

Poker Rules

1. Players need to buy in prior to tournament time.
2. Buy-in is \$100.00 per player (50 chips) and re-buys also \$100.00 (50 chips)
3. "Late Comers" can enter the game as a "walk-in" or be proxied by an existing player. A "walk in late comer" can enter the game up until the first blind change (30 mins) and as penalty a number of chips equal to all blinds missed will be paid into the pot before playing the first hand. A proxied player is one who knows they are going to be late and another player (a proxy) may pay for and receive that players chips. These chips will hold a place at a table and each blind will be paid from this chip stack until the player arrives or until the player is blinded out. All cards dealt to the missing player will be mucked on each hand. If the proxy is out of the game and elects to play the absent players chips it will be allowed. If the absent player arrives he will take over the remaining chips and the proxy may rebuy according to the rebuy rules.
4. If a player is out and wishes to re-buy, it will be allowed until the end of the first break.
5. At the first break if a player has 5 or less chips he may rebuy only by surrendering his remaining chips into the first pot after the break. The surrendered chips are not to be considered as part of the blinds for that hand.
6. Blinds: The blinds will follow the structure set out below with two breaks in play 1st 20 minute break after 1 hour 2nd 10 minute break in last hour.

Time	Little/Big Blinds
6:30 to 6:55	1/2
6:55 to 7:20	2/4
7:20 to 7:45	3/6
7:45 to 8:10	25 min Break
8:10 to 8:35	4/8
8:35 to 9:00	5/10
9:00 to 9:10	10 min Break
9:10 to 9:35	15/30
9:35 to 10:00	30/60

10:00 Tournament Over

(number 6 cont.)

The blind structure may be changed as needed to ensure a greater chance of a result at the completion of play at 10:00. This would involve shortening the blind intervals after the break to add one or two additional blind levels. This may occur if more players return to the game than expected.

If there is a tie at the end of play between players in the wining bracket, the players shall have a high card "show down" with a card dealt to each. High card wins the winner bracket positon and the low card moves to the next lower bracket position.

7. The tournament is over at 10:00. If a hand is in play at 10:00 it shall be finished and be the last hand. A hand is in play when cards have already been dealt to at least one player at the table.
8. Winners are determined by the most chips at the end of the play period and are paid according to the schedule below. Each re-buy is counted as a player.

Payout %

Number of Players	1 st	2 nd	3 rd	4 th	5 th	6 th
9 or less	50	30	20	0	0	0
10 – 12	50	25	15	10	0	0
13 – 15	40	30	15	10	5	0
16 or more	40	25	15	10	6	4

9. Prizes may be presented during the tournament at the discretion of the organizers:
- 1 1st out who stays out
 - 2 Bubble player (last player out not to make the money)

Poker Texas Hold'em Tournament Rules:

PLAY – A player is awarded the dealer button by receiving the highest card in one round of cards dealt face up to each player seated at the table. A hand of Texas Hold'em begins with the placing of a small disk called a "Dealer Button" in front of that player. Prior to dealing the cards, the first player to the left of the button posts a bet called the "Little Blind." and the next player in rotation posts a bet called the "Big Blind" - the values are indicated in the time and blind structure table above. These bets are "Live", which means that these players need only make up the difference between the current bet and the amount they bet when the action comes back to them. Also, these blinds may raise even though a raise was not made prior to the action returning to them.

After posting of the blinds, each player is dealt two cards face down, one at a time, beginning with the Little Blind bettor. The first player to the left of the Big Blind bettor starts the betting. The player may throw the hand away (fold), call the Big Blind or raise. Action then continues around the table until all players have had an opportunity to exercise their options and all bets have been called. When the action returns to the blinds, these players may also elect fold, call or raise even though no raise was made in prior action.

After the first round of betting, three cards (called the "Flop" are placed face up in the center of the table. These cards are community cards used by all players to determine the value of their hand in combination with their two down cards. A round of betting follows the Flop with action beginning with the first active player to the left of the Dealer Button. This round is then followed by two more cards being added face up the Flop, one at a time, with a round of betting following each card. The fourth card turned up in the middle of the table is referred to as the "Turn Card" and the fifth and final card turned up is called the "River Card".

The winner is the player who makes the best five card poker hand out of the available seven cards. These cards may be used in any combination and the players are not required to use any of their down-cards to create their hand. A player may announce that he is "playing the board", which means that the best hand he can make are the five community cards face up in the middle of the table. If two or more players have equal value hands, the pot will then be split into equal amounts for each player.

NOTE: It is not necessary to bet double the Blind amounts at any time. The bettor uses his own discretion to bet at least the amount of the Blind upward to any amount available in front of him. A bettor cannot bet an amount greater than the number of chips he/she has in front of him.

Poker Card suit values are the same in Texas Hold E'm however; in drawing high cards to determine first dealer the order of suit values are Spades = Highest, Diamonds = Second, Hearts = Third and Clubs = Fourth.