

## **RAFFLES & PRIZES GUIDELINES**

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This guideline is for use with student events and fundraisers involving games, including raffles, with expected gross proceeds of up to \$2000.

The event organisers must go through the appropriate event approval process for the event. Details of intended prizes must be included on the Student Event Form.

### **What events are considered a 'game'?**

A Game is defined as a game, scheme or arrangement offering prizes whether or not tickets are sold. The winner must be decided entirely or partly by chance or by a completion or other activity having an outcome depending on chance – for example a guessing game.

### **Who can conduct a game or raffle?**

Any student club may conduct a game provided an individual does not derive personal gain. Proceeds which are not returned to the players as prizes must go to a student group or recognised charity.

### **Charities**

Students must have permission from the charity to fundraise on their behalf and clearly indicate where any proceeds will go at the time of ticket sales.

### **Prizes**

All prizes must be drawn within 4 months of the start of ticket sales. Unclaimed prizes must be kept for a reasonable period while a winner is located and redrawn if the prize is unclaimed.

### **Prohibited Prizes**

There are certain prizes which are prohibited, they include:

More than \$10,000 in cash, tobacco products, tickets of chance, alcohol (U18's)

Alcohol / Alcohol Vouchers and any prize that requires the recipient to be over 18 years old to redeem (i.e. Night Club Vouchers) can only be used as prizes in an event that is only open for participants over 18 years old.

### **For Further Information**

Please see the Queensland Government Charitable and Non-Profit Gaming Act 1999