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THE MANITOBA UNDERWATER COUNCIL 2008 POKER DERBY

FORMAT, RULES AND REGULATIONS

THE DAY'S ACTIVITIES WILL CONSIST OF TWO SEPARATE NON-COMPETITIVE DIVES. YOU WILL BE REQUIRED TO COMPLETE SOME SIMPLE TASKS DURING THESE TWO DIVES AND IN DOING SO YOU WILL ACCUMULATE POINTS WHICH WILL BE CONVERTED INTO DRAW TICKETS TO BE DEPOSITED LATER IN THE DAY FOR SEVERAL PRIZE DRAWS. THERE IS NO NEED TO RUSH THESE DIVES TAKE YOUR TIME AND ENJOY THE DAY.

THERE IS ONE FIRM RULE TO BOTH OF THESE DIVES. THERE WILL BE AN ON-SHORE "DIVE MASTER" AT THE MAIN ACCESS AREA TO THE DIVE AREA. YOU MUST "LOG IN" AND "LOG OUT" WITH THE DIVE MASTER ON SITE SO WE CAN ACCOUNT FOR ALL PARTICIPANTS GOING IN THE WATER.

THE "CANISTER DIVE" WILL START AT 11:00 AM AND YOU CAN START AS YOU ARE READY TO GO. THIS IS NOT A TIMED EVENT. YOU MUST CHECK IN WITH THE ON-LAND "DIVE MASTER" GIVING HIM YOUR TANK PRESSURE AT THE START OF THE DIVE. YOUR START TIME WILL BE LOGGED IN AS WELL. THE OBJECTIVE WILL BE TO FIND ALL OF FIVE GREEN METAL AMMO BOXES LOCATED WITHIN THE BOUYED OFF AREA. THE MINIMUM DEPTH TO SEARCH IS 20 FEET AND THE MAXIMUM DEPTH WILL BE 40 FEET. WHEN YOU LOCATE ONE OF THESE CANISTERS YOU WILL SEE THAT IT IS NUMBERED FROM ONE TO FIVE. YOU WILL HAVE FIVE POKER CHIPS FOR THIS EVENT WITH YOUR PERSONAL NUMBER ON THEM AND THE OBJECTIVE WILL BE TO PLACE ONE OF THE POKER CHIPS INTO EACH OF THE FIVE CANISTERS. THE TASK WILL BE TO ENSURE THAT YOU DO NOT PLACE A SECOND OR THIRD CHIP INTO THE SAME CANISTER SO REMEMBER WHICH CANISTERS YOU HAVE ALREADY LOCATED. ONCE YOU HAVE COMPLETED THE DIVE YOU MUST AGAIN REPORT TO THE ON-LAND "DIVE MASTER" AND GIVE HIM YOUR TANK PRESSURE AT THE END OF YOUR DIVE.

THE CANISTERS WILL BE REMOVED FROM THE LAKE AT 1:30 PM SO THE CHIPS CAN BE TALLIED AND POINTS AWARDED TO EACH PARTICIPATING DIVER.

YOU WILL BE AWARDED "TWO" POINTS FOR EVERY POKER CHIP FOUND IN THE SEPARATE CANISTERS ONCE OPENED. YOU WILL BE AWARDED "ONE" POINT FOR EVERY POKER CHIP RETURNED TO THE REGISTRATION DESK AT THE END OF YOUR DIVE IF YOU COULD NOT FIND ALL THE CANISTERS. YOU WILL NOT GET ANY POINTS FOR ANY MORE THAN ONE POKER CHIP FOUND IN THE SAME CANISTER.

THE "CARD PUNCH DIVE" WILL START AT 2:30 PM AND YOU CAN START AS YOU ARE READY TO GO. THIS IS NOT A TIMED EVENT. YOU WILL CHECK IN WITH THE ON-LAND "DIVE MASTER" GIVING HIM YOUR TANK PRESSURE AT THE START OF THE DIVE. YOUR START TIME WILL BE LOGGED IN AS WELL. THE OBJECTIVE WILL BE TO TAKE A CARD WHICH WILL BE MARKED WITH YOUR PERSONAL NUMBER DOWN WITH YOU AND YOU WILL SEARCH FOR FIVE HIDDEN HOLE PUNCHES. ONCE LOCATED YOU WILL PUNCH ONE HOLE IN YOUR CARD. EACH HOLE PUNCH WILL HAVE A DIFFERENT PATTERN SO YOUR GOAL WILL TO FIND ALL FIVE AND RETURN WITH YOUR CARD HAVING FIVE DIFFERENT HOLE PATTERNS PUNCHED IN IT. ONCE YOU HAVE COMPLETED YOUR DIVE YOU MUST AGAIN REPORT TO THE ON-LAND "DIVE MASTER" AND GIVE HIM YOUR TANK PRESSURE AT THE END OF YOUR DIVE.

THIS DIVE WILL END AT 4:00 PM AND YOUR CARDS SHOULD BE TURNED IN TO THE REGISTRATION DESK SO YOUR POINTS CAN BE TALLIED AND AWARDED TO EACH PARTICIPATING DIVER.

THERE WILL BE A CANDY SCRAMBLE FOR ALL CHILDREN FROM TODDLERS TO 14 YEARS OLD AT 2:30 PM.

DINNER WILL BE SERVED AROUND 4:30 PM TO 5:00 PM AND YOU WILL BE GIVEN YOUR ACCUMULATED DRAW TICKETS TO DEPOSIT IN CONTAINERS FOR THE DISPLAYED PRIZES.

WE PLAN TO START DRAWING FOR THE PRIZES AROUND 6:00 PM AND PLAN TO BE FINISHED FOR THE DAY BY 7:00 THAT EVENING.