



LIMIT DEUCE-TO-SEVEN TRIPLE DRAW LOWBALL CHARITY TOURNAMENT STRUCTURE

Initial chips: T1500

Rounds: All levels are 25 minutes
6 handed tables

Level	Blinds	Limit
1	25-25	25-50
2	25-50	50-100
3	50-100	100-200

Break for 10 minutes, race off T25 chips.

4	100-200	200-400
5	200-400	400-800
6	300-600	600-1,200
7	400-800	800-1,600

Break for 10 minutes, race off T100 chips.

8	500-1,000	1,000-2,000
9	500-1,500	1,500-3,000
10	1,000-2,000	2,000-4,000
11	1,500-3,000	3,000-6,000

Break for 10 minutes, race off T500 chips.

12	2,000-4,000	4,000-8,000
13	3,000-6,000	6,000-12,000
14	4,000-8,000	8,000-16,000
15	5,000-10,000	10,000-20,000

Break for 10 minutes.

16	5,000-10,000	No Limit to end
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There will be a five minute break and redraw of seats for the final table (6 places).

For All BARGE Poker Tournaments:

To facilitate table balancing and fairness, a player chosen to move to balance a table will be selected based on position from the button instead of from a random draw.

Chip Races

No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.

Prize structure

Charity*	20.0%
1st	24.0%
2nd	18.0%
3rd	14.0%
4th	10.0%
5th	8.0%
6th	6.0%

*20% of the prize pool will be donated to the charity selected by the winner of this event.



TOC-STYLE TOURNAMENT STRUCTURE

Initial chips: T3000. Nine players to a table. Game rotation order: **Seven Stud, Omaha/8, Hold'em**

Rounds: approximately 36 minutes during the limit games. No Limit rounds will be 20 minutes each.

During each round, two of the three games will be played. Hold'em rounds will be 15 minutes, Seven Stud rounds will be 18 minutes, and Omaha Hi/Lo rounds will be 22 minutes.

Level	Limits	Blinds	Antes	Bring-in
1	30-60	15-30	5	10
2	50-100	25-50	10	15
3	75-150	50-75	15	25

Break for 10 minutes, race off T5 chips.

4	150-300	75-150	25	50
5	200-400	100-200	25	75
6	300-600	150-300	50	100

Break for 10 minutes, race off T25 chips.

7	600-1,200	300-600	100	200
8	1,000-2,000	500-1,000	200	300
9	1,500-3,000	800-1,500	300	500

Break for 10 minutes.

Switch to **No Limit Hold'em** with 20 minute rounds:

Level		Blinds	Antes
10	No Limit	1,000-2,000	200
11	No Limit	1,500-3,000	300

Break for 3 minutes, race off T100 chips.

12	No Limit	2,000-4,000	500
13	No Limit	3,000-6,000	500

Break for 10 minutes (if desired).

14	No Limit	4,000-8,000	1,000
15	No Limit	5,000-10,000	1,500
16	No Limit	5,000-15,000	2,000
17	No Limit	10,000-20,000	5,000

At some point we allot 10 minutes to reorganize at the final table (9 handed). If the final table is reached during Level 9, proceed to play No Limit Hold'em with the Level 10 structure for the remaining Level 9 time, then continue with level 10 (i.e., no further change until Level 11). Otherwise, start playing No Limit at Level 10 even if the final table has not been reached.

No Limit is scheduled to go into effect at level 10, not at the final table. Otherwise the tournament would probably run too long.

Prize structure

1st	25.0%
2nd	20.0%
3rd	15.0%
4th	12.5%
5th	10.0%
6th	7.5%
7th	5.0%
8th	3.0%
9th	2.0%

Minutiae

The placement of the button should be determined before play begins, even though stud is going to be the first game. During stud, the player who is to have the button in the forthcoming blind-game will hold the button. Should this player be moved the button remains in the spot, and will become a dead button. Should another player be moved into this spot, he/she will inherit the button.

The chip-splitting rule is:

- High hand takes precedence over low hand.
- First-to-act takes precedence over last-to-act.

Note that it *is* possible to get quartered or sixthed out of the tournament.

Chip Races

No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.



7-CARD STUD SHOOTOUT TOURNAMENT STRUCTURE

Play starts with 13 tables (assuming 98 players), each table playing until there is one winner. The winner from each table advances to a second round, restarting with T1000. The runner up (2nd place) from each of the starting tables gets their entry fee back.

Initial chips: T1000

Rounds: 20 Minutes at start

Level	Ante	Bring-in	Limits
1	15*	5	10-20
2	20*	5	15-30
3	5	10	25-50

Break for 10 minutes.

4	5	15	35-70
5	10	15	50-100
6	15	25	75-150

Break for 10 minutes, race off T5 chips.

Rounds: 25 minutes

7	25	50	100-200
8	50	50	150-300
9	75	75	200-400

Break for 10 minutes, race off T25 chips.

10	100	100	300-600
11	200	200	500-1,000

*The first two rounds will have a single ante on the button.

Play should end in round 10 or in one of the first hands of round 11, that is, in about four hours.

For the second round, use the same structure, starting the remaining players with T1000 chips again.

Chip Races

No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.

Prize structure

1st	25.0%
2nd	20.0%
3rd	15.0%
4th	12.0%
5th	10.0%
6th	8.0%
7th	6.0%
8th	4.0%
9th-13th	\$140
14th-26th	\$70

Note that places 9-26 receive a fixed dollar amount. Places 1-8 receive a percentage of the remaining prize pool.



NO LIMIT HOLD'EM TOURNAMENT STRUCTURE

Initial chips: T2000

Rounds: All levels are 25 minutes
10 handed tables at start

Level	Ante	Blinds
1	-	25-
2	-	25-25
3	-	25-50
4	-	50-75
Break for 10 minutes.		
5	-	50-100
6	-	75-150
7	-	100-200
8	-	150-300
Break for 10 minutes.		
9	25	150-300
10	50	150-300
11	75	200-400
Break for 10 minutes.		
12	100	300-600
13	150	400-800
Break for 3 minutes, race off T25 chips.		
14	200	500-1,500
15	300	1,000-2,000
Break for 10 minutes.		
16	400	1,500-3,000
17	600	2,000-4,000
18	800	3,000-6,000
Break for 10 minutes, race off T100 chips.		
19	1,000	5,000-10,000
20	1,500	5,000-15,000
21	2,000	10,000-20,000
22	3,000	15,000-30,000
Break for 10 minutes.		
23	5,000	20,000-40,000
24	8,000	30,000-60,000
25	10,000	50,000-100,000
26	15,000	50,000-150,000

Prize structure

1st	25.0%
2nd	20.0%
3rd	15.0%
4th	12.0%
5th	10.0%
6th	8.0%
7th	6.0%
8th	4.0%
9th	\$300
10th-12th	\$200
13th-15th	\$150
16th-18th	\$100

Note that places 9-18 receive a fixed dollar amount. Places 1-8 receive a percentage of the remaining prize pool.

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To facilitate table balancing and fairness, a player chosen to move to balance a table will be selected based on position from the button instead of from a random draw.

Chip Races

No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.

Breaks

The tournament will break for dinner at 6:45 PM and resume play following the banquet.

There will be a five minute break and redraw of seats when "in the money" (18 places).

There will be a five minute break and redraw of seats for the final table (9 places).