

Casino Party Structure (Rules)

#1- All players be given Casino money created and designed by "Casino Night" if client so chooses so. In amount of client specified amount. Demo Sample sheet will be provided (See pg.2 below) and client will pick sample # choice they like submit casino night a logo and or picture and wording and money will be designed and printed for party or Event.

#2 – Casino money denomination <u>Recommendation</u> would be \$200-\$500 depending on party.

#3- Additional money can be given out at the client's digression.

#4- Guests will bring their paper casino money to the casino tables and get a break down of chips for there paper Funny money .

Chips Colors at tables are:Red=\$5Green=\$25Black=\$100Purple=\$500Orange=\$1000

#5 Guests will play at the various tables with min/ Max tables limits.

#6 If done playing on that table they will be given chip money back to go to a different table.

#7 When Done Playing all guest will be given raffle tickets supplied (by casino night) at each table to be given to guests in the exchange of \$100/per 1 Raffle ticket. They will be places in Bowl/Bag to pull for prizes supplied by client.

#8 Clients must cash out and return all casino chips 10 min prior to end of scheduled casino time so all raffle tickets can be given out and collected.

- Note (Casino Chips on tables are not souvenirs and must be returned to casino dealers)
- All prizes given out are whatever client would like to give away. (No prizes are supplied by Casino Night)
- <u>It is recommended</u> in interest of fairness that players are told that one prize per player regardless of how many tickets they may have won and put in bowl/bag.

• As listed in all Casino Night Contracts.

"The gaming equipment being provided is for entertainment purposes only. At no time will any wagering of monies be expressed or implied by Casino company or the renters of this equipment. Chips or tokens used during the operation of these games have no cash value nor may they ever be redeemed for cash with <u>NO EXCEPTIONS</u>"



