



Blackjack Freeroll Tournament Rules

Entry and Registration

- Open to the first 324 entries, including re-buys. Capacity may be expanded based on participation and business volume.
- Each guest receives one free entry.
- Unlimited \$40 re-buys are available until capacity or the registration time limit is reached.
- Before each round, guests may purchase:
 - A \$20 chip add-on, increasing starting chips from \$10,000 to \$15,000.
 - A \$10 Talon Takeback card.
- The first 50 tournament signups receive one complimentary Talon Takeback card.
- Talon Takeback cards may also be purchased before the semifinal and final rounds.

For the standard nine-round format, registration is open from 4–8:30pm, with qualifying rounds beginning at 4:30pm. If additional rounds are added, registration and play will begin 30 minutes earlier for each added round.

The semifinal begins at 9pm. The final follows immediately afterward at approximately 9:30pm.

Talon Takeback

A Talon Takeback allows a player to discard one card and receive the next card from the shoe.

- It may replace either of the player's first two cards.
- Once action has been taken, it may replace only the most recent hit card.
- Play may continue after the replacement card is dealt.
- Each card may be used only once per round.
- Unused cards are forfeited when the round ends or the player is eliminated.

Seating

Guests receive a table and seat assignment during registration. Assignments may not be changed without the Tournament Director's approval. Guests requiring accommodations should notify tournament staff during registration.

Qualifying Rounds | 4:30–8:30pm

The tournament begins with at least nine qualifying rounds. Each round may include up to 54 players seated six per table across as many as nine tables. Tables may be consolidated when participation is lower.

**Each round:**

- Uses standard house blackjack rules, except:
 - Natural blackjack pays 2:1.
 - Insurance and side bets are not allowed.
- Consists of 12 hands.
- Begins with \$10,000 in tournament chips, or \$15,000 with the optional chip add-on.
- Requires every player to wager on every hand.
- Has a \$100 minimum wager with no maximum.
- Uses a rotating Dealer button to determine betting order.

The Dealer button begins with the first seat to the dealer's right and rotates clockwise after each hand.

Betting and Player Conduct

After "place your bets" is announced, players have approximately 10 seconds to wager. Following a warning, an additional five seconds will be allowed. Failure to wager results in an automatic \$100 minimum bet.

If a player arrives late or temporarily leaves the table:

- A \$100 wager will be placed and forfeited for each missed hand.
- No cards will be dealt to the absent position.
- Missing more than five hands results in disqualification.

Piggyback wagers are prohibited, and chips must remain in front of the player. Collusion or attempted collusion results in disqualification.

Going bust during any round before the final ends the player's tournament play, subject to available re-buy rounds.

Final Hand

Before hand 12:

- Tournament staff will count and announce each player's chip total.
- Dealer-button position does not determine betting order.
- Players have two minutes to submit their wagers.
- A player who misses the deadline receives a \$100 minimum wager.

Ties

Tied players will each receive a card, beginning with the lower seat number. The player with the highest card wagers first in an additional blackjack hand. This process continues until the tie is resolved.



Advancement

The 18 highest chip totals advance to the semifinal. The Tournament Director will announce the qualifying criteria at the beginning of each tournament.

Semifinal | 9pm

Qualifying-round rules apply, except:

- The semifinal includes 18 players.
- The top two players from each table advance.
- Six players advance to the final.

Final | Approximately 9:30pm

The final includes six players. Final placement is determined by chip count and elimination order.

Players finishing with chips are ranked from highest to lowest. Players who bust are ranked in the order eliminated—the first eliminated finishes sixth, the second eliminated finishes fifth, and so on.

Remaining finalists may divide—or “chop”—the applicable prize pool if every remaining player agrees. Players eliminated before the chop receive the prize assigned to their final placement. All remaining players must also agree on how to distribute any amount that cannot be divided evenly.

Tournament Prize Structure:

Place	Value	Prize Type
1st	\$5,000	SUP Promo Chips
2nd	\$2,000	SUP Promo Chips
3rd	\$1,500	SUP Promo Chips
4th	\$800	SUP Promo Chips
5th	\$500	SUP Promo Chips
6th	\$200	SUP Promo Chips
TOTAL	\$10,000.00	SUP = Single Use Promo Chips

Must be present to win. Single Use Promo Chip prize has no cash value & is limited to single use.