

Calcutta Sweepstakes

Authorisations to conduct minor gaming activities, including CALCUTTA SWEEPSTAKES are issued subject to the provisions of the *Gaming Control Act 1993* and to any directions given by the Tasmanian Liquor and Gaming Commission. In accordance with the *Gaming Control Act 1993* the rules and conditions of a calcutta sweepstake are as follows:

QUICK FACTS

- A minor gaming permit is required
- Maximum entry - \$5.00 per ticket
- A maximum of 10% of gross proceeds may be retained as profit by the applicant organisation
- A calcutta may be conducted over a maximum period of 42 days
- It is an offence to sell a ticket or chance in a calcutta sweepstake to a person under eighteen years of age, or for such a person to purchase such a ticket or chance

CONDITIONS:

DEFINITION

1. A calcutta sweepstake is a combination of a lottery and an auction. Participants purchase a ticket in the draw for a contestant in a race or event.
2. At the completion of the draw, the successful tickets ("contestants") are then auctioned. Only successful and unsuccessful ticket holders may bid for a contestant. Traditionally prizes of the stake are issued for first, second and third placed contestants.

WHO IS PERMITTED TO CONDUCT A CALCUTTA

1. The Commission may in its absolute discretion, authorise a person or body of persons to conduct a calcutta sweepstake provided that the proceeds are used exclusively for the lawful purposes of a not-for-profit organisation or a charitable purpose and not for the private gain or benefit of any person except by way of charity. A minor gaming permit is required.
3. An authorisation to conduct a calcutta sweepstake may be cancelled by the Commission at any time if there are grounds for believing that the conditions pertaining to the minor gaming permit have not been complied with.
4. As a holder of a minor gaming permit there is a duty to comply with the conditions and rules of calcutta sweepstakes.

PARTICIPATION IN THE CALCUTTA SWEEPSTAKE

1. Each participant must have a fair and equal chance of winning.
5. The price of every ticket sold in a calcutta sweepstake must be the same.
6. Participants purchase tickets for a maximum of \$5.00 for the chance to 'draw' a contestant (usually) in a sporting event. All tickets are then placed in a random draw from which successful participants are matched with randomly drawn contestants in the sporting event.
7. All sold tickets must be included in the draw.
8. The prizes (stake) consists of all monies raised from the ticket sales and auction, less the amount retained by the minor gaming permit holder (maximum of 10% of gross proceeds may be retained as profit by the applicant organisation) and any monies paid to players who elect to take a percentage of the auction price of their participant.
9. The winners in a calcutta sweepstake are decided entirely or partly by chance, according to the result of the race or event.
10. When the draw is conducted on a separate day to the auction, the results of the draw are to be publicised widely to enable successful entrants the opportunity to participate in the auction.
11. The minor gaming permit holder is responsible for the proper conduct, including the financial control of the calcutta sweepstake.
12. It is an offence to sell a ticket or chance in a calcutta sweepstake to a person under the age of eighteen years, or for such a person to purchase such a ticket or chance.

HOW SHOULD THE CALCUTTA SWEEPSTAKE BE ADVERTISED?

- No restrictions are placed on advertising. However, all participants in a calcutta sweepstake should have the following rules or conditions of entry clearly brought to their attention:
- the time and place of the draw;
- how and when successful players are notified of the draw outcome and time and date;
- if a contestant is scratched from an event or race all monies are forfeited (ie. no refunds);
- how the prize pool is to be divided;
- how the winners are to be notified and how to collect prizes;
- that successful purchasers must pay for their contestants immediately following completion of the auction (no credit can be given); and
- how participants are to be told of the outcome of the calcutta.

This information must be displayed in a prominent position.

RECORDS TO BE RETAINED

All records in relation to the calcutta sweepstake must be retained for a minimum of seven (7) years.

RULES:

Participants purchase a ticket in the draw for a contestant in a race or event.

1. Participants may purchase more than one ticket.
2. All tickets are to be placed in a random draw from which successful participants are matched with randomly drawn contestants.
3. Participants who have successfully obtained a contestant in the race or event, may elect to sell their interest in the contestant by electing to take 50% of the auction price and not participate any further in the calcutta sweepstake.
4. Participants must nominate whether they intend to sell or retain their interest in the contestant prior to the commencement of the auction.
5. Alternatively, the participant can elect to receive 50% of the relevant prize if the contestant is placed in the race or event.
6. Where the participant elects to retain their interest in the contestant, the highest bidder at auction is only required to pay 50% of the auction price. Accordingly the highest bidder is entitled only to 50% of the contestant with any prize winnings to be divided equally between the highest bidder and the participant electing to retain an interest.
7. Where a participant elects to bid for the contestant, if successful he/she only pays 50% of the auction price. If the contestant is placed, this would entitle the participant to receive 100% of the prize allocated to that place.
8. Only successful and unsuccessful ticket holders may bid for a contestant at auction.
9. Winning cannot be contingent upon being present for the draw.
10. If a person who has successfully drawn a contestant is not in attendance at the auction, that person's full interest in the contestant will be sold on his/her behalf.

If you would like further information, please contact the Liquor and Gaming Branch.

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