               <ol style="list-style-type: none"> <li>a) Section off a board into 169 squares (13 x 13).</li> <li>b) Staple one red suit (ace through two) to the left side of the board. (See House of Cards diagram on page 21.)</li> <li>c) Staple one black suit (two through ace) to the top of the board.</li> <li>d) Place the same red suit in a raffle drum.</li> <li>e) Place the same black suit in another raffle drum.</li> <li>f) Players write their banquet number in any empty square.</li> <li>g) When all squares are sold the drawing commences.</li> <li>h) Draw one card from the red suit to determine the side row card.</li> <li>i) Draw one card from the black suit to determine the top row card.</li> <li>j) The square where these two cards meet determines the winner.</li> <li>k) Place the drawn cards back into the respective raffle drums. Repeat this process for the number of prizes offered.</li> </ol> </li> </ol>
<b>Dice Games:</b> D-1 – Dice Game	<ol style="list-style-type: none"> <li>1) Format: Players roll dice to determine how many raffle tickets they win. The raffle tickets are entered into a traditional drawing.</li> <li>2) Equipment: A pair of dice and raffle tickets.</li> <li>3) Process:               <ol style="list-style-type: none"> <li>a) Players pay a set fixed price to roll a pair of dice one time.</li> <li>b) The dice roll determines how many raffle tickets the player wins. For example, if the player rolls a two they win one raffle ticket; if the player rolls a three they win three raffle tickets; if the player rolls a four they win four raffle tickets and so on. Players must win at least one raffle ticket based on the dice roll.</li> <li>c) The raffle tickets are then entered into a traditional drawing.</li> </ol> </li> </ol>
D-2 – Five Dice Game	<ol style="list-style-type: none"> <li>1) Format: Dice roll followed by a raffle drawing. Participants pay for up to three rolls of five dice.</li> </ol>



GAME NUMBER & NAME	RULES OF GAME
	2) Equipment: Five dice and raffle tickets. 3) Process: a) Rolls of 3-of-a-kind get a \$20 package of raffle tickets; b) Rolls of 4-of-a-kind get a \$40 package of raffle tickets; c) Rolls of 5-of-a-kind get a \$60 package of raffle tickets; d) Rolls of less than 3-of-a-kind get a single general raffle ticket.
D-3 – Seven-Eleven Dice Roll	1) Format: Dice roll followed by a raffle drawing. Cost \$2 to \$12; Free Ticket for a 7 or 11 Roll; Limited to 1,000 Games. 2) Equipment: A pair of dice, raffle tickets and raffle drawing container. 3) Process: a) Player rolls two dice to determine their cost of a raffle ticket. b) Roll a 7 or 11 and receive a free ticket. c) Player pays the amount of the dice roll. For example, roll snake eyes (double ones) and pay \$2, roll a three and a two and pay \$5. d) No ticket will cost more than \$12 for boxcars (double sixes). e) Variation: Player rolls one dice to determine their cost for a raffle ticket. Roll a two and pay \$2, roll a three and pay \$3, etc. The most paid would be \$6.
D-4 – Dice Raffle	1) Format: Dice roll followed by raffle drawing. Cost \$10 for Three Rolls – Limited to 500 Rolls. 2) Equipment: Five dice, raffle tickets and raffle drawing container. 3) Process: a) Player rolls five dice to determine how many raffle tickets they get. b) Each roll of the dice counts separately. c) Roll two of a kind or less and receive \$10 worth of tickets. d) Roll three of a kind and win \$20 worth of tickets. e) Roll four of a kind and win \$40 worth of tickets. f) Roll five of a kind and win \$60 worth of tickets. g) Player takes best roll.

<p>D-5 Buffalo Chips Dice Game</p>	<ol style="list-style-type: none"> <li>1) Format: \$5 Per Game – Limited to 1,000 Games.</li> <li>2) Equipment: 3½” x ½” thick round pieces of wood (Buffalo Chips) numbered on top one to ten, raffle tickets and drawing buckets.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) The “Buffalo Chips” are laid out on a playing surface.</li> <li>b) The player rolls two dice.</li> <li>c) The object of the game is to remove as many “Buffalo Chips” as possible without busting.</li> <li>d) The player can quit or continue rolling the dice.</li> <li>e) If the player continues and is unable to remove any additional chips – player busts and receives only their initial ticket.</li> <li>f) The player receives a drawing ticket for a specific prize depending on the number of chips they remove without busting.</li> </ol> </li> </ol>
<p><b>Duck/Fish Races:</b>  DR-1 – Duck Race  (As described in OAR 137-025-0291)</p>	<ol style="list-style-type: none"> <li>1) Format: Artificial floating ducks are released into a stream. The duck that enters a catch boom first wins the prize.</li> <li>2) Equipment: Sequentially numbered artificial floating ducks that are identical in size, shape, weight and all constructed from the same material and all have an equal chance of winning; floating boom that spans the width of the waterway with a catch or trap large enough for one duck only; one container to hold the ducks prior to release; a bridge, crane or other device from where the container of ducks can be simultaneously released into the stream; numbered raffle tickets.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) All ducks shall be positioned above the river at the same location and shall be released simultaneously. Once dropped, the ducks shall enter the river without interference or obstruction.</li> <li>b) Once the ducks enter the river, the ducks shall not receive human assistance until the race is concluded.</li> <li>c) The ducks shall be identified so that each duck corresponds to a separate numbered raffle ticket. The method of identification of the ducks shall be waterproof.</li> <li>d) At the finish line, the licensee shall construct a boom which will be designed to act to funnel the ducks to a chute. The chute shall be constructed so as to allow one duck at a time to pass through. The boom and the chute shall be reasonably secure. The boom shall be wide enough to capture the ducks that reach the finish line area as they move down stream.</li> <li>e) The course for the race shall be established so that the race may be observed by raffle purchasers. The length of the course shall be established so that the race will be conducted in less than one hour. The licensee shall conduct a test of the course, by releasing a sample of ducks and observing their progress, within one week prior to the race date. Once the race has started, a course shall not be altered.</li> <li>f) If a duck race is not completed in 90 minutes from the time the ducks are released into the river, the race shall be terminated and the licensee shall conduct the raffle by drawing tickets from a container as</li> </ol> </li> </ol>

	provided in OAR 137-025-0290.
DR-2 – Fish Race	Process: This game is similar to a “duck race” as described in DR-1 and OAR 137-025-0291 except that instead of commercially produced floating rubber ducks, this game allows floating fish shaped objects to be used. But for the substitution of the floating fish instead of ducks, this game must be conducted as set out in DR-1/OAR 137-025-0291.
<b>Helicopter/Crane Drops:</b> H-1 – Golf Ball Drop	<ol style="list-style-type: none"> <li>1) Format: A helicopter or crane drops numbered golf balls over the golf green hole. The ball that goes into the hole wins the prize.</li> <li>2) Equipment: Helicopter or crane, ball container, golf green, raffle tickets.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Pre-numbered raffle tickets are sold to participants.</li> <li>b) For each ticket sold, a golf ball with the corresponding raffle ticket number printed on it is placed in a container.</li> <li>c) The container is hoisted into the air by a helicopter or crane.</li> <li>d) The helicopter or crane is positioned over the golf green hole.</li> <li>e) All the golf balls in the container are dropped simultaneously.</li> <li>f) The ball that goes into the hole wins the prize.</li> <li>g) If no ball goes into the hole, the ball coming closest to the hole wins the prize.</li> </ol> </li> </ol>
H-2 Duck Drop	<ol style="list-style-type: none"> <li>1) Format: Identical objects are dropped from a crane or a helicopter over a target. The object landing closest to the target wins the prize.</li> <li>2) Equipment: Helicopter, crane or other lifting device, sequentially numbered artificial ducks or other objects that are identical in size, shape, weight and all constructed from the same material and all have an equal chance of winning; object container; non-movable target; raffle tickets.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Pre-numbered raffle tickets are sold to participants.</li> <li>b) For each ticket sold, an object such as a duck or other object with the corresponding raffle ticket number printed on it is placed in a container.</li> <li>c) The container is hoisted into the air by a helicopter or crane.</li> <li>d) The helicopter or crane is positioned over the target.</li> <li>e) All the objects in the container are dropped simultaneously.</li> <li>f) The object that lands closest to the target wins the prize.</li> </ol> </li> </ol>
<b>Miscellaneous Raffles:</b> M-1 – Timed Raffle	<ol style="list-style-type: none"> <li>1) Format: Start of timed raffle is announced and ticket sales take place for specified number of minutes.</li> <li>2) Equipment: Raffle tickets, bucket to hold purchased stubs.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Raffle tickets are sold during the announced time period.</li> </ol> </li> </ol>

	<p>b) At the end of the dedicated time, sales stop and winning stub(s) drawn and prize awarded.</p>
M-2 – Antler Pull – Cartridge Pull Raffle	<ol style="list-style-type: none"> <li>1) Format: Player selects a game piece with a hidden price or hidden number of tickets followed by a raffle drawing. Price per ticket varies (Free to \$xx). Limited to a specific number of pulls. One Prize Awarded to One Winner.</li> <li>2) Equipment: Elk antlers, golf tees or cartridge, and container.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Several holes are drilled into the elk antler to allow a golf tee or cartridge to be placed into the hole hiding the base of the tee or cartridge from view.</li> <li>b) Securely mount the antler to prevent tipping.</li> <li>c) 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.</li> <li>d) 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 draws golf tee with #1 marked on it and gets 1 raffle ticket, #2 marked on the tee = 2 raffle tickets and so on.</li> <li>e) Disclose how the games are played and the values associated with the hidden numbers or colors on the golf tees to player in advance of entering the game.</li> <li>f) Disclose the odds of pulling each number or color at the raffle table.</li> <li>g) Player places raffle tickets in a drawing container for a standard raffle drawing.</li> </ol> </li> </ol>
M-3 – Turkey Pluck	<ol style="list-style-type: none"> <li>1) Format: A turkey decoy is drilled with holes. Each raffle ticket states a price between \$0 and \$xx and is rolled to obscure the price before being inserted into the drilled hole. Participants are informed of the number of tickets at each price.</li> <li>2) Equipment: turkey decoy drilled with holes, raffle tickets.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Ticket is purchased.</li> <li>b) Purchaser unrolls ticket and pays the amount written on the ticket they chose.</li> <li>c) Participant enters a standard raffle drawing.</li> </ol> </li> </ol>
M-4 – Turkey Poop	<ol style="list-style-type: none"> <li>1) Format: A large cage with 100 squares painted on the cage floor numbered 1 through 100.</li> <li>2) Equipment: Live turkey, cage, Polaroid camera, frozen turkey(s).</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Participants purchase numbered square(s) and have the option to purchase a Polaroid photo of a friend to place within the square purchased.</li> <li>b) A live turkey is placed within the cage and the square in which it poops is the winner and if the poop also</li> </ol> </li> </ol>

	lands on the Polaroid, the friend also wins (a frozen turkey).
M-5 – Heads-or-Tails	<ol style="list-style-type: none"> <li>1) Format: At the beginning of a live auction, participants pay to play “Heads-or-Tails” where the auctioneer asks participants to put their hands on either their head or on their tail as a coin is flipped.</li> <li>2) Equipment: Coin.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) After each coin is flipped, the auctioneer tells the participants which side landed up so that only those whose hands are on their body part corresponding to the up side of the flipped coin may remain standing.</li> <li>b) The flipping continues until only one person is left who is declared winner.</li> </ol> </li> </ol>
M-6 – Balloon Grand Prize Raffle	<ol style="list-style-type: none"> <li>1) Format: A raffle ticket is given to each purchaser of a \$20 balloon (limited to 100 balloons). Purchaser deposits the drawing portion of their ticket in the “Balloon Grand Prize” drawing bucket. Three winners will be drawn.</li> <li>2) Equipment: Balloons, raffle tickets, and raffle ticket container.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) A card with a number 1 through 100 is attached to each balloon.</li> <li>b) The purchasers of balloons are also purchasing merchandise.</li> <li>c) The merchandise numbered 1 through 100 is on display at the Balloon Merchandise Table.</li> <li>d) Purchasers present their numbered card to claim their merchandise.</li> <li>e) Winning tickets will be posted.</li> </ol> </li> </ol>
M-7 – Cup Raffle	<ol style="list-style-type: none"> <li>1) Format: Participants purchase a cup that includes a raffle ticket for a drawing to win prizes.</li> <li>2) Equipment: 100 organization cups, raffle tickets, and drawing container.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Participants purchase a cup that includes a raffle ticket inside and writes their name on half of the ticket and then places it in the drawing container.</li> <li>b) When all cups are sold or at the designated time limit set prior to the start of the raffle, a winning raffle ticket will be drawn.</li> </ol> </li> </ol>
M-8 – Pass it On – Plinko – Elko Ball	<ol style="list-style-type: none"> <li>1) Format: Participants purchase 3 Chips for \$5 – Maximum 2,000 tickets.</li> <li>2) Equipment: Plinko Board, chips, raffle tickets, and drawing bucket.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Participants drop chips into top of a Plinko board and the chip falls through pegs. The pegs deflect the chip in different directions. The chip ultimately drops into one of several slots at the bottom.</li> <li>b) Slots are numbered 1, 3, 5, 7 and 10; two of each numbers, except only one 10.</li> <li>c) If the chip falls in the 1 slot, the player wins one ticket, the 3 slot, three tickets, etc.</li> <li>d) All tickets go into the same bucket for a standard raffle drawing.</li> </ol> </li> </ol>

	e) Number of prizes to be determined and will be posted at game table.
M-9 – Penny Bird Band	<ol style="list-style-type: none"> <li>1) Format: Participants purchase Bird Bands from 14¢ to \$8 for prizes.</li> <li>2) Equipment: Bird bands, raffle tickets, and drawing receptacle.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Bird Bands are numbered sequentially and are placed in a drawing receptacle.</li> <li>b) The purchaser selects one or more bird bands at random in a blind draw.</li> <li>c) Purchaser receives one ticket for each bird band selected.</li> <li>d) The price for each ticket is determined by the last three numbers on the bird band.</li> <li>e) The purchaser keeps the bird band.</li> <li>f) Participants deposit their tickets in the raffle game drawing receptacle for a standard raffle drawing.</li> </ol> </li> </ol>
M-10 – Penny Ticket Raffle	<ol style="list-style-type: none"> <li>1) Format: Penny Raffle Tickets are sequentially numbered from 001 to 800. Each is priced from 1¢ to \$8. Ticket limit = 800.</li> <li>2) Equipment: Raffle tickets and drawing receptacle.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) The Penny Raffle Tickets are numbered sequentially and placed in a drawing receptacle.</li> <li>b) The purchaser selects one or more tickets at random in a blind draw.</li> <li>c) The amount the purchaser pays for each ticket is determined by the last three numbers on the ticket.</li> <li>d) The purchaser then writes their bidder number on each ticket purchased and deposits them into the raffle game drawing receptacle, keeping their receipt portion of each ticket, for a standard raffle drawing.</li> </ol> </li> </ol>
M-11 – Stretch For Elk	<ol style="list-style-type: none"> <li>1) Format: \$10 per Stretch – Limited to 8,000 Tickets. Player holds onto a roll of theater-style tickets and stretches their arms out as far as they can to reveal how many tickets they receive.</li> <li>2) Equipment: Raffle tickets and drawing receptacle.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Player holds onto a roll of theater tickets and stretches their arms out as far as they can.</li> <li>b) The player receives all of the tickets in their stretch.</li> <li>c) Players can do their own stretch or have someone else do the stretch for them. This gives all players an equal opportunity as to the number of tickets they can receive.</li> <li>d) Participants deposit their tickets in the raffle game drawing receptacle for a standard raffle drawing.</li> </ol> </li> </ol>
M-12 – Wiffle/Nerf Pitch	<ol style="list-style-type: none"> <li>1) Format: \$5 for Two Balls or \$10 for Five Balls – Limited to 2,000 Tickets. Players pitch Wiffle, Nerf or other soft balls into an assortment of various size containers for tickets.</li> <li>2) Equipment: Wiffles, Nerf, soft balls, containers, raffle tickets, and drawing receptacle.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Players pitch Wiffle, Nerf or other soft balls into an assortment of various size containers.</li> <li>b) The amount of tickets the player is awarded depends on the container their ball lands in.</li> </ol> </li> </ol>

	<ul style="list-style-type: none"> <li>c) Everyone receives one ticket for each \$5 game, regardless of skill level.</li> <li>d) Three Prizes and Three Winners.</li> </ul>
M-13 – Elk Chips/Shuffleboard	<ul style="list-style-type: none"> <li>1) Format: \$10 Per Chip – Limited to 1,500 Tickets. Players push a chip down a playing surface and the number of tickets a player wins is determined by where their chip stops.</li> <li>2) Equipment: Chips, Shuffleboard, raffle tickets, and drawing receptacle.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) An eight foot long playing surface is used to play this game.</li> <li>b) Horizontally, three sections are identified on the playing surface.</li> <li>c) Players push chips down the playing surface and the number of tickets a player wins is determined by where their chip stops.</li> <li>d) Everyone receives one ticket, regardless if chip falls off of playing surface.</li> <li>e) Tickets are deposited by players in the Elk Chip drawing receptacle.</li> <li>f) Three Prizes and Three Winners.</li> </ul> </li> </ul>
M-14 – Heads or Hiney	<ul style="list-style-type: none"> <li>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.</li> <li>2) Equipment: Ten tickets with the words “Heads” and ten tickets with the word Hiney” and drawing receptacle.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) All participants stand up and pay \$10 to play.</li> <li>b) All participants are given two large cards, one marked “Head” and one marked “Hiney”.</li> <li>c) Ten tickets each with “Heads” or “Hiney” are placed in a drawing receptacle.</li> <li>d) Before a ticket is drawn, the participant decides which of their cards they want to choose, the “Heads” or “Hiney” and holds that card up.</li> <li>e) The MC will draw one ticket and if it matches your card you stay standing, and continue playing. And if not, you sit down and you are out of the game.</li> <li>f) The drawn ticket is placed back into the bucket and the MC draws again.</li> <li>g) The game continues until only one person is left standing.</li> <li>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.</li> <li>i) Prize is awarded to the last person standing.</li> </ul> </li> </ul>
M-15 – Token Drawing	<ul style="list-style-type: none"> <li>1) Format: Two sets of round tokens each bearing #'s 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.</li> <li>2) Equipment: Two sets of 100 identical round tokens numbered 1 through 100.</li> </ul>

	<p>3) Process:</p> <p>a) At the end of token sales, the bucket full of 100 tokens is mixed and one token is selected in a blind drawing.</p> <p>b) Purchaser holding corresponding numbered token wins a prize.</p>
M-16 – Wall of Guns	<p>1) Format: Raffle drawing with multiple prizes. \$100 per Ticket Package – Limited to 140 tickets.</p> <p>2) Equipment: Tickets and ticket container.</p> <p>3) Process:</p> <p>a) For every 14 Ticket Packages sold, one firearm is given away, limited to 10 firearms.</p> <p>b) Winners have the choice of firearms on the wall.</p> <p>c) Following the Wall of Guns drawing, a drawing is held for a bonus prize.</p>
M-17 – Banquet Key Gun	<p>1) Format: Ten items are selected and disclosed as “key items” in the banquet auctions. The high bidder of a “key item” is also purchasing a chance to win the “key gun”.</p> <p>2) Equipment: Padlock, 10 padlock keys, raffle tickets and drawing receptacles.</p> <p>3) Process:</p> <p>a) A firearm is designated as the “key gun”. The firearm is displayed during the banquet and a padlock is locked around the “key gun”.</p> <p>b) The ten keys are placed in individual envelopes.</p> <p>c) The envelopes are numbered 1 through 10.</p> <p>d) Ten raffle tickets, numbered 1 through 10 are placed in a separate drawing receptacle.</p> <p>e) At the close of the auction, the MC announces the purchasers of “key Items”.</p> <p>f) The purchasers must go to the banquet bank and pay for their items.</p> <p>g) The purchasers then go to the stage where each will draw a raffle ticket containing a number from 1 to 10.</p> <p>h) Each player is given an envelope that corresponds with their numbered raffle ticket.</p> <p>i) Each player opens their envelope and in turn tries their key to unlock the padlock.</p> <p>j) The player whose key unlocks the padlock is the owner of the “key gun”.</p>
<p><b>Target/Dart Raffles:</b></p> <p>T-1 – Air Light Pistol Shoot</p>	<p>1) Format: Players shoot at target for prizes. 10 for Five Shot Game – Limited to 4,000</p> <p>2) Tickets. Equipment: Air Light Pistol, Target, score board, tickets, drawing container.</p> <p>3) Process:</p> <p>a) A uniform and fair scoring system is developed by the licensee and disclosed to players.</p> <p>b) Each player receives an identical separate target.</p> <p>c) A committee member keeps track of each players score on a high score board.</p> <p>d) At the close of the game, the player with the highest score is the winner. In case of a tie, the player’s names will be placed in a drawing container and drawn at random to determine a winner.</p>



	<ul style="list-style-type: none"> <li>e) All players receive at least one raffle ticket for additional prizes.</li> <li>f) Tickets are deposited in a raffle ticket drawing receptacle.</li> </ul>
T-2 – Sharp Shooter	<ul style="list-style-type: none"> <li>1) Format: A game where a laser type plastic pistol used at a range of 15 feet to knock four plastic or tin can targets off a branch. When the laser connects with a trip trigger for each target, there is a button that pushes up and knocks the can off the branch.</li> <li>2) Equipment: plastic laser pistol, branch, target, and raffle drawing container.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Cost for shooters under the age of 13 is 10 shots for \$5.</li> <li>b) Costs for shooters 13 years of age and older is 6 shots for \$5.</li> <li>c) All shooters will receive 1 raffle ticket for playing. The ticket will go into a general raffle to be drawn later in the evening.</li> <li>d) Shooters that knock off three cans with their shots will receive an instant prize.</li> <li>e) Shooters that knock off all four targets with their shots will also receive an instant prize.</li> <li>f) Prizes and Values: <ul style="list-style-type: none"> <li>i) Grand Prize: \$150</li> <li>ii) Instant Winners knocking all 4 targets: Select prizes from \$10.00 - \$20.00</li> <li>iii) Instant Winners knocking 3 targets: Select prizes from \$3.00 - \$10.00</li> </ul> </li> </ul> </li> </ul>
T-3 – Kids Target Shoot	<ul style="list-style-type: none"> <li>1) Format: Nerf gun shooting game. Five Shots for \$5 – Limited to 2500 Tickets. This game is limited to children 15 years of age and under. Drawing tickets are awarded for each target hit.</li> <li>2) Equipment: Nerf guns, targets, tickets and drawing receptacles.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Several small targets are displayed.</li> <li>b) Nerf target guns are used to shoot the targets.</li> <li>c) Drawing tickets are awarded for each target that is hit.</li> <li>d) Miss all targets and still receive one drawing ticket.</li> <li>e) Children under 18 must be accompanied by a parent or guardian.</li> </ul> </li> </ul>
T-4 – Dart Throw	<ul style="list-style-type: none"> <li>1) Format: Dart throw followed by a raffle drawing. The object is to win tickets by hitting dots on an elk (or other symbol) target. \$5 Per Game – Limited to 1,000 Games.</li> <li>2) Equipment: Dart board, darts, colored dot stickers (or cards), raffle tickets, raffle ticket drawing container.</li> <li>3) Process: <ul style="list-style-type: none"> <li>a) Colored dots are placed strategically on the elk target.</li> <li>a) Darts are thrown at the elk target that has multiple colored dots as targets attached. If contestant hits a colored dot with a dart throw, contestant is awarded a prize which is identified on back of the colored dot. All contestants are entered into a drawing for a separate prize, which is held subsequent to the dart</li> </ul> </li> </ul>

	<p>throw.</p> <p>b) Ticket values are assigned to different colors of sticker dots.</p> <p>c) Players win tickets depending on the color of dots they hit.</p>												
<p>T-5 – Dart Game</p>	<p>1) Format: Dart throw followed by a raffle drawing. Darts are thrown at a board that has multiple cards as targets attached. If contestant hits a card with a dart throw, contestant is awarded a prize which is identified on back of the card. All contestants are entered into a drawing for a separate prize, which is held subsequent to the dart throw.</p> <p>2) Equipment: Dart board, darts, cards as targets, raffle drum or ticket drawing container.</p> <p>3) Process:</p> <p>a) Players purchase dart throws.</p> <p>b) The dartboard has one or more business card sized cards stuck to the board. On the backside of the card/s, and concealed from the player, a prize may be described. Some or all of the cards may have description of a prize/s. Prizes matching the descriptions on the cards are displayed on a table nearby.</p> <p>c) Player throws dart/s at the dartboard.</p> <p>d) If the player’s dart lands on a card, the prize described on the back of the card is awarded to the player. If the dart misses all the cards on the board, no prize is given.</p> <p>e) Each player, regardless whether they won a prize or not on the dart throw, is given one ticket for a raffle drawing.</p> <p>f) Players place their raffle drawing ticket in the raffle drum or container.</p> <p>g) A traditional drawing is held and a prize is awarded.</p>												
<p>T-6 – Dart Poker</p>	<p>1) Format: Dart through followed by a raffle drawing. Five Darts for \$10 – Limited to 500 Games. Five Prizes/Five Winners.</p> <p>2) Equipment: Two decks new playing cards, darts, a board, and a 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) Player throws darts at the board, attempting to hit the playing cards.</p> <p>c) Player wins raffle tickets based on a poker hand they throw.</p> <p>d) Each five-dart game is a separate hand.</p> <p>e) Hands:</p> <table data-bbox="703 1295 1564 1490"> <tr> <td>One of a Kind = 1 ticket</td> <td>Full House = 10 tickets</td> </tr> <tr> <td>One Pair = 2 tickets</td> <td>Four of a Kind = 14 tickets</td> </tr> <tr> <td>Two Pair = 3 tickets</td> <td>Straight Flush = 18 tickets</td> </tr> <tr> <td>Three of a Kind = 4 tickets</td> <td>Five of a Kind = 20 tickets</td> </tr> <tr> <td>Straight = 6 tickets</td> <td>Royal Flush = 24 tickets</td> </tr> <tr> <td>Flush = 8 tickets</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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<p>T-7 – Darts for Diamonds</p>	<ol style="list-style-type: none"> <li>1) Format: Dart throw followed by a raffle drawing. \$5 for Three Darts – Limited to 500 Plays. The object of this game is to win tickets by hitting various targets on the dart board. Players win tickets for prize designated on the targets.</li> <li>2) Equipment: Dart board, darts, targets, drawing receptacles and raffle tickets.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Various targets representing merchandise prizes are placed on the target board; players hitting these targets win the merchandise. Additional targets representing tickets to a drawing for a prize are also placed on the target randomly; players hitting these targets win a ticket a drawing for the designated prize.</li> <li>b) All players will win at least one ticket for a prize drawing per game played.</li> <li>c) All tickets are placed in drawing receptacles.</li> <li>d) Winners are determined by random drawing.</li> </ol> </li> </ol>
<p><b>Wheel Raffles:</b> W-1 – Ticket Wheel</p>	<ol style="list-style-type: none"> <li>1) Format: Player purchases spin of the wheel to win drawing entry tickets. The number of tickets awarded depends upon where spin lands.</li> <li>2) Equipment: Wheel divided into designated sections, tickets, drawing containers</li> <li>3) Process: <ol style="list-style-type: none"> <li>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, i.e. red is worth one ticket, blue - two tickets, green - five tickets, white – twenty tickets. The different sections need not be of equal distribution, i.e. there may be only one white section and ten green sections.</li> <li>b) Player spins wheel.</li> <li>c) Player receives tickets corresponding to spin.</li> <li>d) Players place awarded tickets in drawing container of their choice.</li> </ol> </li> </ol>
<p>W-2 – Prize Wheel</p>	<ol style="list-style-type: none"> <li>1) Format: A spin of the wheel is purchased and used to determine which player wins prize. Wheel is used as alternate drawing mechanism.</li> <li>2) Equipment: Wheel divided into designated sections, ability to label sections with player numbers.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Player purchases entry on wheel and selects section of wheel to place his player or bidder number.</li> <li>b) Selected wheel section is labeled with player number.</li> <li>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 second spin. No entry can win more than once. Selected player number blacked out or removed prior to next spin.</li> <li>d) Wheel is spun and lands on player's number.</li> </ol> </li> </ol>

	e) Selected player wins prize corresponding to designated prize/spin order.
W-3 – Prize Drawing Wheel	<ol style="list-style-type: none"> <li>1) Format: A spin of the wheel is purchased and used to determine prize drawing container for ticket. Drawing container depends upon where wheel spin lands.</li> <li>2) Equipment: Wheel divided into designated sections, tickets, drawing containers.</li> <li>3) Process: <ol style="list-style-type: none"> <li>a) Wheel is divided into sections that correspond to designated prize drawings. The different sections need not be of equal distribution.</li> <li>b) Player spins wheel.</li> <li>c) Player's raffle ticket is placed in drawing container corresponding to where spin landed.</li> </ol> </li> </ol>

# HOUSE OF CARDS

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