

# **JOKER SHOWDOWN**

## **TERMS & CONDITIONS**

### **PROMOTION PERIOD**

Commences at 10am on Thursday 23 July 2026 and will cease after the final draw on Thursday 10 September 2026.

### **PROMOTER**

Campbell & George (Queanbeyan Sports & Community Club Ltd) ABN 18 606 192 965, Corner Campbell & George Streets, Queanbeyan NSW 2620.

Website: [www.campbellandgeorge.com.au](http://www.campbellandgeorge.com.au)

Phone: 02 6209 5555

Authority Number: TP/O3773

### **ENTRY METHOD**

Members can earn an entry ticket every Thursday from 10am during the promotional period by swiping or scanning their membership card at the C&G Rewards terminals. Double entries will be available on Thursdays from 6pm when Members swipe their membership card at the C&G Rewards terminals.

Entry tickets will be placed into the virtual barrel, which will be available from 10am every Thursday and close at 7:29pm. The virtual barrel will be reset after the final Draw (Draw 4) of the night.

### **DRAW PRIZES**

The total prize pool is valued up to \$24,200 in cash.

A total of up to 40 prizes will be awarded, 4 drawn per night.

Individual prizes range from \$50 up to \$1,000.

**Joker Showdown Draws** (Thursdays 23 July, 30 July, 6 August, 13 August, 20 August, 27 August, 3 September)

- 4 x Draws
- Individual prizes range from \$50 to \$500 cash
- Total cash pool per night \$2,200 total

**Double Joker Showdown Draw** (Thursday 10 September)

- 4 x Draws
- Individual prizes range from \$100 to \$1,000
- Total cash pool \$4,400

### **DRAW PROCEDURE**

Draws will commence at 7:30pm every Thursday during the promotional period. Two tickets will be drawn from the virtual barrel every 30 minutes (8pm, 8:30pm and 9pm). The Member names will be announced over the PA system. Members must present themselves within 3 minutes to claim their prize. If the two Members do not present themselves, or the same Member is drawn twice to compete against themselves, a redraw will occur. After the redraw, if only one winner is present, then they will be declared the overall winner. They will then select two cards to determine their prize *and* receive the runner-up prize.

In the event no Members are present after the redraw, additional draws will occur until one Member is found.

## HOW TO WIN

Two Members will compete against each other in a card game of chance using a deck of cards with all Twos, Threes, Fours, and Fives included, and only one Ace and one Joker. All other cards in a standard deck are excluded. Each Member will select two cards from the same deck, taking turns to select their cards. The Members whose ticket was called first will select their card first. Whoever has the highest total amount is declared the Winner. Card values are:

- Joker = 10
- Ace = 1
- Two = 2
- Three = 3
- Four = 4
- Five = 5
- Joker + Ace = treated as the Jackpot

The winner will receive the cash prize to the value of the total amount of their two cards, multiplied by \$20. The exception to the rule is a Joker + Ace = Jackpot. The Runner Up will receive a \$50 cash prize. In the event of a draw, each Member will be awarded \$250 each.

After each Draw, the cards selected will be kept to the side and the next members called in the next Draw will select from the cards remaining. Once the Joker is selected, the cards will be added back into the deck and shuffled. Cards will be reset and shuffled at the end of the final draw each night.

### Joker Showdown Prize Table

|               |               |
|---------------|---------------|
| Ace + Two     | \$60          |
| Ace + Three   | \$80          |
| Ace + Four    | \$100         |
| Ace + Five    | \$120         |
| Two + Three   | \$100         |
| Two + Four    | \$120         |
| Two + Five    | \$140         |
| Three + Four  | \$140         |
| Three + Five  | \$160         |
| Four + Five   | \$180         |
| Joker + Two   | \$240         |
| Joker + Three | \$260         |
| Joker + Four  | \$280         |
| Joker + Five  | \$300         |
| Joker + Ace   | \$500 Jackpot |
| Runner-up     | \$50          |

### Double Joker Showdown Prize Table

|               |                 |
|---------------|-----------------|
| Ace + Two     | \$120           |
| Ace + Three   | \$160           |
| Ace + Four    | \$200           |
| Ace + Five    | \$240           |
| Two + Three   | \$200           |
| Two + Four    | \$240           |
| Two + Five    | \$280           |
| Three + Four  | \$280           |
| Three + Five  | \$320           |
| Four + Five   | \$360           |
| Joker + Two   | \$480           |
| Joker + Three | \$520           |
| Joker + Four  | \$560           |
| Joker + Five  | \$600           |
| Joker + Ace   | \$1,000 jackpot |
| Runner-up     | \$100           |

## PRIZE DELIVERY

To claim a prize, the Winner must present their current membership card along with a valid form of photo ID and sign for their prize.

## ELIGIBILITY & CONDITIONS

1. Only financial Members of Campbell & George who are aged 18 years or over are eligible to enter. Guests and non-members are not eligible.
2. Entry tickets are non-transferable. The maximum number of entries per Entrant is 1,000.
3. Only the Member whose name appears on the drawn ticket may claim the prize.
  - a. In addition, Directors, Management, Staff, and their immediate families are ineligible to participate in the promotion.
4. The process of announcing winners and verifying eligibility will be conducted by authorised Staff.
5. The Promoter accepts no responsibility for late, lost, incomplete, or incorrectly submitted entries.
6. If circumstances beyond the Promoter's reasonable control prevent or hinder the conduct of the Promotion or delivery of the Prize, the Promoter may, in its discretion, cancel, terminate, modify, or suspend the Promotion.
7. The Promoter is not liable for any loss or damage suffered by Members or Winners as a result of such cancellation, termination, modification, or suspension, except where required by law.
8. By participating, Members consent to the Promoter using their personal information as outlined in the Promoter's [Privacy Policy](#).
  - a. The Promoter may require the collection of personal information about Members to conduct the Promotion and/or deliver the Prize.
  - b. Members can request access to their personal information, correct any inaccuracies, or opt out of future marketing communications by contacting the Promoter.
9. The Promoter may disqualify any Member who tampers with the entry process, violates these Terms and Conditions, or engages in unlawful or fraudulent behaviour.
10. The Promoter may disqualify Entrants for offensive, illegal, or objectionable conduct or for not complying with these Terms and Conditions.
11. The Promoter may terminate the Promotion at any time if it determines that it cannot be conducted fairly or securely.
12. To the maximum extent permitted by law, the Promoter excludes all liability for any loss, damage or injury suffered by Members or Winners arising from their participation in the Promotion or use of the Prize.
13. The Promoter's liability for breach of any consumer guarantee, which cannot be excluded by law, is limited to the maximum extent permitted by law.
14. Any costs associated with the use or claiming of a Prize are the responsibility of the Winner/s, and not the liability of the Promoter.

## DISPUTES & MANAGEMENT RIGHTS

Management reserves the right to correct any errors that may occur due to human oversight during the conduct of the promotion. All decisions made by Management regarding the interpretation and implementation of these Terms & Conditions are final and not subject to appeal or negotiation.