



Conduct of Raffle Using Alternative Method of Selecting Winners

"Prop, Drop, and Win" Raffle

Approved March 18, 2008

The following approved game concept and game requirements may be used by all organizations for a "Prop, Drop, and Win" raffle.

Game Concept

Tickets could be sold like any regular raffle activity and each ticket would be assigned by event organizers to a specific grid location on a "drop area". The method of determining the winning entry would be based on the random dropping of an object (marker) from a device above the grid area. The winning grid is determined by where the marker lands and remains without interference. If the marker lands on more than one grid, the grid with the largest coverage as determined by the judges will be the winner. In the event that weather or other factors prohibit this random method of selection, all entries in the raffle will be placed in a receptacle and winning tickets will be drawn by event organizers.

Game Requirements

1. Raffle tickets must include all relevant information required by Board rule and include a matching stub to record player information (name; address; phone #).
2. Player/ticketholder is not required to be present to win.
3. No tickets may be sold after the event begins.
4. For each individual ticket sold, the "stub" will be placed in a sealed, non-transparent envelope by event organizers. After all sold tickets are in sealed envelopes, envelopes will be randomly mixed and then placed on a "grid board" that which matches the actual grid used. Alternatively, the sealed envelopes may be marked with a corresponding grid number and secured by one of the judges until the winning grid is determined. (The sealed envelopes are a strict requirement in order to avoid any manipulation or interference of the game activity.)
5. The actual grid area will be clearly marked with all grids being of equal shape and size and the area protected with a barrier or fence. Spectators must not interfere with progress of the event.
6. The device used to drop the marker must allow for random placement of the marker.
7. At the designated time, a "marker" will be randomly dropped from a device above the grid area. If the marker does not fall on to the grid area or rolls off, the marker will be dropped again. (Only event judges will be allowed in the grid area.)
8. The grid containing the biggest volume of the marker will determine the top prize winner. Additional winners may be determined based on proximity to the top prize winner or as defined in House Rules by the event organizers.
9. Once the winning location is determined, the envelopes will be opened to reveal the winners. If the marker lands on a grid that is determined to be an "unsold" grid, the winner will be the closest "sold" grid in proximity to the marker.
10. Any disputes or claims must be registered with the judges and may be forwarded to the Gambling Control Board.
11. The results or decision of the judges will be publicly posted.
12. The organization must publicly post the "Rules of the Game" so all participants understand the conduct of the event.
13. All sold and unsold tickets must be accounted for.

**If you have any questions regarding the conduct, contact the
Gambling Control Board at 651-539-1900.**