

\$6k Cash and Free Bet Mississippi Stud Tournament

- 1. Bally's Vicksburg will host a single table Mississippi Stud Tournament Saturday, July 9, 2022
- 2. The Tournament will consist of two tables with round seating every 30 minutes. Rounds starting at 1:00pm and every 30 minutes until 6:30pm. One winner from every table will advance to a Semi Final round table at either 7:00pm or 7:30pm. In the event the Semi Final is not full a drawing will take place from the Rebuys to fill the final seats. 1 person from each table will advance to the Final Table at 8:30pm. At 8:00 there will be a drawing where 12 names will be pulled to play in 2 wild card tables. One person from each table will advance to the final table.
- 3. Players will gain entry to the tournament via a \$25.00 entrance fee if they pre-register or during the set registration time held Friday (July 8, 2022) prior to the Saturday tournament from 4pm to 7pm; Players will gain entry into the tournament via a \$30.00 entrance fee if they register during the late registration time starting at 1pm the day of the tournament.
- 4. All participants are required to pay the entry fee to participate in the tournament
- 5. Participants may re-buy into the tournament for an additional \$25 in the tournament area. There is no limit on the number of re-buys
- 6. **Bally's Vicksburg guarantees a prize pool of \$3,000 cash** for tournament event, regardless of player participation. Any collected fees in excess of the guaranteed prize pool will be returned to the prize pool thereby increasing the total amount to be awarded.
- 7. Prize pool for tournament will be awarded to all players at the final table using the following structure: 1st place \$3,000 Cash; 2nd place \$2,000 Free Bet offer; 3rd through 6th place \$250 Free Bet offer, totaling \$3,000 Cash and \$3,000 Free Bet offer.
- 8. Players will start each session with \$500 in non-value tournament chips.
- 9. (10) Ten hands will be dealt in each Session.
- 10. Prior to the first hand on each round, the dealer will give each player one card from the deck. The first player to receive the highest card (Ace being highest), will have their position marked with the lamer signifying the "1st spot. Play rotates from left to right starting with the "1st spot, which is represented by a numbered marker which will move in a left to right order after each hand played. Once the lamer has been moved to the last spot on the table, the dealer will move the lamer to the first position and continue moving from left to right after each hand. This button will be numbered to represent the current hand being played (i.e., 1-10).

- 11. All players must wager a minimum of \$10 each hand. Max Bet will be \$100. You must have enough to bet all betting spots. (i.e., \$100 on the Ante, \$100 on 1st Street, \$100 on 2nd Street, and \$100 on 3rd Street).
- 12. Each player, in turn, will make a wager. Once a player's wager is placed in the betting circle, it may not be changed until the hand is over. A player's entire bet must be placed in the betting area at once, no "string betting" will be allowed (placing one chip in the betting circle at a time). A player may place a wager before it is their turn, but the wager may not be changed after it is set. All Players initial wagers must be enough to allow the player to play the entire hand. If the player bets \$10 initially they must have at least \$30 to bet on the rest of the hand.
- 13. All wagers will be made in a timely manner, if there is too long of a delay in wagering the dealer will announce to the player that they have 15 seconds to place a wager. If the player does not comply, they will receive the minimum bet and play will continue.
- 14. Any player not seated when the round starts will have the minimum wager removed from their chip stack and returned to the rack. After (3) three hands missed a player will be considered as forfeiting their spot and their bankroll will be collected into the rack. Players absent may request a player position in a later round pending availability.
- 15. At the end of the 8th hand all players chips will be counted, and their total announced so that all players at the table can hear and see each player's total at that point.
- 16. After the 10th hand, all players still in play will have their chips counted by the dealer and their total announced. The player with the highest total will advance.
- 17. If multiple players have the same chip count and there is only one spot for advancement there will be a (3) three hand play off. If there is, still a tie the players will cut one card from a single facedown deck and the highest card drawn will advance, ace being high.
- 18. If a dealer fails to move the "1st spot" marker or fails to change the hand marker and the error is discovered after cards are dealt, but before any hand has been acted upon, the hand will be declared a dead hand. No wagers will be collected or paid, and the hand marker will be advanced to the correct spot and/or changed to signify the correct hand number. A new round of wagers will begin, and the new hand will be dealt. There will be a shuffle prior to continuing. Once the first player's hand has been acted upon, the hand will be considered valid, and play will continue. After the completion of the hand, the marker will move to the next player position and the correct hand number will be represented.
- 19. There will be no smoking, eating, or drinking at the table during tournament play.
- 20. Players must always keep their hands in plain sight, while the tournament is progress. All chips must be stacked by denomination and be in full view of casino personnel and other players. Chips must never be removed from the surface of the table doing so will be grounds for disqualification.

- 21. Collusion among players or help from spectators is prohibited and will result in disqualification. The official language of the tournament is English. No conversations in any other languages are permitted during tournament play. No communication either verbal or visual will be permitted between player and spectator. Violation of these rules will result in disqualification from the tournament.
- 22. No written, mechanical, or electronic aids are allowed during tournament play.
- 23. It is the player's responsibility to communicate his/her desired action with dealer.
- 24. Dealers may pay bets in any denomination they deem appropriate.
- 25. No toke bets are allowed for the dealers with tournament chips during play.
- 26. All protests must be handled at the table before players leave the table.
- 27. A player is eliminated from play for violation of any of the tournament rules, cheating, or disorderly conduct. Also forfeiting any fees paid for entry.
- 28. Players may voluntarily withdraw from the tournament. Forfeiting any fees paid for entry.
- 29. Any player disputes will be handled by the tournament supervisor and his/her decision will be final.
- 30. Vendors or immediate family of a vendor who provide promotional items for tournaments, promotions or drawings are prohibited from participation in that activity.
- 31. Bally's employees and their immediate family members are eligible for membership in the Bally's Vicksburg Players Club and are eligible to receive complimentary based on play but are not permitted to participate in drawings, promotions, tournaments, or giveaways without prior written notification to MGC.
- 32. Patrons who have opted into the Mississippi self-exclusion program or have been excluded from Casino Vicksburg are not allowed to participate.
- 33. Parties determined to be ineligible will forfeit any prize monies awarded; the forfeited funds will be split evenly among the remaining winners, excluding the grand prize winner.
- 34. The Mississippi Gaming Commission reserves the right to investigate any and all complaints and disputes. Such disputes and complaints will be resolved in accordance with the Mississippi Gaming Control Act and Mississippi Gaming Commission Regulations

- 35. Management reserves the right to cancel, change or modify the tournament, promotion or drawing with prior notification to the Mississippi Gaming Commission, but must do so at least three (3) days prior to the commencement of the activity.
- 36. Session times are subject to adjustment.
- 37. Promotion rules will be available to guests for review.
- 38. You must be 21 to participate.
- 39. Must be a member of the Players club.
- 40. The winners will grant permission to the Bally's Vicksburg for use of their name and/or image for use in all advertising.