



**TournEvent of Champions
Final Tournament
April 28, 2019**

How to qualify:

1. Must be a Players Club Member.
2. There are two (2) ways to win a seat into Round 1 of the finals:
 - a. Guests who have won a preliminary TournEvent of Champions Golden Ticket from a Preliminary Round
 - b. Any participant that did not advance with a Golden Ticket from any Preliminary Round may check in at any promotional kiosk to receive a drawing ticket for a chance to play in Round 1 of the Finals.
 - i. Number of seat(s) will be drawn is determined by the number of registered participants of Round 1 of the Finals
3. Participants must register at the Special Events area
 - a. Registration is available from 10am – 12pm
 - b. Participants must have their Player Card and valid identification to register
4. Participants' round and seating assignment will be determined by the MultiMedia TournEvent system
5. There may be a maximum of five (5) rounds of play
 - a. Maximum of 40 players per round
 - b. Maximum of 160 players total

How to play/win:

1. Round 1, 11am

- a. First round will start at 11am, with additional rounds approximately every ten (10) minutes.
- b. Participants must come to the tournament area three (3) minutes prior to their assigned session.
- c. Participants will start round and tournament play once the TournEvent system says "GO".
- d. Each round is two (2) minutes of VGD Tournament Play.
- e. Scores will be tabulated by the TournEvent system.
- f. All the participants' scores from the tournament are organized by the TournEvent system from highest score to lowest score.

2. Final Round

- a. The Final Round will consist of one (1) session filled with the top scoring thirty-nine (39) players from Round 1.
- b. The Final Round will start following the conclusion of Round 1.
- c. Participants must come to the tournament area three (3) minutes prior to their assigned session.
- d. Participants will start round and tournament play once the TournEvent system says "GO".

- e. Each round is two (2) minutes of VGD Tournament Play.
- f. Scores will be tabulated by the TournEvent system.
- g. All the participants' scores from the tournament are organized by the TournEvent system from highest score to lowest score.

Prize Table:

1. All participants of Round 1, excluding the Final round participants will receive \$24 in Free Play. Free Play will be added to the participants' account within 24 hours of the end of the tournament.
2. Participants with the top forty (40) highest overall scores will win the following cash prizes:
 - a. 1st Place: \$10,000
 - b. 2nd Place: \$6,000
 - c. 3rd Place: \$3,000
 - d. 4th Place: \$2,000
 - e. 5th Place: \$1,000
 - f. 6th Place – 10th Place, each \$500
 - g. 11th Place – 20th Place, each \$250
 - h. 21st Place – 40th Place, each \$150
3. The 1st place Finisher and the 24th place Finisher will receive Everi's Tournament of Champion's VIP prize package (provided by Everi.)
 - a. \$800 in airfare to/from Las Vegas for winner plus guest.
 - b. 4-night luxury accommodations at Wynn Las Vegas.
 - c. \$500 in food & beverage credit.
 - d. Dedicated travel coordination.
 - e. Seat* in the TournEvent of Champions National Championship Tournament on or about October 14 – 17, 2019 for a chance to win \$1,000,000 in Cash. (*for winner only)
4. A Marketing representative from Muckleshoot Casino will accommodate the winner to the TournEvent of Champions Vegas FINALS. Accommodations (flight/airfare/per diem for food) to be provided by MIC.

General Rules:

1. All Participants must show their Players Card and proper ID to be verified.
2. All games/rule inquiries will be handled by the VGD or Marketing Department. Their decision/ruling on any matters within the promotion will be deemed final.
3. The Muckleshoot Indian Tribe, any other contest sponsor, and their affiliated entities and their respective officers and employees shall be released and discharged from any and all claims, losses, injuries, demands, or actions which arise out of or are in any way related to the prize(s), the receipt, use, or enjoyment of the prize(s), or damages or losses related to the contest.
4. The Tribe reserves the right to postpone, suspend, or terminate the promotion or amend the rules at any time without notice to participants.
5. By entering or participating in the promotion, participants grant the Muckleshoot Indian Tribe and its affiliated entities the right to use their names, likeness, or voice for promotional purposes without further compensation or permission.

6. Prizes may not be traded or transferred. Substitution of cash, or equivalent for noncash prizes, unless expressly stated in the contest rules are not permitted, provided that, in the event that the Tribe at its sole discretion reserves the right to substitute cash in the event that a noncash prize becomes unavailable. In accepting a prize, the winner accepts the prize "as is" with no warranties.
7. Winners of promotional contests will be required to present valid photo identification acceptable to the Tribe, social security number, and complete an IRS Form W-9 and a winner release form before a promotional contest prize will be awarded. Failure to provide required identification and complete required IRS Form W-9 and a winner release may result in forfeiture of promotional contest prizes.
8. Participants acknowledge that Prizes may be subject to tax withholding requirements under applicable federal regulations and that payouts may be reduced due to withholding requirements. Winners agree to pay all expenses, taxes and fees not included in the prize. The Tribe will report winnings in excess of \$600 in cash or fair market value during a calendar year to the IRS and such winners will receive an IRS Form 1099.
9. For promotional contests that require physical participation, selected participants who are physically unable to participate may designate a person other than an employee of Muckleshoot Casino or Bingo to participate on their behalf.
10. Participants are responsible for hearing contest announcements and the Tribe shall not be responsible in any manner for the failure of a participant to hear or respond to contest announcements. In promotional contests involving a drawing, in case of public address system failure the drawing may continue and in such event the selected participant's name will be announced without amplification at the drawing location.
11. The Tribe is not responsible for lost or stolen entries, or coupons, computer malfunctions or other incidents resulting in loss of entries.
12. The Tribe is not responsible for inability to enter a drawing due to long lines or other causes.
13. Entries are not transferrable.
14. Violation of contest rules may result in disqualification.
15. Winners of promotional contest will be required to sign a release of liability and publicity consent form.
16. In case of power interruption, the TournEvent system may interrupt play on an active session. Scores may reset back to beginning points/money total participants began the session with. As a result, those session's participants must replay the round.
17. Any Participant dissatisfied with a decision/ruling in this tournament may, within thirty (30) days of the disputed decision/ruling, submit their complaint in the form of a written petition for relief to the Muckleshoot Gaming Commission.
18. Awarded Free Play must be played at least once through any valid video gaming device or at table games with a single use Free Play voucher. All Free Play awards will expire 30 days after activation.