



Chase the ACE – The Rules

1. The name of the game is “**Chase the ACE**”.
2. You **MUST** be 19 years of age to play. (**ID may be required**)
3. The game will be played at the Royal Canadian Legion Branch # 62 located at 1356 Route 845, Clifton Royal NB, E5S 2B9
4. The game will be played every Friday until the game is won.
5. Tickets will be sold from Saturday to Friday up until 8 pm.
6. Tickets are \$5 each, 3 for \$10 or 8 for \$20, you can buy as many as you want.
7. The winning Card is an “**ACE**” from a deck of 52 cards. Every week the number of cards in the deck will be reduced by one card. The number of cards remaining in the deck will be announced each week.
8. Ticket(s) purchaser(s) will be required to write (**legible**) his/her name and telephone number on the ticket for deposit in the drum and keep the stub (**if ticket drawn**).
9. Before the draw, “**ACEs**” will be shown and inserted in the deck of cards. The deck will be shuffled and the cards will be spread out, face down, on a table for the winner to “**Chase the ACE**”.
10. Starting out, the game cards will be in 4 rows of 13 cards in each row. As the game continues, rows will keep 13 cards except for the last row which will make up the remaining number of cards in play. Cards will be numbered left to right at the top table. The top of the table will face the back of the stage.
11. The draw will take place Friday at 8:30 pm and the winning ticket holder will be called. The winner will be requested to come forward to “**Chase the ACE**” i.e. pick a card from cards spread, face down, on the table.
12. If not present, a telephone call will be made at that time to the telephone number written on the ticket. The person called (name on ticket) will have 20 minutes to arrive at the legion to pick the card of their choice. If no answer is received, a member of the organization will choose a card;
OR
 - The person called may indicate number card they wish to have turned over or;
 - identify a person in attendance to choose a card for them.

If information on the ticket is not legible, another ticket will be drawn.



13. Prizes will be allotted as follows:

No Aces drawn – Consolation Prize (20% of Nights Take)

1st Ace Drawn - \$250.00 plus Consolation Prize

2nd Ace Drawn - \$500.00 plus Consolation Prize

3rd Ace Drawn - \$750.00 plus Consolation Prize

4th Ace Drawn – **Jackpot plus Consolation Prize

** 30% of each night's take goes to build the jackpot.

14. The ticket winner will choose a card by placing a finger on the card, keeping it there until all other cards have been removed from the area. Then, person in charge of the cards will turn it over to reveal to winner and everyone present.

15. If the card drawn is not an “ACE” the winner will receive the consolation prize which will be 20% of the take that night and his/her card will be torn in two as well a photograph of the winner with his/her card will be taken for display in the Hall.

16. After the draw, remaining cards will be turned over to show the Aces.

17. The remainder of the cards will be secured / locked in the Vault at the Royal Canadian Legion Branch # 62 Hall between draws.

18. These rules, the jackpot amount and the photographs of the winner(s) with his/her Card will be posted in the Legion Branch Hall.

Once the 4th “ACE” is drawn the game is over and the winner will receive the jackpot and nights consolation prize. On subsequent nights, the prize will be the Jackpot as advertised.

Ticket stub required to claim winnings.

All welcome to play

Weekly Money break down

Breakdown of the money taken will be as follows:

- 50 % will go to the Royal Canadian Legion Branch #62.
- 20 % will go to the ticket Number Drawn as consolation.
- 30 % will go in the Jackpot.



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