



Official Tournament Rules

Last Update: 04/03/2024

As used herein, (a) "Host" or "Host Property" means the facilities at the Rio Las Vegas Hotel and Casino, located at 3700 W Flamingo Rd, Las Vegas, NV 89103, (b) "World Spades Championship®" or "WSC" or "Tournament" means the 2024 World Spades Championship® event taking place at the Host Property from October 2, 2024 through October 5, 2024 (dates subject to change), (c) "Parent Company" or "Parent Companies" means Wishbone Holdings, LLC, located at 1325 W Sunshine St, Ste 527, Springfield, MO 65807 (d) "Event" or "Events" means any individual World Spades Championship® tournament event or any event produced by Parent Company and (e) "Participant", "Participants" or "Player" means any individual participating in the Event on the basis of a valid registration.

General:

- 1) Entry into the World Spades Championship® is limited to persons 21 years of age or older on the first day of the event, with proof of age being verified upon onsite check-in to the event.
- 2) Only one (1) entry is allowed per person per Event.
- 3) The World Spades Championship®, Parent Company, Host Property and Event staff reserve the right to refuse anyone entry into any and/or all World Spades Championship® Events, in its sole and absolute discretion, at any time, including before or during the registration process or after the Event has started.
- 4) The World Spades Championship® and Parent Company reserve the right to modify any and all Official Tournament Rules and/or procedures at any time.
- 5) The World Spades Championship®, Parent Company and Host Property will attempt to accommodate Participants based on special needs. If you need special assistance during the Event, please contact Event staff prior to Event.
- 6) All Participants will receive an official World Spades Championship® identification badge, (hereinafter referred to as "Badge"), during onsite check-in. All Participants must properly wear and display Badge before entering any official Event area and while in an official Event area. No person will be allowed in an Event area without a Badge and may be asked to leave if a Badge cannot be produced or shown when asked. Badge must be worn and displayed in a way visible to Event staff. Event staff may ask to see Badge at any time during the World Spades Championship®, and all Participants must display Badge when asked to do so.
- 7) If any Participant loses Badge during the Event, they must visit the onsite check-in area or contact Event Staff immediately to receive a replacement Badge.

- 8) Participants are responsible for verifying that information on Badge is accurate and valid. Any changes to Badge information must take place during onsite check-in.
- 9) The Player's Court is defined as the area where Participants will play spades at the Host Property during the Event. Only Participants, Event staff and other approved personnel are allowed in the Player's Court. No spectators will be allowed in the Player's Court.
- 10) The Player's Lounge is defined as the area where Participants will gather before entering the Player's Court to begin their play. It is recommended to be in the Players Lounge at least 30 minutes prior to your start time. Only Participants, Event staff and other approved personnel are allowed in the Player's Lounge.
- 11) There will be no alcohol permitted in any Event areas unless provided by the World Spades Championship® staff.
- 12) Participant acknowledges that World Spades Championship® Events may be recorded and published in and through various mediums and media and that such publication shall include, but shall not be limited to, publication of Participants' "hands" or "cards" or other elements of strategic information. When and immediately upon request of Event staff, Participants shall be required to display all cards to cameras and/or Event personnel. Any Participant who delays or refuses to display said cards or otherwise interferes with said request shall be subject to penalties in accordance with Rules 16, 17, 44, 52 and 53.
- 13) For all Events recorded and published in and through various mediums and media, the World Spades Championship® and Parent Company reserve the right at all times to impose a ban on any apparel, temporary tattoos, permanent tattoos and skin strips deemed objectionable in its sole and absolute discretion.
- 14) The World Spades Championship® and Parent Company may cancel, modify, relocate, or reschedule the World Spades Championship® Tournament or any individual Event for any reason with notification to the Participants.
- 15) Host Properties, Parent Company and the World Spades Championship® are not responsible for injuries or losses arising or resulting from participation in the World Spades Championship® and are not liable for any acts or omissions by employees, whether negligent or willful, in the conduct of the Event, and are not liable in the event of any equipment or software malfunction.
- 16) In addition to the penalties authorized in Rule 44, the World Spades Championship® may impose penalties of any kind or nature upon any person who gives, makes, issues, authorizes, or endorses any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the World Spades Championship® as determined by the World Spades Championship®, Parent Company, Host Properties and Event staff, acting in their sole and absolute discretion. This may include, but shall not be limited to, expulsion from the Event and property, forfeiture of any prizes and/or loss of the right to participate in this and/or any other tournament conducted by the World Spades Championship® or its Parent Company. Additionally, the World Spades Championship® and its Parent Company may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in the Event staff's view, engages in inappropriate conduct during Event play.
- 17) The World Spades Championship®, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud, dishonesty, violation of promotional rules or

other misconduct while on the Host property, for acts otherwise occurring in relation to the Event, or as otherwise reasonable or necessary for Event staff to comply with applicable statutes and regulations. The World Spades Championship®, Parent Company and Host Property also reserve the right to exclude any individual(s) acting in a disruptive or inappropriate manner or counter to the best interests of the Event. Should Participant file a lawsuit against World Spades Championship®, Parent Company, and/or Host Property, arising from or in connection with an Event, Participant shall pay the costs, expenses, and reasonable attorney's fees incurred in defending Participant's lawsuit should World Spades Championship®, Parent Company, and/or Host Property prevail.

- 18) Any Participant who initiates a payment dispute seeking reimbursement of any amount paid to register for any World Spades Championship® or Parent Company Event is subject to permanent exclusion from all Events, Host Properties and their affiliates.
- 19) Any attempt by any person to deliberately damage, corrupt or undermine the operation of the World Spades Championship® Tournament may be a violation of criminal and/or civil law. Should such an attempt be made, the World Spades Championship®, its Parent Company and Host Property reserve the right to seek damages from any such person to the fullest extent of the law.
- 20) The World Spades Championship® prohibits the use of obscene or foul language in any public area of the Event at any time. Any Participant who uses such language or makes a foul, profane, obscene, or vulgar statement, or speaks abusively or in an intimidating manner to another Participant or Event staff member is subject to penalty. These penalties will be levied based on Rules 16, 17, 44, 52 and 53.
- 21) All decisions regarding the interpretation of the Event Official Tournament Rules, Participant eligibility, scheduling and staging of the World Spades Championship® Tournament, and penalties for misconduct lie solely with World Spades Championship®, Parent Company, Host Property and Event staff, whose decisions are final.

Registration:

- 22) Participants must register for the Event online, through the secure and encrypted website, <https://www.worldspadeschampionship.org>. There will be no registration at the Host Property or Event.
- 23) Participants are responsible for payment of all taxes, licenses, registrations, and other fees associated with Event.
- 24) All participants must check-in onsite at the Event before being allowed to play.
- 25) Participants must show their current, valid, and unexpired photo identification (passport, driver's license, state identification card, or military identification card) at the Event to designated Event staff during onsite check-in.
- 26) If a Participant is not a U.S. citizen, Participant must have one of the following that is current, valid, and unexpired: passport, foreign government issued Driver's License (must have a photograph, date of birth, and a valid expiration date), Consular ID or Matrícula Consular Card (Mexico only), or alien registration card is required. If the current, valid, and unexpired photo identification does not include a physical address, a second form of ID that indicates physical

address will be required. This second form of ID can be a driver's license, utility bill, credit card statement, etc.

- 27) Each Participant must certify his or her own eligibility in-person as set forth in these World Spades Championship® Official Tournament Rules.
- 28) Third-party registrations for Participants are not permitted.
- 29) Refund Policy: Any Participant that needs to cancel their entry into the Event must contact Event staff immediately to start the refund process. Refund policy is as follows: Refunds occurring sixty (60) or more days before the start of the Event will be a full refund minus \$200 for related Event fees and transaction fees. Refunds occurring thirty (30) or more days before the start of the Event will be a full refund minus \$500 for related Event fees and transaction fees. There will be no refunds less than thirty (30) days before the start of the Event. World Spades Championship® shall not be liable to attendee for any damages, costs, or losses incurred, such as transportation costs, accommodations costs, or financial losses. Entrants are responsible for obtaining the appropriate travel insurance to cover themselves with respect to such eventualities.
- 30) Cancellation Policy: If the Event must be postponed, Participants's registration will automatically roll over to the new date and platform. If the Event is canceled, Participant will be refunded their entry fee minus any transaction fees. World Spades Championship® shall not be liable to attendee for any damages, costs, or losses incurred, such as transportation costs, accommodations costs, or financial losses. Participants are responsible for obtaining the appropriate travel insurance to cover themselves with respect to such eventualities.
- 31) Transfer of Participant registration into the Event are allowed, with prior written approval from Event staff. Transfers must take place no less than seven (7) days before the start of the Event. If a Participant wishes to transfer their registration, please contact Event staff immediately at info@worldspadeschampionship.org to start the transfer process.
- 32) If the Participant is disqualified at any point for any reason, Participant shall forfeit all entry fees paid and will not be entitled to receive any Tournament prize monies or any other prize.

Tournament Play:

- 33) Participants will be assigned to a table and seat through random selection in Round 1. Table assignments in subsequent rounds will be based on the Participant's scores from the previous round(s), in that a Participant with the highest score will play the Participant with the lowest score from the previous round(s) of play. World Spades Championship® staff reserves the right to change table and seat assignments at any time during the Event in its sole and absolute discretion.
- 34) No Show Policy: Any Participant who has not taken their assigned seat at their assigned table at the Event within five (5) minutes from the start of the assigned playing time is considered a "no show." Participants who abuse the No Show Policy may be subject to exclusion from future World Spades Championship® and Parent Company Events. The "no show" Participant will be disqualified and will not be eligible to participate in the remainder of the Event. No show Participants will not be refunded entry fee for any reason whatsoever.

- 35) The World Spades Championship® is a single player Spades tournament. Players that collude will not be permitted. Assisted play will not be permitted. Participants who abuse this rule may be subject to exclusion from present and future World Spades Championship® and Parent Company Events by sole and absolute discretion of the Event Staff and subject to penalty in accordance with Rules 16, 17, 44, 52 and 53.
- 36) Event times are approximate. World Spades Championship® staff reserves the right to change Event times in its sole and absolute discretion.
- 37) Each Session will include one (1) fifteen (15) minute break. World Spades Championship® staff reserves the right to add or modify break times in its sole and absolute discretion.
- 38) The World Spades Championship® will utilize a bid timer at Event to encourage a quicker pace of play. All players must make their bids within the given time limit. Participants that do not make their bids within the allotted time are subject to penalty in accordance with Rules 16, 17, 44, 52 and 53.
- 39) The World Spades Championship® reserves the right to utilize a play timer during Event to encourage a quicker pace of play. If the Event staff determines that a Participant is delaying the game, a play timer may be utilized and all players must play their card within the allotted time limit. Participants that do not play their cards within the allotted time are subject to penalty in accordance with Rules 16, 17, 44, 52 and 53.
- 40) The World Spades Championship® will utilize an electronic, custom scoring system to track player bids, scores, sandbags and times. Dealers and other Event staff will be interacting with the electronic scoring system. Participants are not allowed to interact with the electronic scoring system. Participants that interact, or attempt to interact with, the electronic scoring system are subject to penalty in accordance with Rules 16, 17, 44, 52 and 53.
- 41) Communication: All cell phones and electronic devices must be silenced during Tournament play. Participants shall not be permitted to interact with electronic devices during Event play and / or in Event play areas. If a Participant needs to use their electronic device during Event play they must wait for a designated break. No cell phones or other electronic devices can be placed on a World Spades Championship® table during Event play. If any Participant requires use of an electronic medical device during play please contact Event staff for prior written approval.
- 42) If Event staff, acting in its sole and absolute discretion, believes a Participant is communicating with another Participant during play, and said communication would give either Participant an advantage or benefit them in any way, both parties will be immediately disqualified from the Tournament and face imposition of additional penalties as described in Rules 16, 17, 44, 52 and 53.
- 43) Participants may not ask for deck changes unless a card is damaged and then deemed damaged by the dealer and/or the Event staff. Deck changes are at the sole discretion of the dealer and/or the Event staff.
- 44) The competitive integrity of the World Spades Championship® Tournament is essential. All Participants must adhere to the spirit and letter of these Event Official Tournament Rules that forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.

- a) Cheating is defined as any such act engaged in by a Participant to break the established rules of play to gain an advantage. Cheating includes, but is not limited to, acts such as: collusion; assisted play; card marking; card substitution; interacting with the electronic scoring system; renegeing; or the use of any kind of cheating device.
- b) Collusion is defined as any agreement between or among two (2) or more Participants to engage in illegal or unethical acts against other Participants. Collusion includes, but is not limited to, acts such as: sharing card information with another Participant; sending or receiving signals from or to another Participant; the use of electronic communication with the intent to facilitate collusion; and any other act that the World Spades Championship® deems inappropriate.
- c) Renegeing is defined as when a player has a card from the lead suit and can follow suit but does not. Renegeing needs to be called out from another Participant as soon as it is suspected. Renegeing cannot be called after the hand is complete.
 - i) If a Participant has been caught renegeing during the Event, the hand is immediately over and the renegeing player will have 100 points deducted from their total score. The other 3 players at the table will be awarded points equivalent to their bid amounts regardless of how many books they have taken when renegeing occurs. Sandbags will not be applied to any player's total for that hand.
 - ii) If renegeing is called out by a Participant and found to be incorrect, the player issuing the challenge will have 100 points deducted from their total score. The other 3 players will be awarded points equivalent to their bid amounts regardless of how many books they have taken when the challenge was issued. Sandbags will not be applied to any player's total for that hand.
- d) All Participants are entitled to expect civility and courtesy from one another at every table and throughout the entire World Spades Championship® and all Event areas. Any individual who encounters behavior that is not civil or courteous – or is abusive in any way – is encouraged to immediately contact Event staff. Participants who violate this rule are subject to penalty in accordance with Rules 16, 17, 44, 52 and 53.
- e) The World Spades Championship® will penalize any act that, in the sole and absolute discretion of the World Spades Championship®, is inconsistent with these Official Tournament Rules or the best interests of the World Spades Championship® Tournament.
- f) Anyone found to have engaged in or attempted to engage in any act that World Spades Championship® Tournament officials believe, in their sole and absolute discretion, compromises or could compromise the competitive integrity of the Event will be subject to sanctions imposed by the World Spades Championship®, Parent Company and/or the Host Property. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of the World Spades Championship®, Parent Company and/or Host Properties and may include, but shall not be limited to, the following:
 - i) DEDUCTION IN POINTS

- ii) FORFEITURE OF PRIZE MONEY
- iii) EJECTION FROM THE WORLD SPADES CHAMPIONSHIP® TOURNAMENT
- iv) LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE WORLD SPADES CHAMPIONSHIP® EVENTS
- v) LOSS OF PRIVILEGE TO PARTICIPANT IN ANY EVENT PRODUCED BY PARENT COMPANY
- vi) EXCLUSION FROM ENTERING THE PREMISES OF HOST PROPERTY AND/OR ALL DESIGNATED AFFILIATES OF HOST PROPERTIES.

- g) Any and all violations of this Rule or any other violation of the Event's Official Tournament Rules, as determined by the World Spades Championship®, or Parent Company, in their sole discretion, may be publicly disclosed in an effort to deter future violations and to assist other tournaments in identifying Participants who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.
- 45) Any Participant who taunts another Participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other Participants in an Event will be subject to penalty in accordance with Rules 16, 17, 44, 52 and 53.
- 46) Participant or staff abuse will not be tolerated. A Participant will incur a penalty up to and including disqualification for any abuse towards another Participant or staff member, and the Participant could be asked to leave the property. Repeated etiquette violations, including, but not limited to, touching another Participant's cards, body, or clothing, amongst other acts, will result in penalties deemed appropriate by World Spades Championship, Parent Company and/or the Host Property and all applicable law enforcement, if needed.
- 47) When a situation arises that is not covered by these rules, the World Spades Championship® staff shall have the sole authority to render a judgment including the imposition of a penalty, as defined above, in accordance with the best interests of the Event and the maintenance of its integrity and public confidence.
- 48) Event staff are to consider the best interests of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The World Spades Championship® reserves the right to overrule any floor decision.
- 49) A penalty will also be imposed if a Participant throws a card off the table, forcefully mucks their cards, violates the one-participant-to-a-hand rule or engages in similar behavior. One-participant-to-a-hand means a Participant may not receive advice from anyone while in a hand and may not provide advice to any Participant while that Participant is in a hand.
- 50) Any Participant who forfeits play for health or other personal reasons after the start of an Event will not receive a refund.
- 51) Event staff may modify the schedule of play for any Event for any reason.
- 52) Penalties: It should be noted that penalties may not always be imposed in successive manner. Event staff, in their sole discretion, for example, can disqualify a person for a first offense. Or a Participant, for example, may forgo a warning and be assessed a points penalty. Participants

should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.

53) Disqualification: A Participant who is disqualified for any reason will need to exit the playing area immediately and no refund or prize monies or other prizes will be provided to that disqualified Participant.

54) The World Spades Championship® and Parent Company respect the rights of Participants to the full and equal enjoyment of the goods, services, facilities, privileges, advantages, and accommodations of the World Spades Championship® Tournament without discrimination or segregation on the grounds of gender identity, ethnicity, religious views, race or expression.

Spades Play:

55) Players

- a) The World Spades Championship® will be a single-player Spades tournament.
- b) There will be four (4) players per table.
- c) All players will be assigned to a table and a seat by Event staff before the start of play. Players are required to sit in their assigned seat at their assigned table.

56) Dealers & Pit Bosses

- a) Dealers and pit bosses are considered Event staff and will be allowed to regulate, warn players, monitor play at each table and if necessary issue penalties based upon their discretion in addition to the rules and regulations set forth in these Official Tournament Rules.

57) Cards

- a) The World Spades Championship® will utilize a standard fifty-two (52) card deck with Jokers removed.
- b) Rank of cards (from high to low): Ace (high), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low)

58) Misdeal

- a) A misdeal occurs when a card has been “flipped” by the dealer during a deal, the dealer skipped a player during the deal, the dealer deals the cards in the wrong order, or there are uneven amounts of cards in players hands at the end of the deal. In the case of a misdeal, the deal is considered void, and all cards will be picked up and redealt.
- b) Each player must verify they received thirteen (13) cards before bidding occurs.
- c) If a player is dealt zero (0) spades and/or zero (0) face cards, that does not constitute a misdeal.

59) Bidding and Scoring

- a) The player to the dealer's left opens bidding at the start of the session. Bidding will move clockwise after each hand for the remainder of the session. Player with the first bid will also start opening play for each hand.
- b) Each book will be worth ten (10) points.
- c) A bid of zero (0), also called nil, is allowed. If a player bids zero (0) and takes zero (0) books, the bidding player will receive plus one hundred (100) points to their score. If a player takes one or more books when bidding zero (0), one hundred (100) points will be

deducted from the bidding player's score. There is no difference between bidding zero (0) and bidding nil.

- d) Blind nil is not allowed at the Event.
- e) Once a bid is made it cannot be changed.
- f) Any book(s) collected over the bid amount will be scored as +1 point.

60) Sandbags

- a) Sandbags will be in effect at the World Spades Championship®.
- b) Each book collected over the bid amount will count as one (1) sandbag and be applied towards the players total sandbag tally.
- c) For every ten (10) sandbags a player receives, one hundred (100) points will be deducted from that player's score. The player's hand will be scored as normal.
- d) If a player bids zero (0), or nil, and receives one or more books, the additional books will be added to that player's sandbag total.

61) General Play

- a) The player to the dealer's left opens play and the player acting as the dealer will be automatically determined by the World Spades Championship® scoring system.
- b) In the opening hand, the lead player cannot play spades as the lead suit unless the player only possesses spades in their hand.
- c) All players must follow suit. If they don't possess any cards from the lead suit, they can play any card, including a spade.
- d) Once a spade has been played, they are considered broken, or cut, and players may use spades as a lead suit for the remainder of that hand.
- e) Once a card has been played it cannot be picked up and must stay in play. The only exception to this rule is if the player realizes that their card in play is a renege. In this case, the player who is renegeing may pick that card up and play a different card, which follows the lead suit. This must happen before the next player plays their card. (See Rule 44(c) for additional information and penalties related to renegeing.)
- f) The winner of the book is the highest-ranking card that matches the suit first played. However, a spade beats all other cards. If multiple spades are played in a round, the winner of the round is the player with the highest-ranking spade. (See Rule 57(b) for additional information about card rankings.)
- g) The contents of each completed book cannot be viewed once the dealer has picked them up, except to determine if a player renegeed.
- h) The number of books a player has won cannot be concealed by the dealer.

62) Scoring, Ties and Tie Breakers

- a) All Participants will play for three (3) hours during their session of play. The timer will be paused during breaks. Once the three (3) hour mark has been met, a table may finish the current hand being played if it was started before the three (3) hour mark. No new hands will be allowed to be played after the three (3) hour mark, unless needed for a tie breaker.
- b) The Player(s) with the highest score(s) on each table at the end of the Session will be declared the winner(s) of the table and will advance to the next round, if applicable.

c) Certain rounds of play allow the top two (2) players to advance and other rounds of play allow one (1) player to advance. Please see Schedule for additional details.

d) Ties and Tie Breakers:

i) Rounds 1 and 2 (the *top two players* at each table will advance):

(1) There will be no tie breaker for 3rd Place as those players will not be advancing.

(2) If there is a tie for 1st Place that involves only two players, both players will advance to the next round.

(3) If there is a tie for 2nd Place at the table or a tie for 1st Place that involves 3 or more people, the determining factor to break the tie between players will be (in order):

(a) The player(s) with the least amount of sandbags accrued in that round of play. If the tied players have the same number of total sandbags in that round of play:

(i) Round 1: An additional hand will be played in which standard scoring will be applied *for all players* at the table. Play will continue until there are no ties amongst players in advancing ranks. (All players at the table will have the potential to change ranks if this tie breaker takes place).

(ii) Round 2: The determining factor to break the tie between the players involved in Round 2 will be (in order):

1. Total points scored during Event
2. Least amount of sandbags accrued during the Event
3. An additional hand will be played in which standard scoring will be applied *for all players* at the table. Play will continue until there are no ties amongst players in advancing ranks. (All players at the table will have the potential to change ranks if this tie breaker takes place).

ii) Rounds 3 and 4 (the *top one player* at each table will advance):

(1) There will be no tie breaker for 2nd or 3rd place as those players will not be advancing.

(2) If there is a tie for 1st Place that involves 2 or more people, the determining factor to break the tie between players will be (in order):

(a) The player with the least amount of sandbags accrued in that round of play.

(b) Total points scored during Event

(c) The least amount of sandbags accrued during the Event.

- (d) An additional hand will be played in which standard scoring will be applied *for all players* at the table. Play will continue until there are no ties amongst players in any rank. (All players at the table will have the potential to change ranks if this tie breaker takes place).
- iii) Rounds 5 and 6 (*all players will advance* from Round 5 to Round 6):
 - (1) If there is a tie between *any* players at the table during Round 5 (Semifinal Round) or Round 6 (Championship Round), the determining factor to break the tie between the players involved will be (in order):
 - (a) The player with the least amount of sandbags accrued in that round of play.
 - (b) Total points scored during Event
 - (c) The least amount of sandbags accrued during the Event.
 - (d) An additional hand will be played in which standard scoring will be applied *for all players* at the table. Play will continue until there are no ties amongst players in any rank. (All players at the table will have the potential to change ranks if this tie breaker takes place).

Rankings and Prizes:

- 63) First (1st) through sixteenth (16th) place rankings will be determined in the final, Championship Round of the Event. Total points scored throughout the prior rounds of the event will not be factored into these rankings, unless utilized in a tie breaker.
- 64) All other rankings (17th - 64th) will be determined based on the total number of points scored by the Participant in all rounds at the Event.
- 65) If a tie occurs in the 17th - 64th rankings, the World Spades Championship® will add/sum the total prize purse of all the rankings in the tie and divide it by the number of players in the tie, and all players in the tied ranking will receive the prize purse owed based on this calculation.
 - a) For example, there is a three (3) way tie for 20th Place. The sum of the prize purse for 20th, 21st and 22nd place will be added and divided by three. All three tied players will receive this prize payout as their prize.
- 66) Prizes are non-transferable. Prizes are paid out as posted. If a prize pool is posted and contains erroneous information, Event staff reserves the right to correct the prize pool at any time during an Event.
- 67) Prize pool may fluctuate at any time before, during or after the start of the Event for any reason(s).
- 68) Winners of the Event are responsible for payment of all taxes, licenses, registrations, and other fees associated with Event prizes.
- 69) Prizes will be postmarked and mailed Certified United States Postal Service (USPS) to all eligible winners via Cashiers Checks within thirty (30) days of the completion of the Event. All eligible winners are required to supply the appropriate information to the World Spades Championship®

upon completion of the event. Any delay in providing required and accurate information may result in a delay of payment.