

PROMOTIONAL RULES

Golden Ticket Drawing

September 2022

A. PROMOTIONAL PERIOD:

1. The promotional period for entry earning is August 27, 3AM – September 30, 10PM
2. Gun Lake Casino will host this promotion Fridays in September, 7PM-10PM.

B. METHODS OF ENTERING:

1. **Entries:**
 - a. Guests will receive one drawing entry for every 50 Rewards Points earned from slot play and table play.
 - b. Guests may exchange 25 Rewards Points for one drawing entry, with a cap of 9,999 drawing entries, at the Promotional Kiosk. Redemption for entries requires a personal identification number (PIN). Rewards Points for entry transactions are final and cannot be reversed once completed.
 - c. Guests with active play using their GLC Rewards card Mondays in September qualify for a 2X drawing entry multiplier prize. Drawing entry multiplier prizes will be applied to the guest's GLC Rewards account and will be valid for the Friday Golden Ticket drawings.
 - d. Guests with active play using their GLC Rewards card Tuesdays in September qualify for a 4X drawing entry multiplier prize. Drawing entry multiplier prizes will be applied to the guest's GLC Rewards account and will be valid for the Friday Golden Ticket drawings.
 - e. All entries are non-transferable and have no cash value.
 - f. Entries will carry over from week to week.
2. **Activation Period:**
 - a. Entries, will be electronic entries and must be activated prior to each hourly drawing. Activation for guests using a GLC Rewards card will begin on the day of the drawing. It is the guest's responsibility to ensure that their entries have been properly activated by using one of the following options below.
 - i. Playing at any slot machine or table game. Guests using this method must earn at least one Rewards Point on their GLC Rewards card during the activation time frames for entry activation to occur. After at least one Rewards Point has been earned on their GLC Rewards card, guests must then pull their GLC Rewards card out of the card reader on the slots, or have their active rating closed out on table games, during the activation time frame for entry activation to be completed.
 - ii. Swiping their GLC Rewards card at any Promotional Kiosk, logging into their account using their PIN, and selecting the current promotion.
3. **Activation Times:**
 - a. 7PM Drawings – 6PM-7PM
 - b. 8PM Drawings – 7PM-8PM
 - c. 9PM Drawings – 8PM-9PM
 - d. 10PM Drawings – 9PM-10PM

C. METHODS OF WINNING:

1. At each drawing, the winning GLC Rewards card number(s) and first name(s) of the winner(s) will be announced and displayed throughout the casino TV system. In the event that the GLC Rewards card numbers cannot be displayed on the TV system, due to technical difficulty, the GLC Rewards card number(s) will only be announced.

2. The winner(s) will have five minutes to claim their prize at the designated promotion area. In the event that a prize is not claimed within five minutes, a redraw will occur until all winner(s) have claimed and been declared.
3. Management encourages guests who may need more than the allotted time to make their way to the designated promotion area, to be at or around the designated promotion area during the drawings.
4. Guests are eligible to win once during each hourly drawing.
5. In addition, each guest will win Golden Ticket entries for the Golden Ticket Grand Prize drawing. Entries will be manual tickets, have no cash value and are non-transferable.

D. PRIZES AND REDEMPTION:

1. **Prize Breakdown:**
 - a. 7PM – 10 Winners of \$100 Free Slot Play & 10 Golden Tickets Each
 - b. 8PM – Five Winners of \$1,000 Cash & 10 Golden Tickets Each
 - c. 9PM – 10 Winners of \$100 Free Slot Play & 10 Golden Tickets Each
 - d. 10PM – One Winner of \$5,000 Cash & 20 Golden Tickets
2. Unused free slot play will expire seven days from the date of issuance.

E. RULES:

1. This promotion summary generally describes the promotion, how to enter the promotion, and win the prizes summarized above. This promotion is further subject to Gun Lake Casino's "Official Promotional Rules."