

2010 Big Buck Safari® Regional Finals

Rules and Regulations

General Contest Rules

The Regional Finals will be a one trek (5 sites + 1 bonus), head-to-head, double elimination shootout. The Finals Matches (rounds directly before the Championship Round) in both the winner's bracket and reload bracket will be two treks (10 sites + 2 bonus). The Championship match (*only the Championship match*) within the Regional Finals will be a three trek (15 sites + 3 bonus), head-to-head shootout. There will be 16 players (per region) participating in the Finals ranked from 1-16. The rankings will be determined by the scores that were recorded from the Regional Online Qualifying Tournament. Once the players are ranked, the bracket will be set up. Brackets are subject to change if not all 16 players attend.

The Regional Finals for each region will be held on October 1st in Chicago, IL at the Cubby Bear. The tournament will start at 7PM and should be over by 11PM. Doors will open at 5PM for registration.

Since the Regional Finals will be a double-elimination tournament, if players lose their game in the winner's bracket they will move to the reload bracket for another chance. If a player loses in the reload bracket, that player is out of the tournament.

The championship match will be the winner of the winner's bracket and the winner of the reload bracket. If the winner's bracket player wins the match, then that player becomes the Regional Champion. If the reload bracket's player wins the match, then they must play one more match, since both players would then only have one loss. The winner of that second match would become the Regional Champion.

The top 6 players from each region will qualify for the World Championship in Chicago on Saturday, October 2nd. In addition, cash prizes will be awarded to those 6 players. Players must be present at the World Championship in order to claim their prize from the Regional Final. If the player does not show up to the World Championship, that player will forfeit his/her prize. The winner of each Regional Final will receive \$500 (Must be present at World Championship to claim prize). The player that takes 2nd place will receive \$400 (Must be present at World Championship to claim prize). The player that takes 3rd place will receive \$300 (Must be present at World Championship to claim prize). The player that takes 4th place will receive \$200 (Must be present at World Championship to claim prize). The players that take 5th and 6th place will receive \$100 (Must be present at the World Championship to claim prize).

Beyond the 6 players from each region, there will also be 7 wild card spots for the World Championship that will be offered the chance to buy into the World Championship for \$250. That will make a total of 32 players at the World Championship (one from Australia). There are 4 regions, so that means there are 4 leaderboards. After the Online Qualifying Tournament is over, all 4 leaderboards will be combined into one and everyone will be ranked on a single National Leaderboard based on their cumulative scores from the Online Qualifying Tournament. The 24 players that already qualified for the World Championship via the Regional Finals, will be removed from that National Leaderboard. The remaining players are the players that have a chance at the wild card spots. The first criteria is that the player showed up to the Regional Final and competed. If they didn't then that player's name will be removed from the list. After those names are removed, the top 7 players will be named the wild card winners and will be given the chance to buy into the World Championship for \$250. The wild card winners can come from any region and will be the 7 highest remaining scores throughout the country.

The registration process for the Regional Final will begin 2 hours before the start of the event and will close 15 minutes before the start of the event. During this time players will complete a personal data sheet and present a valid photo ID. All players must have a valid photo ID.

Each match will only take about 5 minutes so the players are encouraged to stay close. If a player is late to his/her match, that match will be forfeited and the opposing player will advance to the next round.

At the beginning of each match, a coin toss will determine which player will use which gun. The higher ranking player will call the coin in the air. The winner of the coin toss chooses which gun he/she would like to use. The other player will choose the first site.

The site selection will alternate between the players. The player that loses the initial coin toss will choose the first site. From there, the next site will be selected by the other player and they will alternate for the rest of the match. If a site is selected out of turn by a player, the other player will choose the next two sites. However, if the player that was supposed to choose the site, isn't ready and the other player takes an unfair advantage, the entire match will be played over.

The animals for each round will be predetermined. Each round will have a mix of different animals from different treks. In each round, the animals and sites will be the same for each player. They will change with each round. This is set up to be the same style as National Tournament Play. However, the versions of sites are random so you may or may not get the same version (site map) if you play them in the same order.

At the end of the trek (5 sites + 1 bonus), the player with the higher score will move onto the next round. In the event of a tie, those players will immediately play the round over in a head-to-head shootout. The players will keep the same guns and the player with the green gun will select the first site.

Fair play is essential to the success of this tournament. During the course of a match, there will be certain unfair acts that the referee will be looking for. Those include, but are not limited to:

- A player will not be allowed to touch another player or that player's gun.
- A player must not interfere with another player's line of vision with his gun, body, or anything else.
- There will be a taped-off area that each player must stand in that will help prevent contact or line of vision blocking.
- If a player shoots a cow or doe, he must not in any way interfere with the player that is still in by physically or verbally abusing him/her. The player that shoots a cow must get out of the way and the other player can move up as close to the screen as he/she would like.

If any of these rules are broken, or any other unsportsmanlike act is performed, that player will be verbally warned. The second time that player breaks a rule, he/she will be kicked out of the tournament. The contest judges' decision will be final in all instances.

If during any match the game resets, loses power or malfunctions in any way, any results from that match will not count and the match will be played again from the beginning. This new tournament type for the World Championship is based on the idea that there will be a solid internet connection. If the connection is lost, then the style of tournament will revert back to previous years. That means that an animal will be drawn for that round and one trek of that animal will be played. If the connection is lost in the middle of a round, the rest of the players in that round will play the new animal selected.

Eligibility

No employees (past or present) or immediate family members of employees of Play Mechanix™, Inc., Raw Thrills™, Inc., or Betson Enterprises may participate. The contest judges reserve the right to disqualify or refuse entrance to any participant for any reason including, but not limited to, unsportsmanlike conduct, cheating, or unfair play. All contest judges' rulings shall be final.

All participants must be at least 21 years old unless previously approved by the contest judges.

Play Mechanix™ adheres to any State and/or Federal Laws that prohibit participation in such contests.

A valid photo ID will be required to participate in the Regional Finals. The name on the player's ID must match the name of the player that qualified for the Regional Finals. If a player is caught using another player's ID or is suspected of any other form of cheating, all suspected players will be disqualified and asked to leave the event.

A player may only participate in one Regional Final. Players will only be allowed to attend the Regional Final for the region in which they qualified. For example, if a player qualifies in the Northeastern region, then that

player may only attend the Northeastern Regional Final in New York, NY on September 19th. No exceptions will be made.

Notification and Prize Redemption

On the day of the Regional Final you will be asked to present a valid photo ID. The name on the ID must match the name of the person that qualified for the Regional Final. If you cannot present a valid photo ID or if the name on the ID does not match the name that Play Mechanix™ has on file, then you will not be able to participate in the tournament.

Transportation, lodging, and any other expense that a player may incur while attending any of the Big Buck Hunter® Pro Regional Finals will be paid for by the player. Play Mechanix™, Raw Thrills™, or Betson Enterprises will not be held responsible for the player's travel. Participants agree to release and hold harmless the aforementioned companies from any loss, harm or damage that may happen to the player or to the player's property during travel to or from the tournaments or during the activity of the tournaments.

To claim cash prizes for the Regional Finals, the player will need to complete the claim form and 1099 form that can be found at www.bigbuckhunter.com under the "Winner's Circle." The player must also submit a clear copy of a photo ID and a copy of a Social Security Card or an official document containing the players Social Security Number. **NOTE - Players that have previously claimed prizes during 2010 and have a 1099 form , a copy of a photo ID, and a copy of a Social Security Card on file only need to submit the claim form.* The player can fax or mail that claim form and other information to the location specified or bring it with them to the World Championship. The player must be present at the World Championship in order to receive his/her prize. If the player is not present, the prize becomes null and no payment will be issued. If the player does attend the World Championship, his/her prize from the Regional Final will be processed within 4-6 weeks from the date of the World Championship and a check will be mailed out. No cash prizes will be delivered at the World Championship.

Video/Audio Image Release

A photographer and videographer will be on hand during the event. He/she will be taking pictures, video, and audio of the players and the audience. By signing the Registration Form, you agree to release all video, audio, and digital images for Play Mechanix™, Inc., Raw Thrills™, Inc., and/or Betson Enterprises to use on websites, press releases, brochures, publications, posters, and any other form of promotion or advertising. Your original images will not be materially altered in any way. You waive the right to inspect or approve the finished images and/or any material that is printed with your images..

For questions about the rules, please contact dsnipes@playmechanix.com.