your club, your rewards! CLOVER REWARDS



If you have any questions about Clover Rewards or would like to know more about your level, simply ask one of our friendly staff.

terms & conditions

- Terms and conditions apply to all components of Clover Rewards.
- Cash Points expire on a 12 month rolling period. However, Cash Points for Marquee and Executive members will not expire as long as their status is maintained. Clover Credits expire on a 3 month rolling period.
- Membership, tier status, and any accrued Clover Credits or Cash Points are non-transferable.
- Suspended, excluded or expelled members forfeit any Clover Credits or Cash Points.
- Brothers Leagues Club and Kirwan Sports Club may change, add or delete benefits or change the number of points required to satisfy a certain level at any time at the Club's discretion.
- Brothers Leagues Club and Kirwan Sports Club Clover Rewards terms and conditions are final; no correspondence will be entered
- Despite our best efforts, we may sometimes experience technical malfunctions or errors outside of our control. Should a member's card malfunction, a gaming machine malfunction or the card readers at the gaming machines or at food and beverage outlets malfunction, Brothers Leagues Club and Kirwan Sports Club will not be liable for any Clover Credits or Cash Points that may have been apportioned.
- A membership card is issued for your personal use only. A member must not give or lend their card to another person or member for any purpose whatsoever. Brothers Leagues Club and Kirwan Sports Club reserve the right to adjust a member's Clover Credit, Cash Points Balance and/or tier status if someone else is using their card. However, a member is entitled to use their Clover Rewards discount at participating restaurants and bars and for Special Events on their guests. Any attempts to use your card outside of these terms will result in the cancellation of your Clover Rewards membership and the forfeiting of all Clover Credits and Cash Points.
- For full terms and conditions, please see Reception.

earn while you eat!

Earn Clover Credits by using your card in the following participating restaurants and bars to achieve Mezzanine, Premier, Executive, Marguee or CEO level.













Open 10am - 2am 7 Days 14 Golf Links Drive, Kirwan QLD 4817 Phone 07 4773 8000 www.brotherstsv.com.au

Find us on **f**



Open 10am - 2am 7 Days 159 Bamford Lane, Kirwan QLD 4817 Phone 07 4729 7110 www.kirwansportsclub.com.au

Find us on **f**



earn, reward, enjoy!







Earn Clover Credits by using your card in participating restaurants and bars, Brothers Cash Bingo or in the Gaming Lounge to achieve Mezzanine, Premier, Executive, Marquee or CEO level.







frequently asked questions

How do I know which level I am?

Simply swipe your Membership Card at an entrance kiosk or ask one of our friendly team members at reception.

How do I move up levels?

As soon you earn the required amount of Clover Credits in a 3 month period, you will automatically move up a level.

Can I go down a level?

On the 1st of every month, all Clover Credits balances will be reviewed and your level will then be adjusted accordingly (see Rolling Points example).

What sort of benefits and rewards will I be able to enjoy in the Clover Club?

ALL members Clover Rewards will receive exclusive members-only benefits and rewards. The table opposite outlines the different types of rewards for each level.

What are Cash Points?

Members also earn Cash Points which can be redeemed for cash or can be used to pay in participating restaurants and bars. Every member earns 1 Cash Point per \$1 spend in participating restaurants and bars, Bingo and 1 Cash Point per \$12 play* in the gaming lounges. 100 Cash Points = \$1.

Redeeming your Cash Points will not affect your level, only your Clover Credits Balance is used to determine what level you are in. You can view your Cash Points Balance and Clover Credits Balance on the entrance kiosk. Cash Credits expire on a rolling 12 months basis unless advised.

great club... rewards

		**	***	****	****
BENEFITS	MEZZANINE	PREMIER	EXECUTIVE	MARQUEE	CEO
Members Promotions	~	✓	✓	✓	✓
Daily Attendance Swipe	10 Points	25 Points	50 Points	100 Points	250 Points
Cash Point Multiplier on Gaming Machines	x 1	x 2	x 3	x 4	x 5
Earn Cash Points in Gaming on Turnover	1 for \$12	1 for \$6	1 for \$4	1 for \$3	1 for \$2.40
Discount in Participating Restaurants & Bars	Members Prices	15%	30%	40%	50%
Daily Food Point Allowance				✓	~
Members Birthday Vouchers	✓	✓	✓	→	✓
Special Birthday Gift		1,000 Points (\$10)	7,500 Points (\$75)	15,000 Points (\$150)	25,000 Points (\$250)
VIP Draws		x 1	x 2	x 3	x 4
Food or Beverage Voucher			1 x Voucher	2 x Vouchers	3 x Vouchers
Non-Expiration of Cash Points			✓	✓	~
Free Post Mix				✓	~
VIP Function				✓	~
Bottleshop Discount				5%	5%
Merchandise Discount					20%
Bonus Monthly Gift					~
Required Clover Credits	0-699	700-3,499	3,500-7,499	7,500-14,999	15,000+



CLOVER LEV	EL	Required Clover Credits			
MEZZANINE	*	0-699			
PREMIER	**	700-3,499			
EXECUTIVE	***	3,500-7,499			
MARQUEE	非非非非	7,500-14,999			
CEO	****	15,000+			

Clover Credits do not have a monetary value and are only used to establish your Reward Level across the Clubs. Every member earns Clover Credits at the same rate.

rolling points example

		<i>'</i> '										
	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	ОСТ	NOV	DEC
	100	200	100	500	300	0	2000	1000	500	0	300	100
	100+	200+	100 =	400 MEZZ								
		200+	100+	500 =	800 PREM							
			100+	500 +	300 =	800 PREM						
				500 +	300 +	0 =	800 PREM					
					300 +	0+	2000 =	2300 PREM				
						0+	2000 +	1000 =	3000 PREM			
ост							2000 +	1000 +	500 =	3500 EXEC		
								1000 +	500+	0 =	1500 PREM	
									500 +	0+	300 =	800 PREM

On May 1, Member A will move from Mezzanine to Premier as they now have 800 points accrued from the past 3 months (February 200, March 100 and April 500). They will stay at this level until their points are recalculated on June 1 and their new level is determined.

^{*}Members earn Cash Points for play at the rate indicated in the Benefits Table.