



## ZIGGY'S FLYING HIGH CLUB

This is a very simple but highly effective poker machine promotion that offers a range of very attractive main prizes, plus drink vouchers, club cash vouchers and other minor giveaways. It can be run in any club and always generates a great deal of interest from patrons.

Virtually any theme and range of prizes can be implemented for Ziggy's Flying High Club, so ideas and suggestions are always welcome. Ziggy will tailor each venue's promotion to suit the particular style required.

All venues will benefit immensely from running Ziggy's Flying High Club, as it generates extra trade and builds up patronage. With the huge competition between venues, the only way to increase business is to offer patrons a variety of attractions to get them into your club and keep them there. Ziggy's Flying High Club is an excellent way of achieving this at reasonable cost.

Contact Ziggy for further details on how this promotion operates and to discuss your particular needs and use his expertise to attract patrons to your venue and generate more trade.



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## ZIGGY'S FLYING HIGH CLUB - POKER MACHINE PROMOTION

### SYNOPSIS

The game is based around awarding raffle tickets to poker machine players, based upon scoring certain combinations on their machines that the Operator nominates. Virtually all poker machines have Jacks, Queens and Kings in common, therefore only these symbols are used. If any poker machines in the venue do not have these symbols, equivalent combinations can be nominated.

Players can also receive Club Cash vouchers and Drink vouchers if they get 5 of the higher paying combinations, such as 5 Jacks, Queens or Kings.

Major prizes: Main prizes as determined by agreement with venues

Minor prizes: Two meat trays or items of similar value

Incidental prizes: Club Cash vouchers and Drink Vouchers

### BUDGET FOR RUNNING ZIGGY'S FLYING HIGH CLUB

Operator:	Ziggy Zapata or other professional entertainer.....	\$350
Major prizes:	As determined by agreement with venues.....	\$250
Minor prizes:	Two substantial meat trays or items of similar value .....	\$100
Incidental prizes:	Club Cash vouchers and Drink Vouchers.....	\$100
TOTAL:	Nett Budget .....	\$800

*Note:..... GST is applicable to cost of Operator*



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## **Before Start - The Operator introduces himself**

*Good evening ladies and gentlemen, welcome to Ziggy's Flying High Club. The game is very simple. I will nominate a particular poker machine symbol such as a Jack, Queen or King.*

*Please call my name loudly if you get 3, 4 or 5 paying symbols and I will give you raffle tickets and Club Cash vouchers or drink vouchers if you get the higher combinations. If you get 3 of that symbol, I will give you a raffle ticket. If you get 4 of that symbol, I will give you 2 raffle tickets and if you get 5 of that symbol, I will give you 3 raffle tickets plus a Club Cash voucher or Drink voucher.*

*The paying symbols must be verified by me. Please note that raffle tickets cannot be won with bonus free spins on the machines, as the symbols do not stay on the screen long enough to be verified.*

*Please write your club membership number or your name on the back of each raffle ticket before putting them into the barrel. At the end of the first segment, we will have the first draw, which will be for (first minor prize). The tickets will stay in the barrel for our second draw at the end of the game, which will be for the major prize of your choice. Also drawn at this time will be another prize (second minor prize plus any other prizes the venue provides).*

## **First Half**

The Operator ensures that he has raffle tickets, vouchers and the major prize certificates before the game starts.

The Operator goes to players who call him and gives raffle tickets as required, depending on the winning combinations being on their poker machine screen. The Operator will change the winning combination symbol every 20 minutes or so. The Operator can also ask trivia questions and award Drink vouchers for correct answers.

## **End of First Half - The Operator stops the game and announces**

*Thank you High Flyers, the first half is now finished. Please make sure that your club membership number or name is on the back of each raffle ticket and place those tickets into the small barrel in the lounge. I will draw the winning ticket for the (first minor prize) in five minutes.*

## **First Draw**

The Operator will get a club supervisor to make the draw for the first minor prize. If there are additional draws such as extra Club Cash Vouchers, the Operator will make the draw.

## **Second Half**

The Operator recommences the game exactly the same as in the first half. If the Club Cash or Drink vouchers run out, the Operator can offer double raffle tickets until the end of the game - 2 tickets for 3 winning symbols, 4 tickets for 4 symbols and 6 tickets for 5 symbols.

## **End of Second Half - The Operator then stops the game and announces**

*Thank you High Flyers, the game is now finished. Please make sure that your club membership number or name is on the back of each raffle ticket and place those tickets into the barrel. In five minutes I will draw the winning ticket for the major prize or the other major prize of your choice.. I will also draw the winning ticket for the (second minor prize).*

## **Second Draw**

The Operator gets a club supervisor to make the draw for the second major prize, the second minor prize and any other prizes the venue has provided, getting the supervisor to note the winners and arrange pickup of prizes.

## **End of Game - The Operator announces**

*Thank you to all those who have participated in Ziggy's Flying High Club and we hope that you really enjoyed yourself. Thank you very much, see you next week and good night.*