# BLFC 2019 Charity Blackjack Tournament to benefit Safe Haven Rescue Zoo 

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Tournament Host/Director: Kijani <br> Tournament Dealers: Kijani, Tabbicus, November <br> Date: Friday, May 17 <br> Time: Registration 2pm, tournament begins 2:30pm <br> Location: Tabletop Gaming Room <br> Entry Fee: $\mathbf{\$ 1 5}$, a $\$ 5$ add-on may be purchased for $\mathbf{\$ 5 0 0}$ extra chips in the first round <br> Prize List: <br> ```
1 st: Grand Prize - 1 st Place Trophy + BLFC 300-pc Custom Collectible Poker Chip Set OR Patron Membership to BLFC 2020 <br> $2^{\text {nd }}$ : Poker Chip Set OR Patron Membership (whatever winner didn't choose) (\$180 value) <br> $3^{\text {rd }}$ : Sponsor Membership to BLFC 2020 (\$120 value) <br> $4^{\text {th }}$ : Attending Membership to BLFC 2020 ( $\$ 70$ value) <br> $5^{\text {th }}$ : Full-Body Badge Commission or 20x30 Signed Poster from Rainbow Dawn (\$70 value) <br> $6^{\text {th }}$ : Full-Body Flat Color Digital Badge Commission from Sirkus (\$50 Value) <br> $7^{\text {th }}$ : Headshot Digital Badge Commission from Hubcap (\$40 value)

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\section*{BLFC 2019 Charity Blackjack Tournament Format/Entry Fees}
1. The Tournament will have a maximum of 42 entries and consist of three rounds, "Opening Round," "Semifinals/Rebuy Round" and "Final Table."
2. Seven players will play on each of the three tournament tables in the two Opening Round heats, with the top two chip counts on each table at the end of play automatically advancing to the Semifinals. In addition, the player in each heat with the highest chip count that does not place in the top two will advance to the semifinals as a Wildcard.
3. As players register, they will randomly draw a card that will be Ace through 7 in three different suits, representing each of our tournament tables. The Ace will be the seat to the left of the dealer and the 7 will be furthest right. The first 21 registered players will play in the first heat, while the second 21 will play in the second heat. In the case of less than 42 entries, the tables will be balanced as equally as possible.
4. The Tournament entry fee will be \(\$ 15\), payable to the convention charity in cash, which will be worth \(\$ 1,000\) in chips for the opening round. Those who wish may purchase an extra \(\$ 5\) "add-on" ( \(\$ 20\) total) to receive \(\$ 500\) in extra chips for the opening round only.
5. An opportunity to enter a "Rebuy Round" will be offered to all participants not advancing to the Semifinals, after the Opening Round is completed. (See section "Advancing/Semifinals" below)

\section*{RULES OF PLAY}
1. In the Opening Round and all rounds thereafter, play will consist of hands dealt out of a 5 -deck blackjack shoe. No cut card will be used and cards will be reshuffled prior to each round. The dealer button shall start in the first position (seat 1) and rotate one spot to the right after each hand, signifying
which hand will be dealt first. Betting and playing order will begin with the dealer button and then proceed to the next player in numerical seat order, ending with the player on the left of the dealer button.
2. Each player will start with \(\$ 1,000\) in chips. In the following denominations: (1) \(\$ 500\) chips, (4) \(\$ 100\) chips, (3) \(\$ 25\) chips, (5) \(\$ 5\) chips. Players that purchased the \(\$ 5\) add-on will receive (1) extra \(\$ 500\) chip at the start of the first round. Each player's chips must be stacked in numerical order and in plain view of other players at all times.
3. Players will have 5 seconds to decide what to bet when it is their turn. After their time is expired, a minimum bet will be placed. Once a bet is set in the betting circle/area, it cannot be changed.
3. Betting limits will be from \(\$ 5\) to \(\$ 500\) ( \(\$ 1000\) at the Final Table). Blackjack hand signals for hit or stay must be used.
4. Players may double down on any 2 cards. Double down for less is allowed.
5. Players may re-split any two cards of equal value, including Aces, up to 4 times. Split Aces receive only one card.
6. Players may double down after splitting.
7. Blackjacks and Insurance pays 2-1.
8. Surrender is not allowed.
9. After 12 minutes of play, an exact chip count of the remaining players will be done, and then 2 more hands will be dealt. The top 2 chip stacks will advance to the Semifinals.
10. In case of a dealer or player error, Tournament Director's decision is final.
11. The winner of each Opening Round table (player with highest chip count at the end of play) will receive a bonus "Free Card" token, which will allow them to switch out one card on any hand later in the tournament when it is their turn, for another one dealt from the shoe. This may be used on either of the two initial cards or after taking a hit. This cannot be used on the final hand of any round, including the final table.
12. In the rare event of a tie, one additional 2 -card blackjack hand will be dealt to the two competitors, alternating cards (no drawing cards). The closest hand to " 21 " will advance to the next round. If the hands tie, the process shall be repeated until the tie is broken.
13. If a player is not present at the designated start time of a round, a minimum bet will be placed for them until they return, and they must stay on their initial two cards dealt. If they are not present by the end of the \(3^{\text {rd }}\) hand of play, they will forfeit their entry.

\section*{ADVANCING/SEMIFINALS}
1. In the Opening Rounds, the top 2 players from each table will advance to the Semifinals.
2. In addition, the player in each Opening Round heat with the highest chip count that does NOT finish in the top 2 will advance as a "Wildcard", to make a field of 14 semifinalists ( 7 at each table).
3. Those that advance to the Semifinals will re-draw for seat position. Both Semifinals rounds will occur simultaneously and are in the same format as the Opening Round. All players start with \(\$ 2,000\) in chips.
4. A Rebuy Round will also take place concurrent with the Semifinals, in the same format. After the Opening Round has been completed, the Tournament Director will go down the list of entrants, in order of registration, that did not advance to the Semifinals and offer a Rebuy for \(\$ 10\) which will grant entry into the Rebuy Round. The Rebuy Round entries will close after 7 entries have been paid.
5. The top 3 from each Semifinal table and the winner of the Rebuy Round will advance to the Final Table.

\section*{FINAL TABLE}
1. All Final Table participants will re-draw for seat position.
2. For the Final table, all players will start with \(\$ 2,000\) in chips and the betting limit will be raised to \(\$ 1,000\) per hand. The Final Table clock will be set to 15 minutes.
3. After 15 minutes of play, a chip count will take place and 2 more hands will be dealt. The players with the highest chip count remaining will be awarded prizes from \(1^{\text {st }}-7^{\text {th }}\) place. If two players bust out on the same hand, the player with the highest chip count at the start of that hand will be awarded the higher placement.
4. If the shoe runs out of cards during the final table, the play clock will be stopped while the dealer reshuffles the shoe. All cards on the table will remain in play.```

