



Naas GAA Hurling Development Lottery

“Find The Joker” and Win The Jackpot

Rules and Terms & Conditions



1. To win the JACKPOT – “Find the JOKER” within a deck of cards.
2. On the first night of the Hurling Development “Find the JOKER” Lottery there are 53 cards (52 normal playing cards plus one JOKER) to choose from. If the JOKER is not found, for the following weeks draw there will be 52 cards left, then 51, 50, 49 etc. until the JOKER is found and the JACKPOT won.
3. Week 1, the deck of cards (individually numbered for ease of identification) is independently shuffled so that nobody knows where the JOKER is located. An independent witness ensures the cards are then pinned face down in a locked cabinet (on display in the clubhouse).
4. The cabinet remains locked and is only opened once the “Find the JOKER” draw commences.
5. Prior to the draw all entries are placed in a drum, and then mixed thoroughly and entries are selected blindly.
6. The first entry drawn from the drum has the chance to win the JACKPOT. The owner of the entry does not need to be present at the time of the draw.
7. A second drum contains 53 balls on the first night of the lottery, clearly numbered 1 to 53. The balls are mixed thoroughly and one ball is then drawn. For example, if ball #9 ball is drawn then the locked cabinet is opened and the card with the number 9 is turned over.
8. If the card turned over is the JOKER, the entry owner automatically wins the JACKPOT.
9. If the card turned over is not the JOKER, the card stays face up in the cabinet, the cabinet is locked, the #9 ball is also removed and the JACKPOT rolls over and increases for the following week.
10. Where the JACKPOT is not won, a consolation prize of €50 is given to the 1st entry drawn from the drum and two additional names are then drawn from the first drum and win a prize of €25 each.
11. The maximum time that can lapse before the JACKPOT is won is 53 weeks. Once the JACKPOT is won, a new deck of 53 cards are shuffled, pinned to the board and the draw cycle starts again.
12. The decision of the Hurling Development “Find the JOKER” Committee [Committee] on all matters relating to the draw is final.
13. Participants in the ‘Find the JOKER’ Lottery must be over 18’s and the minimum JACKPOT will be €1,000.
14. The ‘Find the JOKER’ Lotto will take place in Naas GAA clubhouse although the venue may change on occasion.
15. Keys (2) to the locked cabinet are kept securely by two members of the Committee.
16. The Committee may add additional prizes on occasion to individual ‘Find the JOKER’ Lotto draws.
17. By entering the draw, participants consent to their name and phone number being shared with Hurling Development Lottery “Find the JOKER” Committee in compliance with GDPR guidelines.
18. Details are available on-line via the Juvenile and Adult hurling social media websites and elsewhere in terms how to collect or return envelopes if not entering on-line.
19. A minimum of 2 Committee members will be present for each ‘Find the JOKER’ draw.
20. The Committee reserve the right to amend the rules between and hold additional draws for special events/occasions
21. The cost of each entry is €2 or three entries for €5. A person can enter and individual draw as many times as they like or enter on-line for multiple draws. The minimum on-line entry is €5.