

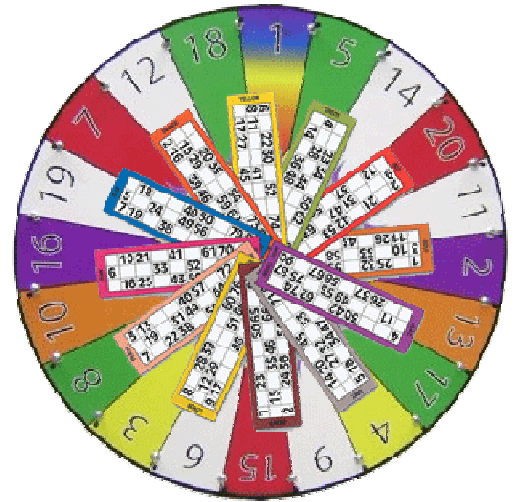


ZIGGY'S FUN AND GAMES

Ziggy's Fun And Games is a midweek daytime games show concept that is both extremely affordable for any venue to stage even on a weekly basis, but will generate patronage during otherwise quiet times.

Clubgoers love to win prizes and this show will ensure that they will have a lot of fun doing that, as well as enjoying some wonderful music.

Ziggy's Fun And Games is based around Ziggy running the entire event, warming up the audience with birthday and anniversary announcements, performing some of his musical masterpieces and singing favourites and requests for 45 minutes until lunch is served.



After lunch, Ziggy will commence the one-hour game show, running all sorts of fun competitions such as Bingo and Trivia, Meat and Vegetable Raffle, plus audience participation games such as Heads and Tails, the Birthday Game, Guess The Price, Spinna Winna and other diversions and then close the show with a Lucky Door prize.

This is a typical format for **Ziggy's Fun And Games** but can be easily modified to suit.

- 11:00 am - Raffle ticket, bingo ticket and lunch voucher sales
- 11:15 am - Ziggy Zapata opens first half and performs musical feature
- 12:00 pm - Lunch - Promotions can be run in this interval
- 01:00 pm - Ziggy opens game show segment
- 02:00 pm - Ziggy closes show with Lucky Door prize

This show offers 2¾ hours total running time including a lunch break, where patrons get the opportunity to play the poker machines and return some money to the club. It is long enough to offer great value to the patrons, but not too long as to tire out the senior citizens in the audience. But the best part is the overall cost, which is surprisingly modest.

Ziggy's Fun And Games is extremely economical because there is only one performer, plus the venue provides a staff member to sell raffle tickets before the show and assist in the game show segment for one hour. The show includes provision of the PA system and the only other expense that the venue incurs is the provision of prizes for the winners.

Please contact Ziggy Zapata to discuss further details.



ENTERTAINMENT SEGMENT - 45 minutes

- Chaser - Ziggy Zapata on stage, welcomes audience
- Ziggy performs Musical Segment
- Ziggy closes first half - tells audience about upcoming games

LUNCH - 60 Minutes

GAMES SHOW SEGMENT - 60 minutes

- Ziggy does birthday, anniversary, special occasion calls
- Bingo - 3 games - 3 minor prizes, 3 major prizes
- Trivia - 20 questions - 1 major prize
- Heads and Tails game - 2 games - 2 minor prizes
- Birthday Game - 2 games - 2 minor prizes
- Guess The Price - 1 game - article as prize
- Meat Raffle - 5 to 10 draws - 5 to 10 meat trays
- Spinna Winna - 2 games - 2 major prizes
- Lucky door prize - 1 major prize
- Ziggy closes show with any further announcements

SUPPLIES REQUIRED FROM VENUE

- Bingo tickets
- Bingo machine (can be done without)
- Trivia forms
- Guess The Price article
- Meat Trays
- Raffle machine
- Spinna Winna wheel (if available)
- Prizes for games (list will be supplied)
- Lucky Door prize

LOGISTICS REQUIRED FROM VENUE

- Adequate stage or performance area for music performance
- Adequate stage or performance area lighting
- Convenient power points to stage or performance area
- Dressing room or private area where performers can change
- Soft drinks for Ziggy and a meal, if meals are served to patrons



ZIGGY'S FUN AND GAMES

ENTRY OPTION 1 - Meal Deal - \$10 includes

Meal voucher for set budget meal

Raffle tickets - \$10 worth - patrons can buy more at face value

Bingo ticket - 1 Trivia form - 1

ENTRY OPTION 2 - No Meal - \$5 includes

Raffle tickets - minimum \$5 - patrons can buy more at face value

Bingo ticket - 1 Trivia form - 1

BINGO

The Compère will conduct games of Bingo, firstly playing either for single line or corners, then continuing onto a full house.

TRIVIA

The Compère will ask 20 questions. After the questions have been asked, players will swap their answer sheets with the adjoining players and the correct answers will be announced by the compère. The patron with the highest number of correct answers will win the prize.

HEADS AND TAILS

The audience is asked to stand up and every person selects Heads, Tails or Both by placing hands on heads, bottoms or one hand on each. The Compère throws two coins and the result eliminates those who selected the wrong position. Eventually there will be one winner.

BIRTHDAY GAME

The Compère has two boxes with cards - one with months and one with dates. A month is drawn at random and all the people with birthdays in that month stand up. Then dates are drawn until there is a winner.

GUESS THE PRICE

The Compère will show the patrons the item and tell them that the item costs between a certain range of prices. The Compère will then use the random number generator to draw 5 patrons, who will guess the price and the patron who guesses the closest will win the item.

MEAT RAFFLE

The Compère will use the random number generator to draw the winners.

SPINNA WINNA

The Compère will use the random number generator to call numbers and winning patrons will spin the wheel. If a patron lands on number 1, he wins the major prize. All other patrons will spin for minor prizes.

LUCKY DOOR PRIZE

At the end of the day, the Compère will use the random number generator to call one number for the Lucky Door prize.