

3RD ANNUAL
\$10,000*
SHARPSHOOTER
CRAPS TOURNAMENT

PLAYERS' RULES & PROCEDURES
SHARPSHOOTER TOURNAMENT QUALIFYING – NOVEMBER 28, 2014
\$10,000 PRIZE FUND

1. All dice players, who shoot between Noon on Thursday, November 27, and 2:00pm on Sunday, November 30, and are B Connected members, can qualify for a dice tournament consisting of 16 players to be held on Sunday, November 30, at 3:00pm.
2. Players must have a \$5 minimum pass line or don't pass bet when they shoot to qualify as one of the top 12 shooters.
3. To qualify for one of 12 tournament positions, a player must have one of the 12 longest hands during the qualifying period. The number of rolls of the dice, not time, will determine length of hand. Device used to count the rolls will be a hand-held counter or the electronic counter in the control of each table's Floor Person.
4. Players must be a member of B Connected and show their card before shooting for their rolls to be counted.
5. Any hand in play at 2:00pm on November 30 will be counted until a seven-out.
6. If two or more people are tied for the 12 place, we will conduct a dice roll-off to determine who will fill that position. Roll-off, if necessary, will be conducted immediately after the blind draw tournament players are determined. The player rolling the highest combination will win the roll-off.
7. Two tournament positions will be filled from a blind draw at 2:30pm. All qualified dice players may receive only one entry for the drawing — if more than one entry is discovered for any player, that player will be disqualified. To qualify for an entry ticket, one must be playing on a dice game and be a B Connected member. A B Connected card in the player's name must be presented before an entry is received. Once completed, the entry must be deposited in the drawing barrel located in the dice pit.
8. Blind draw will occur at 2:30pm on Sunday, November 30, in the dice pit. Players, whose names are drawn, will have 3 minutes to respond or another name will be drawn in his place. If a name drawn is one of the 12 qualifiers, that draw will be void and another name will be drawn.
9. The remaining two positions will be determined by drawing two people from the group who help to make this weekend possible — the attending Sharp Shooters.

PLAYERS' RULES & PROCEDURES
SHARPSHOOTER DICE TOURNAMENT – NOVEMBER 30, 2014

1. All participants will be given \$1,000 in tournament chips.
2. Participants will draw numbers to determine their positions at the table. No exchange of numbers or position is allowed.
3. The qualifier with the most rolls will shoot the dice first, after which the dice will move around the table in the usual fashion.
4. Players may make their bets as they wish following normal dice rules. At all times, a minimum bet of \$10 must be in action either on the pass line or don't pass line, but not both.
5. Regardless of the number of participants, the dice will be shot for only 20 rolls. Play will stop after the 17th roll for a countdown of all participants' chips so each participant can see how they stand against the rest of the field.
6. Beginning with the 18th roll, betting will begin with the shooter, who may alter, place, or take down any bets allowable within normal dice rules. On the 19th roll, the player to the immediate left of that shooter will be the first to bet, and on the 20th and final roll, the next player in order will bet first. On each of these three occasions, once the first player's bets are set, each player in order around the table will be given an opportunity to change his/her bets.
7. During play, any player unable to make a minimum bet (having less than \$10 in chips remaining) will be out of the game. That player's position on the finalists' list will be determined by the number of players remaining in the game at that time. For example, if there are 11 players left, that player will place as #12 for prize money.
8. After the final roll, all remaining participants will have their chips counted including any chips in action after the final roll.
9. Winners will be determined in descending order beginning with the participant with the most chips.

Management reserves the right to alter or cancel the promotion at any time. All decisions of management are final.
Boyd Gaming employees and members of their immediate household are not eligible to participate.



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