## Beat the Bomb

## Terms \& Conditions

1) Draw is open to all current financial members.
2) To be eligible to win any of the prizes as described below, the Member must purchase an entry at the Matches or Club Bar (one entry only is permitted) and put it in the barrel next to the Gaming Room.
3) Entries close at 6.00 pm on the stipulated day.
4) The playing cards for the game contain dollar values or bombs. These will be placed onto a board for the member to choose 1 at a time.
5) Prizes and rules
a) If a 'bomb' is turned its game over, the totalled dollar value is lost and $\$ 10$ compensation is to be placed on the member's membership card.
b) If a dollar value is shown on the turned card it will be totalled up with any other turned dollar value cards by the member.
c) If the member decides to take the money the money will be placed onto the member's membership card.
d) If a total of 7 playing cards are turned without a bomb the member wins the accumulated money in the Tower of Cash on the bar.
e) The Tower of Cash trumps all money accumulated on the turned 7 cards.
6) Members tickets will be drawn one at a time to play the game.
a) The host will choose on the night how many members are drawn dependent on the amount of dollars given.
b) If the Tower of Cash is won that completes the game for the evening
7) The Tower of Cash accumulates each week until won.
8) The Club will restart the Tower of Cash with $\$ 200$ each time the money has been won.
