



The Sertoma Club of Nashville



Casino Night

Maxwell House Hotel
Friday December 6, 2019
6:00pm – 11:00pm

2019 Sponsorship Packages



Dear Party Partner:

Last year's Sertoma Club of Nashville's Casino Night was such a huge success that we are bringing it back bigger and better this year! We have even fun more in store for you, our sponsor!

Our members are excited about this 2nd Annual Sertoma Club of Nashville event, which is our primary fundraiser to help improve the quality of life today for those at risk or impacted by hearing loss and/or communication disorders. We do this through education and support in Nashville and the Middle Tennessee region. Through events like Casino Night, Sertoma Club of Nashville has raised thousands of dollars for hearing impaired, including HEAR Nashville, Songs for Sound, Bridges, Autism Tennessee, One Generation Away, and more. These organizations have served thousands of Nashville residents across our community as a direct result of our sponsors' support of the Sertoma Club of Nashville. Please join us in our efforts to continue to improve these individual's lives by supporting our Casino Night.

Your support of our Casino Night will not only benefit those at risk or impacted by hearing loss and/or communication disorders in Middle Tennessee, it will also provide your organization with greater visibility and exposure to a key audience in the Nashville community. Because many of our guests and supporters are successful leaders in the Nashville community, a sponsorship of Casino Night will expose your company to a valuable target audience.

Attached you will find an overview of Sertoma Club of Nashville and a list of Casino Night sponsorship options for your consideration. Please join us in a night of partying you won't soon forget! *We bet you'll love it!* If you have any questions regarding our sponsorship offerings, please do not hesitate to contact us.

Best regards,

Greg Wood
Casino Night Chair
Sertoma Club of Nashville
sertomaevents.com
615-573-7294

Tim Cantrell
Casino Night Co-Chair
Sertoma Club of Nashville
sertomaevents.com



Sertoma Club of Nashville Casino Night Committee Chair Members

Event Chairs:

Chair - Greg Wood: woodygwood@yahoo.com

Co-Chair - Tim Cantrell: tim.cantrell@appliedcapital.com

2nd - John Hudson: jhudsofn@dco.nashville.org

Committees - Committee Chairs and Email:

- Sponsorship - Ken Webb: kwebb@capstarbank.com
- Silent Auction - Pat Clarke: pclarke@hilliard.com
- Location - Gil Fox: gsfox3@comcast.net
- High Rollers - Wallace Cartwright: wallacecartwright@kw.com
- Entertainment - Houston Hill: hillh@realtracs.com
- Live Auction - Juli Liske: juli@reddoornashville.com
- Raffle - Chris Wilson: chris@adamsinsurancestrategies.com
- Marketing - Joe Hall: pgegolf@bellsouth.net



Casino Night

Casino Night at the Maxwell House Hotel on Friday, December 6, 2019 will be a night to remember! This year will be bigger and better as we are allowing more people to join in the fun. We will have a DJ playing your favorite hits, heavy hors d'oeuvres, drinks and an authentic gaming experience that will make your Las Vegas dream come to life! Games include Blackjack, Craps tables, Roulette tables, Slot Machines, Poker, and more! (Casino chips have no cash value.) We are again expecting a complete sell out for The Sertoma Club of Nashville's Casino Night!

The Sertoma Club of Nashville will donate 100% of the event's proceeds to improve the quality of life today for those at risk or impacted by hearing loss and/or communication disorders through education and support nonprofits in Nashville. Our organization will be able to optimize the philanthropic impact of Casino Night by minimizing costs and maximizing partners' in-kind donations.

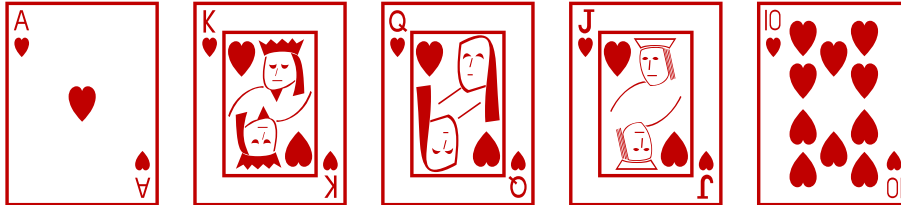
- **HEAR Nashville**, a nonprofit organization aimed at assisting low income adults and seniors with hearing loss get hearing aids. In the past eight years, we have been able to gift new hearing aids to over 650 people throughout middle Tennessee.
- **Bridges** (formerly known as the League for the Deaf and Hard of Hearing), a local social services agency that provides sign language interpreters for the deaf, a children's program for deaf and hard of hearing youth, sign language classes, case management services and more. Among other contributions, the Sertoma Club helps Bridges administer a summer camp for deaf children who otherwise may get left out of typical children's programs.
- **Autism Tennessee**, a statewide program designed to assist families affected by autism with case management, classes, and other kinds of support. Our club has assisted Autism Tennessee in developing educational materials for these families and has also supported a special training program for law enforcement about how to deal with individuals with autism.
- **The Mama Lere School at Vanderbilt Bill Wilkerson Center** provides classes for pre-school children who are deaf or profoundly hard of hearing to learn communication skills they will need when entering the public schools in their communities. The Sertoma Club of Nashville has helped purchase special communication devices that make it easier for these children to communicate in the oral world.

For more information, please visit sertomaevents.com.

Casino Night sponsorship options for your consideration follow.



Royal Flush Partnership



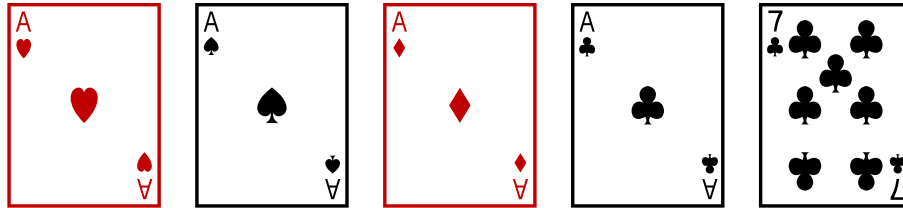
- ♥ High Roller Exclusive Stay and Play Package – 5 Double Occupancy Rooms at Maxwell House Hotel with Complimentary Breakfast for 10 the Next Morning
- ♥ Access to exclusive High Roller VIP Suite
- ♥ Ten (10) tickets to the event
- ♥ Double Chips at check in
- ♥ Twenty (20) drink tickets
- ♥ Twenty (20) raffle tickets
- ♥ Prominent placement as title sponsor with your organization’s name and logo displayed on all printed materials distributed at the event
- ♥ Prominent placement as title sponsor with your organization’s name and logo prominently placed in event program
- ♥ Your organization’s name recognized in event press release
- ♥ Your organization’s name and logo prominently displayed on Sertoma Club’s website and social media
- ♥ Craps table sign with your organization’s name and logo
- ♥ Reserved table for your party with your organization’s name and logo

Royal Flush partnership commitment: \$5,000





Four of a Kind Partnership



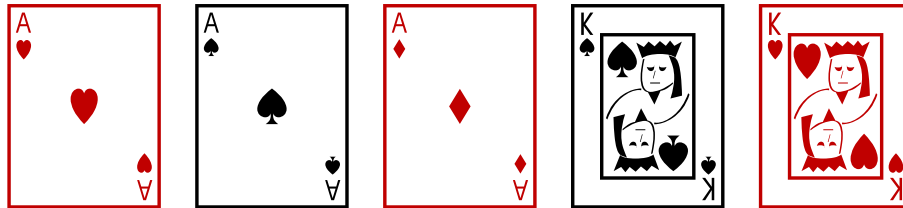
- ♠ Access to exclusive High Roller VIP Suite
- ♠ Ten (10) tickets to the event
- ♠ Double Chips at check in
- ♠ Twenty (20) drink tickets
- ♠ Ten (10) raffle tickets
- ♠ Your organization's name and logo displayed on all printed materials distributed at the event
- ♠ Your organization's name and logo in event program
- ♠ Your organization's name recognized in event press release
- ♠ Your organization's name and logo prominently displayed on Sertoma Club's website and social media
- ♠ Roulette table sign with your organization's name and logo
- ♠ Reserved table for your party with your organization's name and logo

Four of a Kind partnership commitment: \$2,500





Full House Partnership



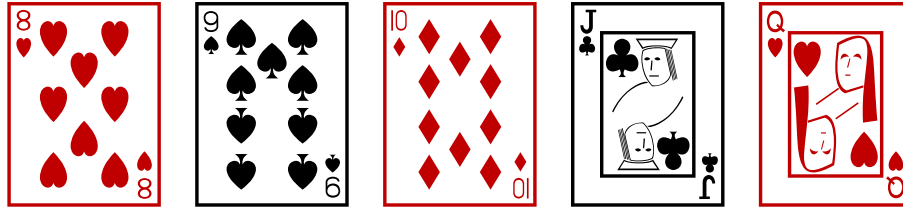
- ◆ Access to exclusive High Roller VIP Suite
- ◆ Eight (8) tickets to the event
- ◆ Double Chips at check in
- ◆ Eight (8) drink tickets
- ◆ Four (4) raffle tickets
- ◆ Your organization's name and logo displayed on all printed materials distributed at the event
- ◆ Your organization's name and logo in event program
- ◆ Your organization's name recognized in event press release
- ◆ Your organization's name and logo prominently displayed on Sertoma Club's website and social media
- ◆ Blackjack table sign with your organization's name and logo
- ◆ Bar top table for your party with your organization's name and logo

Full House partnership commitment: \$1,500





Straight Partnership



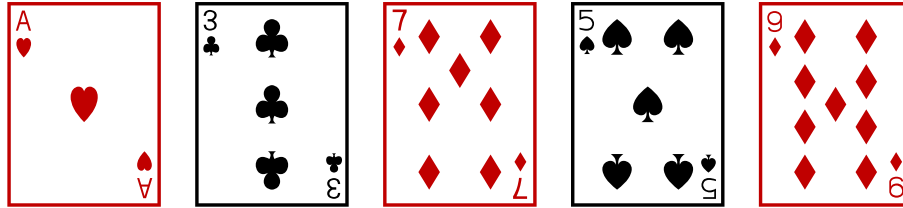
- ♣ Access to exclusive High Roller VIP Suite
- ♣ Six (6) tickets to the event
- ♣ Eight (8) drink tickets
- ♣ Four (4) raffle tickets
- ♣ Your organization's name and logo displayed on all printed materials distributed at the event
- ♣ Your organization's name and logo in event program
- ♣ Your organization's name recognized in event press release
- ♣ Your organization's name and logo prominently displayed on Sertoma Club's website and social media

Straight partnership commitment: \$1,000





High Card Partnership



- ♣ Access to exclusive High Roller VIP Suite
- ♣ Four (4) tickets to the event
- ♣ Eight (8) drink tickets
- ♣ Two (2) raffle tickets
- ♣ Your organization's name recognized in event press release
- ♣ Your organization's name and logo prominently displayed on Sertoma Club's website and social media

High Card partnership commitment: \$500





Game Rules

POKER CARD VALUES/SCORING

While Poker is played in innumerable forms, a player who understands the values of the Poker hands and the principles of betting can play without difficulty in any type of Poker game. Except in a few versions of the game, a Poker hand consists of five cards. The various combinations of Poker hands rank from five of a kind (the highest) to no pair or nothing (the lowest):

Straight Flush – This is the highest possible hand when only the standard pack is used, and there are no wild cards. A straight flush consists of five cards of the same suit in sequence, such as 10, 9, 8, 7, 6 of hearts. The highest-ranking straight flush is the A, K, Q, J, and 10 of one suit, and this combination has a special name: a royal flush or a royal straight flush. The odds on being dealt this hand are 1 in almost 650,000.

Four of a Kind – This is the next highest hand, and it ranks just below a straight flush. An example is four aces or four 3s. It does not matter what the fifth, unmatched card is.

Full House – This colorful hand is made up of three cards of one rank and two cards of another rank, such as three 8s and two 4s, or three aces and two 6s.

Flush – Five cards, all of the same suit, but not all in sequence, is a flush. An example is Q, 10, 7, 6, and 2 of clubs.

Straight – Five cards in sequence, but not all of the same suit is a straight. An example is 9♥, 8♣, 7♠, 6♦, 5♥.

Three of a Kind – This combination contains three cards of the same rank, and the other two cards each of a different rank, such as three jacks, a seven, and a four.

Two Pairs – This hand contains a pair of one rank and another pair of a different rank, plus any fifth card of a different rank, such as Q, Q, 7, 7, 4.

One Pair – This frequent combination contains just one pair with the other three cards being of different rank. An example is 10, 10, K, 4, 3.

No Pair – This very common hand contains "nothing." None of the five cards pair up, nor are all five cards of the same suit or consecutive in rank. When more than one player has no pair, the hands are rated by the highest card each hand contains, so that an ace-high hand beats a king-high hand, and so on.

Two hands that are identical, card for card, are tied since the suits have no relative rank in Poker. In such a case, the tied players split the pot. Note that if two hands contain the same high pair, then the ranking of the next card in the hands determines which one wins. For example: 9, 9, 7, 4, 2 beats 9, 9, 5, 3, 2. Likewise, two hands that have identical pairs would be decided by the fifth card. For example: Q, Q, 6, 6, J beats Q, Q, 6, 6, 10.





CRAPS RULES OF PLAY

Each casino may set which bets are offered and different payouts for them, though a core set of bets and payouts is typical. Players take turns rolling two dice and whoever is throwing the dice is called the "shooter". Players can bet on the various options by placing chips directly on the appropriately-marked sections of the layout or asking the base dealer or stickman to do so, depending on which bet is being made.

While acting as the shooter, a player must have a bet on the "Pass" line and/or the "Don't Pass" line. "Pass" and "Don't Pass" are sometimes called "Win" and "Don't Win" or "Right" and "Wrong" bets. The game is played in rounds and these "Pass" and "Don't Pass" bets are betting on the outcome of a round. The shooter is presented with multiple dice (typically five) by the "stickman" and must choose two for the round. The remaining dice are returned to the stickman's bowl and are not used.

Each round has two phases: "come-out" and "point". Dice are passed to the left. To start a round, the shooter makes one or more "come-out" rolls. The shooter must shoot toward the farther back wall and is generally required to hit the farther back wall with both dice. Casinos may allow a few warnings before enforcing the dice to hit the back wall and are generally lenient if at least one die hits the back wall. Both dice must be tossed in one throw. If only one die is thrown the shot is invalid. A come-out roll of 2, 3 or 12 is called "craps" or "crapping out", and anyone betting the Pass line loses. On the other hand, anyone betting the Don't Pass line on come out wins with a roll of 2 or 3 and ties (pushes) if a 12 is rolled. Shooters may keep rolling after crapping out; the dice are only required to be passed if a shooter sevens out (rolls a seven after a point has been established). A come-out roll of 7 or 11 is a "natural"; the Pass line wins and Don't Pass loses. The other possible numbers are the point numbers: 4, 5, 6, 8, 9, and 10. If the shooter rolls one of these numbers on the come-out roll, this establishes the "point" – to "pass" or "win", the point number must be rolled again before a seven.

The dealer flips a button to the "On" side and moves it to the point number signifying the second phase of the round. If the shooter "hits" the point value again (any value of the dice that sum to the point will do; the shooter doesn't have to exactly repeat the exact combination of the come-out roll) before rolling a seven, the Pass line wins, and a new round starts. If the shooter rolls any seven before repeating the point number (a "seven-out"), the Pass line loses, the Don't Pass line wins, and the dice pass clockwise to the next new shooter for the next round. Once a point has been established any multi-roll bet (including Pass and/or Don't Pass line bets and odds) are unaffected by the 2, 3, 11 or 12; the only numbers which affect the round are the established point, any specific bet on a number, or any 7. Any single roll bet is always affected (win or lose) by the outcome of any roll.

While the come-out roll may specifically refer to the first roll of a new shooter, any roll where no point is established may be referred to as a come-out. By this definition the start of any new round regardless if it is the shooter's first toss can be referred to as a come-out roll.



CRAPS RULES OF PLAY (Continued)

Any player can make a bet on pass or don't pass as long as a point has not been established or come or don't come as long as a point is established. All other bets, including an increase in odds behind the pass and don't pass lines, may be made at any time. All bets other than pass line and come may be removed or reduced any time before the bet loses. This is known as "taking it down" in craps.

The maximum bet for Place, Buy, Lay, Pass and Come bets are generally equal to table maximum. Lay bet maximum are equal to the table maximum win, so if a player wishes to lay the 4 or 10, he or she may bet twice at amount of the table maximum for the win to be table maximum. Odds behind Pass, Come, Don't Pass and Don't Come may be however larger than the odds offered allows and can be greater than the table maximum in some casinos. Don't odds are capped on the maximum allowed win some casino allow the odds to bet itself to be larger than the maximum bet allowed as long as the win is capped at maximum odds. Single rolls bets can be lower than the table minimum, but the maximum bet allowed is also lower than the table maximum. The maximum allowed single roll bet is based on the maximum allowed win from a single roll.

In all the above scenarios, whenever the Pass line wins, the Don't Pass line loses, and vice versa, with one exception: on the come-out roll, a roll of 12 will cause Pass Line bets to lose, but Don't Pass bets are pushed (or "barred"), neither winning nor losing. (The same applies to "Come" and "Don't Come" bets.)





ROULETTE RULES OF PLAY

Roulette players have a variety of betting options. Placing inside bets is either selecting the exact number of the pocket the ball will land in, or a small range of pockets based on their proximity on the layout. Players wishing to bet on the 'outside' will select bets on larger positional groupings of pockets, the pocket color, or whether the winning number is odd or even. The payout odds for each type of bet are based on its probability.

The roulette table usually imposes minimum and maximum bets, and these rules usually apply separately for all of a player's inside and outside bets for each spin. For inside bets at roulette tables, some casinos may use separate roulette table chips of various colors to distinguish players at the table. Players can continue to place bets as the ball spins around the wheel until the dealer announces no more bets.

When a winning number and color is determined by the roulette wheel, the dealer will place a marker, also known as a dolly, on that winning number on the roulette table layout. When the dolly is on the table, no players may place bets, collect bets, or remove any bets from the table. The dealer will then sweep away all other losing bets either by hand or rake and determine all of the payouts to the remaining inside and outside winning bets. When the dealer is finished making payouts, the marker is removed from the board where players collect their winnings and make new bets. The winning chips remain on the board.

