

RAFFLE GAME RULES AND REGULATIONS



1. ABOUT RAFFLE

1.1. The following are the essential Game features for RAFFLE:

1.1.1 The RAFFLE game is a game in which the system will generate a unique RAFFLE Ticket number for each RAFFLE Ticket bought.

1.1.2 A Participant cannot pick his/her own RAFFLE numbers to be displayed on the Ticket.

1.1.3 The cost for a RAFFLE Ticket will vary between R20, R25 or R50 inclusive of VAT.

1.1.4 The maximum Entry for a Participant will be R10 000 including VAT.

1.1.5 The Participant of the RAFFLE Game can choose the number of Tickets desired to purchase by requesting the specific number of Tickets in person from a Retailer.

1.1.6 RAFFLE Tickets will be available for purchase at a Retailer on the dates advised by ITHUBA from time to time.

1.1.7 When the last RAFFLE Ticket number is issued, the specific RAFFLE game will close and no additional tickets will be available for purchase.

1.1.8 The RAFFLE Game will occur at least 4 (four) times every 12 (twelve) months and the Prizes will be determined by ITHUBA in its sole and absolute discretion from time to time. The Prizes will be recorded in the specific RAFFLE Game number terms and conditions.

1.1.9 Sales period for the RAFFLE Game will be for a minimum of sixty days. Tickets will be sold every day during such sales period.

1.1.10 The RAFFLE Game will be played in accordance with themes as determined by ITHUBA from time to time.

1.1.11 Each time when the RAFFLE Game opens sale, a unique Game number will be allocated to that Game. For instance, the first game opening will be RAFFLE Game 1. The second Game will be RAFFLE Game 2 and so forth (in numerical order).

1.2 The RAFFLE Draws will take place on the day/s as determined by the Chief Executive Officer (CEO) of ITHUBA or as otherwise advised from time to time.

2. STATUS OF THESE RULES

2.1 These Rules are for the RAFFLE Game, which constitute the contractual rights and obligations of ITHUBA to Participants, as may be amended from time to time.

2.2 In the event of a discrepancy or inconsistency between these Rules and the conditions and/or explanations being advised during a purchase, these Rules shall take precedence.

2.3 The RAFFLE Game Number Specific Terms and Conditions shall also apply to the specific RAFFLE Game in season. Where there is any discrepancy between these Rules and the specific terms and conditions pertaining to the RAFFLE Game Number, these Rules shall take precedence.



RAFFLE Game

Rules and Regulations

RAFFLE PROCEDURES AND DESCRIPTIONS

3. PLAYING THE RAFFLE GAME

- 3.1 ITHUBA will make the RAFFLE Game available for sale to the public at such cost stipulated under paragraph 1.1.3 above or as ITHUBA may from time to time determine as may be approved by the NLC.
- 3.2 The Participant may participate in the RAFFLE Game by requesting their desired number of Tickets from the retailers. The relevant Ticket will be issued only through that same Terminal.
- 3.3 RAFFLE Tickets may also be made available online www.nationallottery.co.za or at any other self-service platform open for Ticket sales as may be advised by ITHUBA from time to time.
- 3.4 The National Lottery system will generate a unique RAFFLE Ticket number for each Ticket bought and Tickets will be issued in a sequential order. The relevant Ticket will be issued and will serve as evidence to meet the Ticket Validation Requirements.
- 3.5 If an Entry is not recorded on the Central Computer System for any particular Draw, the Entry shall not be valid.

4. PRIZE POOLS -RAFFLE

- 4.1 Prizes can be in the form of cash or tangible asset or any other form as determined by ITHUBA, in its sole and absolute discretion, from time to time. ITHUBA reserves the right, at its sole discretion, to substitute the Prize with any other Prize of comparable or greater commercial value for whatever reason.
- 4.2 A Participant who has one or more Ticket/s which match the winning Ticket/s drawn will be entitled to a Prize determined for the specific division on which the winning Ticket falls under.

- 4.3 Subject to rounding down, the amount allocated by ITHUBA to the Prize Fund for payment of Prize(s) for the RAFFLE Game shall be 52,12% as detailed in the table below under paragraph 6.2.
- 4.4 All Prizes are fixed and predetermined and are not influenced by the number of Entries per RAFFLE Game.
- 4.5 Prizes will be drawn from the Pool of Ticket Entries determined at the close of sales.
- 4.6 Participants are only allowed to win once per Ticket number purchased.
- 4.7 All Prizes will be rounded off to the nearest R1.

5. RAFFLE - APPROXIMATE ODDS OF WINNING AND PRIZE STRUCTURE



- 5.1 The Prize table for each RAFFLE Game will be determined and announced prior to the time of the next active RAFFLE Game.
- 5.2 The Prize structure for RAFFLE Game 1 (which shall be during the festive season in 2016) is as follows:

Prizes	# of Prizes	Odds	Amount Paid	Percentage of Sales	Percentage of Pay-out
Mercedes-Benz C-Class Cabriolet	15	133 333	R 10 347 330.15	26%	49,63%
R 100 000	45	44 444	R 4 500 000	11%	21,59%
R 10 000	500	4 000	R 5 000 000	13%	23,98%
R 1 000	1 000	2 000	R 1 000 000	3%	4,80%
Total	1 560	1 282	R 20 847 330.15	52,12%	100%

6. PRIVACY POLICY FOR THE RAFFLE GAME

- 6.1 For the RAFFLE Game, no prior written consent is required from the Participant to use their name and picture in public communications and the Participant automatically waives his/her right to privacy. By entering the RAFFLE Game, the Participant therefore authorises ITHUBA to collect, store and use (not share) personal information of Participants for marketing, communication or statistical purposes.
- 6.2 Further to paragraph 7.1 above, all first Prize (Jackpot) winners forfeit their right to remain anonymous. The first Prize winner/s or Participant/s will be required to take part in publicity campaigns for broadcast or publishing purposes by ITHUBA. First Prize winner/s or Participant/s that take part in any publicity will not be entitled to any payment or other remuneration for such publicity or otherwise. All publicity and other materials will be the sole property of the promoter and/or ITHUBA.

- 6.3 The Prize/s are not transferable or exchangeable and no substitution or cash redemption of Prizes is permitted. The Prize will not be handed or awarded to a third party. Prizes will only be paid to the verified Prize winner according to ITHUBA's Ticket Validation Requirements, unless otherwise determined by ITHUBA from time to time.

RAFFLE Game

Rules and Regulations

7. GLOSSARY

The following words and terms, whenever they appear in these Rules, shall have the following meanings, unless the context clearly indicates otherwise:

Central Computer System

The computer system/s used by ITHUBA to operate the RAFFLE Game.

Constituent Lottery

Any lottery conducted by ITHUBA that forms part of the National Lottery.

Draw

The process which culminates in the Selection of a set of randomly selected winning Tickets by the Random Number Generator for the RAFFLE Game.

Game

The RAFFLE game as detailed in these Rules, which shall include any game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

ITHUBA

Ithuba Holdings (RF) Proprietary Limited, the third National Lottery Operator licensed under the Lotteries Act No. 57 of 1997, as amended, to operate, conduct and promote the National Lottery and Constituent Lottery Games in South Africa.

National Lottery

The national lottery Games licensed to ITHUBA to operate in South Africa.

Participant

A member of the public (a player) over the age of 18 who purchases or otherwise acquires a RAFFLE Ticket.

Pool

The amount allocated to each Prize category.

Prize

A Prize won by a Participant in the RAFFLE Game. The Prizes are guaranteed and predetermined.

Prize Fund

Shall be a percentage of the net sales of Entries into that Draw or such larger amount as shall be determined by ITHUBA, in its sole and absolute discretion, from time to time allocated to the RAFFLE Game.

Prize Structure

The number, value and odds of winning Prizes for the RAFFLE Game as determined by ITHUBA and approved by the NLC.

RAFFLE

RAFFLE™ is an on-line Game utilizing a computerised terminal to record Selections and also to validate Prize claims.

Random Number Generator

The function object that will be used to generate a random sequence of numbers that will be used to determine the winning Tickets.

Retailer

Any person, firm or entity authorised by ITHUBA to sell RAFFLE Entries and/or to pay certain Prizes in respect of a Valid Winning Ticket of the RAFFLE Game.

Rules

These Game rules and regulations for RAFFLE as detailed herein, and as may be amended from time to time.

Selection

Selection of number/s recorded on the Ticket.

Serial Number

The unique number assigned by ITHUBA's 'Central Computer System' and printed on a Ticket which, subject to these Rules, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The Serial Number may be in the form of digits, a bar code or any other form.



Site

The website of the National Lottery <https://www.nationallottery.co.za>

Terminal

The point of sale terminals with an on-line connection to the Central Computer System and which shall be used for the issuance of valid Ticket/s and for the validation of Valid Winning Ticket/s.

Ticket

Ticket issued by a Terminal and sold by an authorized Retailer in an authorized manner that indicates the unique number that will serve as evidence for Prize claim.

Ticket Validation Requirements

ITHUBA's validation requirements for Ticket/s representing winning numbers for that specific Draw.

Valid Winning Ticket

A winning RAFFLE Ticket which meets all & ITHUBA's RAFFLE Ticket Validation Requirements, from time to time.

VAT

Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended, currently at 14% (fourteen per cent).

Winning Selection

A Selection which entitles a Participant to a Prize in the category applicable to the randomly selected winning number/s.