

Terms and Conditions  
**SKYCITY Darwin 'Action Pokies Tournament'**  
**Thursday and Sunday**

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- 1) The SKYCITY Darwin Action Pokies Tournament will be held every Thursday and Sunday from 5th May 2011.
- 2) The following are ineligible to enter the SKYCITY Darwin 'Action Pokies Tournament':
  - a) SKYCITY employees, of any capacity.
  - b) Spouses and/or de facto partners of SKYCITY employees.
  - c) Persons under the age of 18 years.
  - d) Any person who at the time of the promotion is excluded under the relevant provisions of the Northern Territory Gaming or Liquor Legislation.
- 3) The tournament is only open to members of SKYCITY Darwin's ACTION Loyalty Program.
- 4) An Action member must earn 10 points on their Action card on the day of the tournament, in order to receive one entry ticket. Points are earned every time a member uses their Action card during any of the following transactions:
  - a) Gaming Machines – For every \$2 you play you earn 1 Point
  - b) NT Keno – For every \$1 you play you earn 1 Point
  - c) Table Games – For every 1 hour you play you earn 100 Points
  - d) Restaurants & Bars – For every \$1 you spend you earn 1 Point
  - e) Hotel – For every \$1 you spend you earn 1 Point
- 5) After earning the required points, Action members must present their Action card to staff at the Action Station, who will then issue them with an entry ticket with their name on it.
- 6) Members can redeem a maximum of 2 entry tickets using their points, for use on this day only, from the Action Station between 7:00am and 7:15pm (30 minutes prior to the final heat).
- 7) It is the Action Members responsibility to fill in all other details on the entry ticket. To accurately complete an entry ticket, members must include their Full name, Action Membership Number plus they must sign it.
- 8) Only one name can be entered on each entry ticket. If more than one person's name is recorded on a ticket, the entry will be void.
- 9) Entry tickets must be clear and readable. Illegible entries will be considered invalid.

**Registration**

- 10) Registration for a heat is from 9am onwards.
- 11) On presentation of their entry ticket at the Action Station, the member will be asked what heat they would like to register for and will be entered in that heat if it is not yet full.

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- 12) The allocation of players' seat numbers in each heat will be determined by a random draw undertaken by the Action Host, prior to the heat commencing.
- 13) Terms & Conditions for this tournament are readily available at the Action Station for participants to read.

**Heats:**

- 14) Ten heats will be held from 1:00pm to 7.45pm at the following times:

1:00pm	1:45pm	2:30pm	3:15pm	4:00pm
4:45pm	5:30pm	6:15pm	7:00pm	7:45pm

- 15) If a player has already won a heat, gaining them a place in the final, they are not eligible to play in another heat.
- 16) The maximum number of entrants in each heat is ten (10) players. The minimum number of entrants in each heat is six (6) players.
- 17) All players whose names have been called for the forthcoming heat, must be seated at their machine five (5) minutes prior to the scheduled heat commencement time.
- 18) At the commencement of each heat and the final, all participants must place **\$10** worth of credits in the machine and they will receive an additional **\$10** worth of Free Play for use in that heat/final.
- 19) Each heat will run for **five** (5) minutes. If a spin is in progress at the end of the five minutes (e.g. free spins/feature games/jackpots) the credits won from that game(s) will be included in the final score.
- 20) Following the five minute period and once all games are finalised, each player remaining in the heat shall make one final wager in turn, starting from the player with the least amount of credits and progressing to the player with the highest amount of credits. If in the event of free spins/feature game(s)/jackpots are awarded on this final spin, the total credits won from the free spins/feature game(s)/jackpots will contribute to the final total.
- 21) The player with the highest number of credits at the end of each heat shall qualify for the final.
- 22) Should a Grand Jackpot be spun by a player during a heat or the final, the machine will lock. That player will take no further part and will be deemed the winner. All other players will continue to play to determine further placing. Further Jackpots awarded to any of the remaining players will result in those players being awarded the next placing in order of each Jackpot win.

**Final:**

- 23) The final will be held at 8:15pm on the same day as the heats. Finalists will consist of the winner from each of the ten (10) heats.

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- 24) In the event of the winner of a heat being unable to attend the final at 8.15pm, the player who came in second place in that heat will be invited to take part in the final by the tournament host.
- 25) If an entrant is unable to participate in the tournament final, they are not entitled to nominate their own replacement.
- 26) The allocation of seats in the final will be determined by the heat number that each finalist won. I.E. if they were the winner of heat 5, they will be allocated seat number 5 in the final.
- 27) At the commencement of the final all participants must place **\$20** worth of credits in the machine and will receive an additional **\$20** worth of Free Play for use in the final.
- 28) The tournament final will consist of a maximum of ten people and will run for **ten** minutes. If a spin is in progress at the end of the ten minutes (e.g. free spins/feature game(s)/jackpots), the credits won from that game(s) will be included in the final score.
- 29) Following the ten minute period and once all games are finalised, each player remaining in the tournament final shall make one final wager in turn starting from the player with the least amount of credits and progressing to the player with the highest amount of credits. If in the event of free spins/feature game(s)/jackpots are awarded on the final spin, the total credits won from the free spins/feature game(s)/jackpots will contribute to the final total.
- 30) The player with the highest number of credits at the end of the tournament final shall be declared the tournament champion for that day.
- 31) Where two or more players have credits of equal value at the end of the final, the tie will be resolved by those players making one further wager on the poker machine. The winner will be the player with the highest credits after this final wager.

**Entry and Play Conditions:**

- 32) The management of SKYCITY Darwin reserves the right to refuse any application for entry to the tournament.
- 33) A player who does not take their allotted seat at the specified time shall forfeit their right to remain in the tournament.
- 34) In the event of any disputes the decision of the Tournament Director is final, subject, upon request, to a review by the Director of Licensing, Licensing and Regulation Division, NT Department of Justice.
- 35) The Tournament may be cancelled at the discretion of SKYCITY Casino management.
- 36) SKYCITY reserves the right to use publicity photos, in any reasonable manner they see fit, unless that person advises SKYCITY at the time of entering the tournament that they wish to retain their anonymity. Entrants also acknowledge that their photo may be used for a promotional display at SKYCITY or on the SKYCITY website.

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**Rules of Play:**

- 37) Play in the SKYCITY Action Pokies Tournament shall be conducted in accordance with the Approved Rules for Poker Machines, except where those rules are inconsistent with these Rules of Play, in which case these Rules of Play shall prevail.
- 38) The minimum wager on any spin is one credit; the maximum wager on any spin is the maximum available on the poker machine. Wins may be 'gambled' in accordance with the instructions on the poker machine.
- 39) Each participant must play the poker machine continuously. Playing continuously means that a game must be played within five seconds of the previous game being completed.
- 40) In the event of a player contravening these rules of play, the tournament host may disqualify the player from the days' tournament.
- 41) In the event of a machine malfunction during the tournament, play shall be suspended until the malfunction has been rectified.
- 42) If a machine malfunction cannot be rectified within a reasonable amount of time, the Tournament Director may determine that participant(s) will no longer be able to take part in that heat. The participant may be invited to take part in a future heat, if a seat is available.
- 43) All participants are entitled to collect credits remaining on the poker machine at the end of each heat and the final.

**Prizes:**

44) Prizes for Heats:

- \$50 Pokies Free Play to each heat Winner
- \$20 Pokies Free Play to second place
- \$10 Pokies Free Play to third place

45) Prizes for Final:

- Winner \$2000 Cash
- 2<sup>nd</sup> Place = \$100 Pokies Free Play
- 3<sup>rd</sup> Place = \$50 Pokies Free Play

46) Prizes are non-transferable and there are no other prize alternatives offered.