

# Spice up Your Raffles

Try at least two new ideas this year!

**PIRATE POKER** - Sell at \$20 a given number of sealed envelope poker hands (50 or 75 envelopes) that have been pre dealt and numbered and stuffed into an envelope. Each card should have a number written on the back and correspond to a number written on the envelope....so players cannot trade cards. Each player can improve their hand by buying additional playing cards.....either up to 5 or 10 additional cards. Some chapters sell them for \$2 each; some sell them for \$5 each. Before they purchase a new card, make sure they discard a card from their hand first....then mark their envelope number on the back of the new card and mark the envelope so you can see how many cards they have purchased.....so you can keep track.

There is no such thing as 5 of a kind.....it does not exist in a real hand of poker. So if they end up with 5 kings, the hand will be played as 4 kings and a king kicker.

The poker hand rankings are below. Most of the time this game sells really well. But if someone yells out I have a "Royal Flush"...your sales are doomed, so make sure folks keep their hands quiet.

At my banquet we live auction off a "wild card"...some people bid to protect their hand, some folks bid because they need one more card to make a hand. In most cases it will sell for in excess of \$250.....but keep this a secret so folks keep buying cards to improve their hands. Any ties will be broken by the top winners drawing cards from a deck, the high card wins. If done properly, this game should gross \$2000+.



**Poker Hand Rankings**

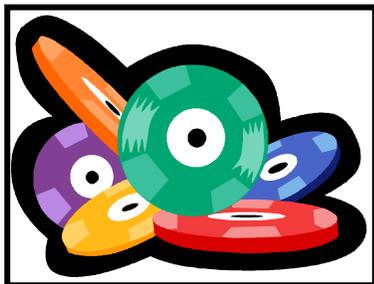
Royal Flush	10♥ J♥ Q♥ K♥ A♥
Straight Flush	4♣ 5♣ 6♣ 7♣ 8♣
Four of a Kind	K♠ K♥ K♣ K♦ 3♠
Full House	10♥ 10♠ 10♦ A♠ A♣
Flush	10♠ K♠ 2♠ 6♠ 7♠
Straight	7♣ 8♠ 9♦ 10♠ J♥
Three of a Kind	5♠ 5♥ 5♣ J♦ A♦
Two Pair	A♠ A♥ 3♣ 3♠ J♣
One Pair	Q♦ Q♥ 2♥ 8♠ 9♣

**there is no such hand as "5 of a kind"**



Ties will be broken by drawing for high card

**POKER CHIP GUN** - Sell 500 numbered poker chips @ \$2 each. 500 chances. Then draw a number. Cost of the gun sold controls the profit. 500 gun = \$500 profit. Most years we sell out in 1/2 hour with a person just wandering and working a crowd. I recommend an inexpensive over under shotgun. It seems to play on the odds. 1 in 500, and it is "only \$2." Most purchases are \$10-\$20 per person.



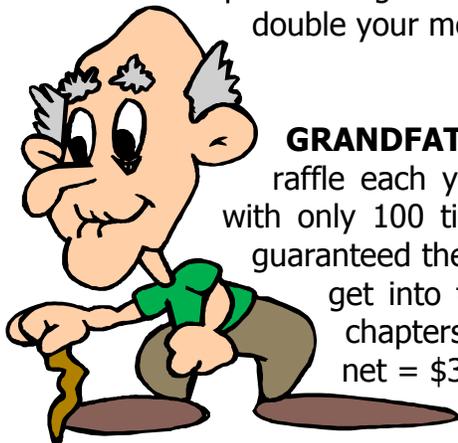
**\$10 for \$10** - Walk around raffle right before dinner. This allows folks to find their seats and to give them time to play the social hour games/raffles. Need 150 envelopes. Sell each envelope for \$10. Don't let folks open envelope until you say. In each envelope, have at least \$10 worth of gift certificates, general raffle tickets or any other raffle ticket. Put a \$50 bill in 4 envelopes and \$100 bill in 1 envelope. Total investment is \$300. Sell all the envelopes and your net is \$1200. Many times, you get that \$300 cash back as it is still early in the night. Usually takes less than ten minutes to complete. I have sold this out with as few as 175 folks in attendance. It can be quick money, great net % profit!



**GIFT CARD RAFFLE** - Get 100 \$10 gift cards donated from Cabela's or Bass Pro Shop (Local Businesses). Number the gift cards and sell gift cards for \$10 or \$20 per card. The grand prize can be anything from guns, prints, cash, gift cards, etc... You just want to make sure you are going to at least double your money if you sell all 100 cards.



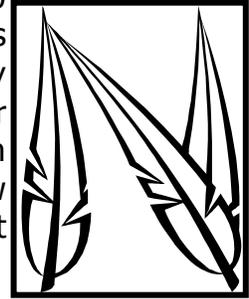
**10 FOR \$10 RAFFLE** - Purchase 10 prizes at the cost of \$50 per prize (Chapter Cost). Sell ten tickets at \$10 per ticket. Once all ten tickets are sold, draw a winner. The first winner will get pick of one of the ten prizes available. Once the winner picks his/her prize, sell another ten tickets at \$10 per ticket. Once all ten tickets are sold, draw a winner. This winner will get pick of one of the nine available prizes. You keep doing this until all prizes are gone. Each time there is a 1:10 chance to win a prize, and you double your money each time you sell out ten tickets.



**GRANDFATHER RAFFLE** – This is a way to grandfather people into a raffle each year. Pre-sell all tickets for a four-gun raffle at \$50 each with only 100 tickets being sold. Once you buy into this raffle, you are guaranteed the option to buy a ticket the following year. No one else can get into the Grandfather raffle unless someone drops out. I have chapters that have raised \$5000.00 (cost of guns were \$1500.00, net = \$3500.00).

**MAD WHISKEY** - Mad Hatter Auction with Whiskey flasks with PF/QF logo and numbered 1-12. You can have a lot of fun with those! You can customize the flasks with the chapter name as well.

**SIZE DOES MATTER! RAFFLE** - Get 50 tail feathers. Cut tail feathers at different lengths and display in bucket or board so that length is not visible. Make sure when you do this, you put the end up that isn't cut, because folks can figure out what the longest ones are (cut the ends and put all the quills up.) Sell feathers for \$20 each. You can give away a PF tape measure (\$4), get tape measures donated from local hardware store to cut cost or don't give away anything. The "purchaser" gets tickets based on length of the feather (i.e. 5" = 5 tickets). This raffle works well as a consignment raffle with Camo Benelli Nova (\$320), Stihl Chainsaw (\$250 - \$300), Mathews bow (\$310), Diamond bracelet (\$250-300) or Cash. So the way to figure it is that you are going to make \$500.



### **DINNER TABLE RAFFLES**

A) Tables of 10 or less: This raffle is done right before dinner and is designed to entertain people while they wait to be called for dinner. The MC should ask each table to designate a representative. That representative is to collect \$1 from each person at the table and bring the money up to the MC. When they bring the money up they get a ticket. When their ticket number is called they can go up to eat. The last table called gets HALF of the money collected.

B) Tables of 10 or more: This raffle is conducted just before dinner. You should designate one committee member to stand at the end of each row. A bucket will be passed down the row and people can throw whatever amount of money they want into the bucket. The committee person at the end of the row should count and announce out loud how much their row had collected. The rows have 2-5 minutes to add to the amount if they want. The row that raised the most money eats first, second most eats second and so on. The key is to announce that the money is to be spent on a youth event or other special event. This makes the raffle more justifiable instead of seeming like a pay-off to eat first.



**4 GUN ENVELOPE RAFFLE** (good for banquets with round tables) - Give each table an envelope and ask 4 people who wish to participate to put \$20 and their names into the envelope. Put the envelopes into a large bucket and pull out one. The winning table wins a set 4 identical guns (i.e. Stainless Rugers, Ruger Mark II pistols etc.). Example: At a banquet with 25 tables 2 gun boards were available. The raffle was run twice, once halfway through dinner and the other right before the live auction. Each table got an envelope and 4 people put in \$20 for \$80 total. The first time, there were 26 envelopes with \$80 dollars in them and 4 names of people at the table (some tables didn't participate and others did 2x). First winners had a choice of which board they wanted.....4 winners per table. The second time around they sold 18 envelopes and winners got the second board. Great thing is that the guns were sponsored so profit was \$3,520 (44 x \$80) even if they had to buy the guns (at a decent price) they would have doubled their money.



**LADIES POSY AUCTION & RAFFLE** - Many chapters have tried to incorporate a Ladies Raffle at their banquet to get the women involved. However, many times they are not big money makers. Here is a different approach that just might work at your banquet, especially in a rural setting. Use 6-10 Live Flower Bouquets (get them donated by the local florist); sunflower bouquets, mixed flowers, and roses go over very well. Have an equal number of items on the ladies table. Each bouquet is numbered and once they are all sold on the live auction, you can randomly pick numbers to see who goes first picking items off the table. Average price on the flowers in Missouri has been from \$150 to \$180 (PF Banquets) and \$135 (QF Banquet). Get some nice donated items and at least one big prize (gun or nice jewelry).



**PLINKO** – Beg, borrow or steal a Plinko board, folks go crazy over this game. It runs just like the Price is Right! Prizes are awarded along the bottom of the Plinko board, and bonus winners get a ticket in for the a major prize (guns, cash, etc.). People will play this all night long!

**COVER THE NUMBERS** – Write numbers from 1-10 on a piece of poster board, roll the dice, let participants cover up numbers until they've covered as many numbers as they could. If they roll a bust and can't cover any more numbers, they're finished. Player gets the same number of tickets corresponding to the number of numbers that he covered (i.e., maximum number of tickets will be 10). Have a bonus prize for each person that gets all 10 numbers covered up.

**ALL RAFFLE; RAFFLE!!** - Sell chances for buyers to win 1 or more tickets in ALL the raffles at the banquet. The chapter picks up \$250-\$400 for just another piece of paper in each bucket. One way of doing this is when the early bird mailer goes to past members, include a chance to win a ticket in each game and raffle that night for \$10 or \$20. This can also be done the night of the banquet but must be the first raffle drawn so that the winner has a chance to get their tickets into the appropriate buckets. This takes little effort and can reap great rewards for the chapter.

**\$2 RAFFLE (50/50 CASH RAFFLE)** - Have a couple people walking around the room selling tickets for \$2. The object is to sell 100 tickets at \$2/piece the winner gets \$100 the chapter keeps \$100. You should try to sell this out as quickly as possible, pick the winner and give them the money right away. You should then start the same raffle over using different color tickets. Do this raffle as many times as you can.



**CHECKERBOARD RAFFLE**

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Nebraska Chapters have had a lot of success selling squares on a checkerboard (100-144 squares) for a winner-takes-all, 4 gun raffle. The # of guns in the raffle can be modified depending on the cost, but a couple of examples would be 4 Remington Model 870 Express in .410, 28, 20 and 12 gauges; or 3 Browning BPS in 28, 20 and 12 gauges. The cost of each square is \$25 or you may buy 5 squares for \$100 (change pricing if necessary). One lucky person wins all guns. Consider

starting this as an outside raffle in the season prior to your banquet and selling through banquet night. It is an easy tavern raffle, run with teams that circulate to bars each week. Other high traffic locations also work well for pre-banquet ticket sales (hardware stores, community events, county fairs, etc.). Finish up your sales the night of the banquet. This is a high-grossing special raffle (\$2400, or more) with only a single person needed to run the board. Even without donated guns, the chapter cost for either of the options above is around \$1000, leaving \$1400 net for habitat.

**SPEEDY BLACKJACK** - In this game you are not playing against the dealer...instead...21 in any form will get you a ticket for the gun. This saves a lot of time as there is no waiting around for people to make decisions on whether to take a card or not. Have 2-3 dealer if possible. Sell at \$5/hand, 3 for \$10.

**NEW HAT AUCTION/RAFFLE (TAKES LESS TIME DURING THE AUCTION) -** The

object of the NEW hat auction/raffle is to sell 27 numbered hats (#1-#27) for \$30/piece before the auction and then auction 3 numbered hats (#28-#30; one near the start of the auction, one in the middle and one near the end) during the auction. Before the first hat is auctioned (hat #28), 10 tickets of the first 27 that were sold are removed, so now there is a 1 in 20 chance of winning a grand prize. The first hat of the auction is then sold and the number of that hat is placed in the bucket. Before the hat #29 is auctioned, you pull another 10 tickets out of the bucket. So now there is a 1 in 10 chance of winning.



Now auction off hat #29 and put that number in the bucket. Before the hat #30 is sold you should pull all the tickets out of the bucket except one. Now there is a 1 in 2 chance of winning the gun. Now auction off the hat #30 and put the ticket number of hat #30 in the bucket (there should now be 2 tickets in the bucket). Draw the winner for a major grand prize.

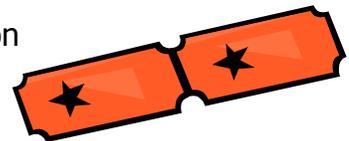
**HEADS AND TAILS** – This is a 50:50 raffle which is very quick and a lot of fun. Have all the participants put in \$10 or \$20 each. Have them all stand. Ask them to put their hands on either their head or their tail. Flip a coin, if it lands on head, all the tails need to sit down. Keep playing the game until one winner is standing. They get half the cash. This works very well if you sell it as a youth hunt or youth event item (or even to add to a scholarship fund). Do it early in the evening so your winner has a chance to spend his/her winnings in the auction.

**\$100 ROOSTER BUCKS OR BOBWHITE BUCKS PACKAGE** - A Bucks package is a bunch of play money in a PF/QF Travel Mug or hat giving the purchaser some free money to play any game he/she wants. Set up the package provided so that it is a \$150 to \$175 value if bought separately. Combine this package buy with a bonus raffle available only to Bucks package purchasers. Promote heavily--many people who normally spend only \$50 on raffles will spend over \$100.



PUT IN YOUR EARLYBIRD MAILER TO RAMP UP YOUR RAFFLE PROCEEDS.

- Send offer out as part of your early bird notice
- Offer a much better pre-banquet purchase option
- Offer to have tickets filled out ahead for pick up at door



**MYSTERY GUN IN A GUN CASE** - This is the quickest \$500 bucks you can make in a night. Have a helper bring up a PF gun case and announce you intend to raffle off the gun case for \$5 a ticket or 3 for \$10 and you will sell tickets for 3 minutes. Then remember that there is something in that gun case, and have your helper pull out the gun just far enough so people can just see the end of the stock or butt plate. Now the crowd is interested. As soon as you have sold for 5 minutes or so, call in the sellers and pick your winner. Use double sided tickets, and give the buyer just one side to speed things up. Use an inexpensive gun for the prize.

**THE FLUSHING PHEASANT WHEEL OF FORTUNE** - Beg, borrow, or steal a prize wheel for a "Wheel of Fortune" game. Hopefully the wheel will have 100 numbered slots and you sell each slot for \$2.00. Provide each customer with a uniquely colored matching numbered ticket for each number that they purchase. When the wheel sells out give it a spin to find your winner.

You will need 4 people to run this game. Two will work the table at the game itself, and two will go sell chances in the crowd during the social hour and meal. The goal is to sell out the board 10 times, which would equal \$2,000 of income.

For prizes, you can do a 50/50 split each time you spin the wheel or you can have a small prize for each spin and as a bonus, each of those winners go into a drawing for the grand prize that will be drawn at the end of the night. As example of a small prize would be a beer stein that is donated from the local distributor filled with goodies such as a \$10 Wal-Mart gift card, a free cocktail, a free car wash, \$10 in Rooster Bucks, and a gift card to a local restaurant. The grand prize could be a donated, handmade gun cabinet or a china hutch.....the more you get donated the more money your chapter makes.