



F*** Cancer No Limit Short Deck Hold'em (with rebuys) Tournament Structure

During the first hour, unlimited rebuys of T10000 are available for \$60 to players with less than T10000. All rebuy proceeds will be donated to the American Cancer Society (they will not be added to the prize pool).

A deck of 36 cards will be used, with deuces, threes, fours, and fives removed from a standard deck. **A flush outranks a full house**; otherwise standard hand rankings apply (e.g., a straight beats three of a kind).

Each hand the big blind will post an ante equal to the amount of the big blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the ante will be posted before the big blind. The ante will not be reduced when shorthanded.

Time: Monday, 7/29/2019 @ 6:00 pm
Initial Chips: T10000
Rounds: All levels are 15 minutes. 8 handed tables.

Level	Blinds	Ante (BB)	Level	Blinds	Ante (BB)
1	100–100	100	19	5,000–10,000	10,000
2	100–100	100	20	6,000–12,000	12,000
3	100–200	200	21	8,000–16,000	16,000
4	100–200	200	22	10,000–20,000	20,000
End of Rebuy Period. Break for 10 minutes.			Break for 10 minutes.		
5	200–400	400	23	12,000–24,000	24,000
6	300–500	500	24	15,000–30,000	30,000
7	300–600	600	25	20,000–40,000	40,000
8	400–800	800	26	25,000–50,000	50,000
9	500–1,000	1,000	27	30,000–60,000	60,000
10	600–1,200	1,200	28	40,000–80,000	80,000
Break for 10 minutes.			Break for 10 minutes.		
11	800–1,600	1,600	29	50,000–100,000	100,000
12	1,000–2,000	2,000	30	60,000–120,000	120,000
13	1,200–2,400	2,400	31	80,000–160,000	160,000
14	1,500–3,000	3,000	32	100,000–200,000	200,000
15	2,000–4,000	4,000	33	120,000–240,000	240,000
16	2,500–5,000	5,000	34	150,000–300,000	300,000
Break for 10 minutes. Remove T100 and 500 chips.			Break for 10 minutes.		
17	3,000–6,000	6,000	35	200,000–400,000	400,000
18	4,000–8,000	8,000	36	250,000–500,000	500,000

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.

Breaks

There will be a redraw of seats for the final table.



Six Handed Dealer's Choice Tournament Structure

When a new table begins, the player with the button will choose the game to be played from the list below. Each game will be played for one orbit which will be tracked with a dealer's choice button. The game will change just as the player who selected the game would be the button again, at which point the button will be passed to the next player who will then choose which game will be played.

Time: Tuesday, 7/30/2019 @ 4:00 pm
Initial Chips: T10000
Rounds: All levels are 18 minutes. 6 handed tables.

Level	Limit Game Limits	Limit Flop Game Blinds	Stud Game Ante/Bring-In	NL/PL Blinds (no antes)	Games That May Be Chosen:
1	100-200	50-100	25/25	25-50	1. FL Hold'em
2	150-300	75-150	25/50	50-75	2. PL Hold'em
3	200-400	100-200	50/50	50-100	3. NL Hold'em
4	300-600	150-300	75/100	75-150	4. FL Omaha High
5	400-800	200-400	100/100	100-200	5. PL Omaha High
Break for 10 minutes.					6. FL Omaha Hi-Lo 8 or better
6	600-1,200	300-600	150/200	150-300	7. PL Omaha Hi-Lo 8 or better
7	800-1,600	400-800	200/200	200-400	8. PL Big O Hi-Lo 8 or better
8	1,000-2,000	500-1,000	200/300	250-500	9. FL Razz
9	1,200-2,400	600-1,200	300/300	300-600	10. FL 7 Card Stud High
10	1,500-3,000	800-1,500	300/500	400-800	11. FL 7 Card Stud Hi-Lo 8 or better
Break for 10 minutes, Remove T25 chips.					12. FL 7 Card Stud Hi-Lo Regular
11	2,000-4,000	1,000-2,000	500/500	500-1,000	13. FL Badugi
12	3,000-6,000	1,500-3,000	700/1,000	800-1,600	14. FL Badeucey
13	4,000-8,000	2,000-4,000	1,000/1,000	1,000-2,000	15. FL Badacey
14	6,000-12,000	3,000-6,000	1,500/2,000	1,500-3,000	16. FL 2-7 Lowball Triple Draw
15	8,000-16,000	4,000-8,000	2,000/2,000	2,000-4,000	17. PL 2-7 Lowball Triple Draw
Break for 10 minutes, Remove T100 chips.					18. NL 2-7 Lowball Single Draw
16	10,000-20,000	5,000-10,000	2,000/3,000	2,500-5,000	19. FL A-5 Lowball Triple Draw
17	12,000-24,000	6,000-12,000	3,000/3,000	3,000-6,000	20. NL 5-Card Draw High
18	15,000-30,000	7,500-15,000	3,000/5,000	4,000-8,000	FL = Fixed Limit, PL = Pot Limit, NL = No Limit.
19	20,000-40,000	10,000-20,000	5,000/5,000	5,000-10,000	There will be a five minute break and redraw of seats for the final table.
20	30,000-60,000	15,000-30,000	7,000/10,000	8,000-16,000	
Break for 10 minutes, Remove T500 chips.					
21	40,000-80,000	20,000-40,000	10,000/10,000	10,000-20,000	Chip Races:
22	60,000-120,000	30,000-60,000	15,000/20,000	15,000-30,000	No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.
23	80,000-160,000	40,000-80,000	20,000/20,000	20,000-40,000	
24	100,000-200,000	50,000-100,000	20,000/30,000	25,000-50,000	
25	120,000-240,000	60,000-120,000	30,000/30,000	30,000-60,000	

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.



TESLA Tournament Structure

This tournament consists of five limit games: 2-7 Triple Draw, Stud Hi/Low 8 or Better, Stud, California Lowball, and Archie. Archie is a split pot triple draw game with qualifiers of a pair of sixes or better for high and an eight or better for low (aces are low). Archie low hands are A-5 lowball style, and flushes/straights do not count against the low hand. If there is no qualifying hand at showdown, the entire pot is awarded to the highest hand. During the stud rounds the button will freeze in place.

Time: Tuesday, 7/30/2019 @ 8:00 pm

Initial Chips: T5000

Rounds: All levels are 20 minutes. 6 handed tables. Games change every 6 hands.

Late registration will be allowed until the end of the first break (or later at the discretion of the Organizers).

Level	Limits	Blinds	Antes	Bring-in
1	100-200	50-100	25	25
2	150-300	75-150	50	50
3	200-400	100-200	50	75
4	300-600	150-300	75	100
5	400-800	200-400	100	150
6	600-1,200	300-600	150	200

Break for 10 minutes, Remove T25 chips

7	800-1,600	400-800	200	300
8	1,000-2,000	500-1,000	300	300
9	1,200-2,400	600-1,200	300	400
10	1,500-3,000	800-1,500	400	500
11	2,000-4,000	1,000-2,000	500	500
12	3,000-6,000	1,500-3,000	700	1,000

Break for 10 minutes. Remove T100 chips

13	4,000-8,000	2,000-4,000	1,000	1,500
14	6,000-12,000	3,000-6,000	1,500	2,000
15	8,000-16,000	4,000-8,000	2,000	2,500
16	10,000-20,000	5,000-10,000	2,500	3,000
17	12,000-24,000	6,000-12,000	3,000	4,000
18	15,000-30,000	7,500-15,000	3,500	5,000

Break for 10 minutes, Remove T500 chips

19	20,000-40,000	10,000-20,000	5,000	6,000
20	30,000-60,000	15,000-30,000	7,000	10,000
21	40,000-80,000	20,000-40,000	10,000	15,000
22	60,000-120,000	30,000-60,000	15,000	20,000
23	80,000-160,000	40,000-80,000	20,000	25,000
24	100,000-200,000	50,000-100,000	25,000	30,000

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.

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



Pot Limit HORSE (with lammers) Tournament Structure

Time: Wednesday, 7/31/2019 @ 11:00 am
Initial Chips: T10000 + 2 lammers worth T5000 each for T20000 total.

Any number of lammers may be converted to tournament chips between hands. For example, they may both be cashed in at the beginning of the tournament to create a T20000 stack, or they may be cashed in one at a time after the player loses his or her stack, or any combination in between. If not used earlier, all lammers must be cashed in at the end of level 12.

Rounds: All levels are 25 minutes. 8 handed tables. Game changes every 8 hands.

Level	Blinds	Call	Or Raise To*
1	50-100	100	200-350
2	75-150	150	300-525
3	100-200	200	400-700
4	150-300	300	600-1,050

Break for 10 minutes.

5	200-400	400	800-1,400
6	300-600	600	1,200-2,100
7	400-800	800	1,600-2,800
8	600-1,200	1,200	2,400-4,200

Break for 10 minutes. Remove T25 chips.

9	800-1,600	1,600	3,200-5,600
10	1,000-2,000	2,000	4,000-7,000
11	1,500-3,000	3,000	6,000-10,500
12	2,000-4,000	4,000	8,000-14,000

Break for 10 minutes. Remove T100 and T500 chips.

All unused lammers must be redeemed.

13	3,000-6,000	6,000	12,000-21,000
14	4,000-8,000	8,000	16,000-28,000
15	6,000-12,000	12,000	24,000-42,000
16	8,000-16,000	16,000	32,000-56,000

Break for 10 minutes.

17	10,000-20,000	20,000	40,000-70,000
18	15,000-30,000	30,000	60,000-105,000
19	20,000-40,000	40,000	80,000-140,000
20	30,000-60,000	60,000	120,000-210,000

Break for 10 minutes.

21	40,000-80,000	80,000	160,000-280,000
22	60,000-120,000	120,000	240,000-420,000
23	80,000-160,000	160,000	320,000-560,000
24	100,000-200,000	200,000	400,000-700,000

*The "Raise To" column assumes that you are first to enter the pot after the blinds pre-flop. The maximum raise is determined by the size of the pot, after first adding your implied call of the action to you. The minimum raise is two times the last blind or raise.

Mississippi Stud Format:

All stud games will be dealt Mississippi-style. Cards will always be dealt as in a normal stud game; that is, beginning with seat 1. On third street, the small and big blind will be posted in the two seats to the left of the button, players will be dealt two down cards and one up card as in regular seven card stud, and a round of betting will proceed clockwise from the blinds. Each remaining player will then receive two up cards together, followed by another round of betting starting with the highest board. Each remaining player will receive a fourth up card, followed by another round of betting starting with the highest board. Finally, each player will receive a fifth up card, followed by a final round of betting beginning with the highest board. After the hand the button will move one seat to the left.

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.

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



Oklahoma Tournament Structure

Oklahoma is a triple board Omaha hi/lo 8 or better game. On the river, the board or boards with the lowest river card(s) is removed. In tournament Oklahoma, if all three river cards are the same, all three boards remain.

Time: Wednesday, 7/31/2019 @ 4:00 pm
Initial Chips: T5000
Rounds: All levels are 20 minutes. 8 handed tables.

Late registration will be allowed until the end of the first break (or later at the discretion of the Organizers).

Level	Limits	Blinds
1	100-200	50-100
2	150-300	75-150
3	200-400	100-200
4	300-600	150-300
5	400-800	200-400
6	600-1,200	300-600
Break for 10 minutes, Remove T25 chips		
7	800-1,600	400-800
8	1,000-2,000	500-1,000
9	1,200-2,400	600-1,200
10	1,500-3,000	800-1,500
11	2,000-4,000	1,000-2,000
12	3,000-6,000	1,500-3,000
Break for 10 minutes. Remove T100 chips		
13	4,000-8,000	2,000-4,000
14	6,000-12,000	3,000-6,000
15	8,000-16,000	4,000-8,000
16	10,000-20,000	5,000-10,000
17	12,000-24,000	6,000-12,000
18	15,000-30,000	7,500-15,000
Break for 10 minutes, Remove T500 chips		
19	20,000-40,000	10,000-20,000
20	30,000-60,000	15,000-30,000
21	40,000-80,000	20,000-40,000
22	60,000-120,000	30,000-60,000
23	80,000-160,000	40,000-80,000
24	100,000-200,000	50,000-100,000

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.

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



Limit 6 Game HORSE + Badacey Tournament Structure

Time: Wednesday, 7/31/2019 @ 7:00 pm
Initial Chips: T10000
Rounds: All levels are 18 minutes. 8 handed tables. Game changes every 8 hands.
 All games are played fixed limit.

Level	Limits	Blinds	Antes	Bring-in
1	100-200	50-100	25	25
2	150-300	75-150	25	50
3	200-400	100-200	50	50
4	300-600	150-300	50	100
5	400-800	200-400	75	150

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.

Break for 10 minutes. Remove T25 chips

6	600-1,200	300-600	100	200
7	800-1,600	400-800	100	300
8	1,000-2,000	500-1,000	200	300
9	1,200-2,400	600-1,200	200	400
10	1,500-3,000	800-1,500	300	500

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.

Break for 10 minutes. Remove T100 chips

11	2,000-4,000	1,000-2,000	500	500
12	3,000-6,000	1,500-3,000	500	1,000
13	4,000-8,000	2,000-4,000	1,000	1,000
14	6,000-12,000	3,000-6,000	1,000	2,000
15	8,000-16,000	4,000-8,000	1,500	2,500

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

Break for 10 minutes. Remove T500 chips.

16	10,000-20,000	5,000-10,000	2,000	3,000
17	12,000-24,000	6,000-12,000	2,000	4,000
18	15,000-30,000	8,000-15,000	3,000	5,000
19	20,000-40,000	10,000-20,000	4,000	6,000
20	30,000-60,000	15,000-30,000	5,000	10,000

Break for 10 minutes.

21	40,000-80,000	20,000-40,000	7,000	15,000
22	60,000-120,000	30,000-60,000	10,000	20,000
23	80,000-160,000	40,000-80,000	15,000	25,000
24	100,000-200,000	50,000-100,000	20,000	30,000
25	120,000-240,000	60,000-120,000	25,000	40,000



Coney Island Whitefish Memorial CHORSE Tournament Structure

Time:	Thursday, 8/1/2019 @ 10:00 am	Level	Antes	Bring-in	Blinds	Limit
Initial Chips:	T16000	1	25	25	50-100	100-200
		2	50	75	100-200	200-400
		3	75	100	150-300	300-600
		4	100	150	200-400	400-800
		5	150	200	300-600	600-1,200

Levels 1-3 are two orbits of each of the two games per table.
Level 4 is 12 total hands consisting of two rotations through CHORSE (starting with C), playing one hand of each game in order. Level 5 is one hand per remaining team with each team choosing which game to play for one hand.

Rules for the Team CHORSE competition

1. In the event of any discrepancy in the rules, CHORSE director Kevin Un's decision will be final.
2. Each team will consist of six players, and each player will play one of six games: Crazy Pineapple High/Low, Hold'em, Omaha High/Low, Razz, 7-Card Stud, and 7-Card Stud High/Low.
3. The event cost is \$480 per team. This entry fee includes T16000 in tournament chips each with a cash value of 2.5 cents (\$400), a prize for the first place team (\$38), and house and staff/dealer fees (\$30+\$12). No rebuys will be permitted. Toking during play is welcomed but not required. Tokes collected at the end of the tournament will be given to the floor/director.
4. Each team will be in play on three tables at one time. The first table will feature Hold'em and Omaha/8. The second table will feature Razz and Crazy Pineapple and the third table will feature Stud and Stud/8. At the end of each level, each team's chips will be combined, then divided as equally as possibly among their three tables.
5. For 2019, the game order will be: Omaha/8 then Hold'em, Crazy Pineapple then Razz, Stud then Stud/8.
6. Seating assignments will be determined by random draw prior to the event. The button will start in seat 1.
7. The button rotates through all seats with chips. After the orbit is complete, players for the next game will rotate in. Normal Las Vegas button moving rules will be used (the button is positioned on the player who was the last to pay a small blind).
8. Maximum 9 teams per table. Tables will synchronize their play at the end of each orbit. Tables will be balanced to equal size at the end each round, if necessary.
9. In 7-Card Stud ONLY, if there is an open pair on 4th street, a player may make a double-sized bet.
10. If there are more than 8 teams at the start of the tournament, the tables are combined if/when the total number of teams reaches 8. Once this threshold is reached, each table finishes its current orbit, new seats are drawn for the final table, and play resumes at the same point it left off.
11. During the first two levels of play, teams may use alternate players (i.e., players not on their official roster of six players). Alternates may be allowed during later rounds at the discretion of the tournament director.
12. No alternate player may play for more than one team.
13. No player may play more than one type of game.
14. If a player is absent, they are still responsible for the blinds/antes.
15. At the end of level 3, the top six teams in chip count will proceed to the official CHORSE final table and level 4. The remaining teams will be eliminated and cashed out.
16. Beginning in level 4, ALL team members may participate in ALL hands if they so choose.
17. After the completion of the 12 hands that make up level 4, level 5 will be played. Level 5 consists of a number of hands equal to the number of teams remaining. Beginning clockwise from the dealer, each team will select one CHORSE game to play. There will be a chip count after each hand. After the final hand, the team with the most chips will be declared the winner and (1) have their name engraved on the perpetual CHORSE plaque, (2) win the CHORSE trophies, and (3) win the cash prize of \$38/team.
18. At the end of the tournament, or when a team is eliminated, each team will receive \$1 in cash for each T40 they have remaining.



Pot Limit Omaha (with lammers) Tournament Structure

Time: Thursday, 8/1/2019 @ 4:00 pm
Initial Chips: T10000 + 2 lammers worth T5000 each for T20000 total.

Any number of lammers may be converted to tournament chips between hands. For example, they may both be cashed in at the beginning of the tournament to create a T20000 stack, or they may be cashed in one at a time after the player loses his or her stack, or any combination in between. If not used earlier, all lammers must be cashed in at the end of level 12.

Rounds: All levels are 25 minutes. 9 handed tables.

Level	Blinds	Call	Or Raise To*
1	50-100	100	200-350
2	75-150	150	300-525
3	100-200	200	400-700
4	150-300	300	600-1,050

Break for 10 minutes.

5	200-400	400	800-1,400
6	300-600	600	1,200-2,100
7	400-800	800	1,600-2,800
8	600-1,200	1,200	2,400-4,200

Break for 10 minutes. Remove T25 chips.

9	800-1,600	1,600	3,200-5,600
10	1,000-2,000	2,000	4,000-7,000
11	1,500-3,000	3,000	6,000-10,500
12	2,000-4,000	4,000	8,000-14,000

Break for 10 minutes. Remove T100 and T500 chips.

All unused lammers must be redeemed.

13	3,000-6,000	6,000	12,000-21,000
14	4,000-8,000	8,000	16,000-28,000
15	6,000-12,000	12,000	24,000-42,000
16	8,000-16,000	16,000	32,000-56,000

Break for 10 minutes.

17	10,000-20,000	20,000	40,000-70,000
18	15,000-30,000	30,000	60,000-105,000
19	20,000-40,000	40,000	80,000-140,000
20	30,000-60,000	60,000	120,000-210,000

Break for 10 minutes.

21	40,000-80,000	80,000	160,000-280,000
22	60,000-120,000	120,000	240,000-420,000
23	80,000-160,000	160,000	320,000-560,000
24	100,000-200,000	200,000	400,000-700,000

*The "Raise To" column assumes that you are first to enter the pot after the blinds pre-flop. The maximum raise is determined by the size of the pot, after first adding your implied call of the action to you. The minimum raise is two times the last blind or raise.

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.

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



Korean Tournament Structure

Korean is a split pot triple draw game with qualifiers of any pair for high and any unpaired hand for low. Korean hands are A-5 lowball style, and flushes/straights do not count against the low hand. If there is no qualifying hand in one direction at showdown, the entire pot is awarded to the best hand in the other direction.

Time: Thursday, 8/1/2019 @ 8:00 pm
Initial Chips: T5000
Rounds: All levels are 20 minutes. 6 handed tables.

Late registration will be allowed until the end of the first break (or later at the discretion of the Organizers).

Level	Limits	Blinds
1	100-200	50-100
2	150-300	75-150
3	200-400	100-200
4	300-600	150-300
5	400-800	200-400
6	600-1,200	300-600
Break for 10 minutes, Remove T25 chips		
7	800-1,600	400-800
8	1,000-2,000	500-1,000
9	1,200-2,400	600-1,200
10	1,500-3,000	800-1,500
11	2,000-4,000	1,000-2,000
12	3,000-6,000	1,500-3,000
Break for 10 minutes. Remove T100 chips		
13	4,000-8,000	2,000-4,000
14	6,000-12,000	3,000-6,000
15	8,000-16,000	4,000-8,000
16	10,000-20,000	5,000-10,000
17	12,000-24,000	6,000-12,000
18	15,000-30,000	7,500-15,000
Break for 10 minutes, Remove T500 chips		
19	20,000-40,000	10,000-20,000
20	30,000-60,000	15,000-30,000
21	40,000-80,000	20,000-40,000
22	60,000-120,000	30,000-60,000
23	80,000-160,000	40,000-80,000
24	100,000-200,000	50,000-100,000

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.

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



TOC-Style Tournament Structure

Time: Friday, 8/2/2019 @ 11:00 am

Initial Chips: T10000. 8 handed tables.

During levels 1-12, two of the three games will be played. Hold'em rounds will be 15 minutes, Stud rounds will be 18 minutes, and Omaha/8 rounds will be 22 minutes. Levels 13-26 will be No Limit Hold'em and will be 20 minutes each.

For each hand of the No Limit Hold'em rounds, the big blind will post an ante equal to the amount of the big blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the ante will be posted before the big blind. The ante will not be reduced when shorthanded.

Level	Game	Limits	Blinds	Antes	Bring-in
1A	Hold'em	150-300	75-150	—	—
1B	7 Card Stud	150-300	—	25	50
2A	Omaha/8	200-400	100-200	—	—
2B	Hold'em	200-400	100-200	—	—
3A	7 Card Stud	350-700	—	75	100
3B	Omaha/8	350-700	175-350	—	—
Break for 10 minutes.					
4A	Hold'em	500-1,000	250-500	—	—
4B	7 Card Stud	500-1,000	—	100	200
5A	Omaha/8	750-1,500	375-750	—	—
5B	Hold'em	750-1,500	375-750	—	—
6A	7 Card Stud	1,000-2,000	—	200	400
6B	Omaha/8	1,000-2,000	500-1,000	—	—
Break for 10 minutes, Remove T25 chips.					
7A	Hold'em	1,500-3,000	800-1,500	—	—
7B	7 Card Stud	1,500-3,000	—	300	600
8A	Omaha/8	2,000-4,000	1,000-2,000	—	—
8B	Hold'em	2,000-4,000	1,000-2,000	—	—
9A	7 Card Stud	3,000-6,000	—	500	1,000
9B	Omaha/8	3,000-6,000	1,500-3,000	—	—
Break for Symposium . Resume play at 7:30 PM. Remove T100 chips.					
10A	Hold'em	4,000-8,000	2,000-4,000	—	—
10B	7 Card Stud	4,000-8,000	—	1,000	1,500
11A	Omaha/8	6,000-12,000	3,000-6,000	—	—
11B	Hold'em	6,000-12,000	3,000-6,000	—	—
12A	7 Card Stud	8,000-16,000	—	1,500	3,000
12B	Omaha/8	8,000-16,000	4,000-8,000	—	—

Break for 10 minutes. Switch to **No Limit Hold'em** with 20 minute rounds. Remove T500 chips.

Level	Blinds	Ante (BB)	Level	Blinds	Ante (BB)
13	2,000-4,000	4,000	23	60,000-120,000	120,000
14	3,000-6,000	6,000	24	80,000-160,000	160,000
15	4,000-8,000	8,000	25	100,000-200,000	200,000
16	6,000-12,000	12,000	26	150,000-300,000	300,000
17	8,000-16,000	16,000	27	200,000-400,000	400,000
Break for 10 minutes.					
18	10,000-20,000	20,000	28	300,000-600,000	600,000
19	15,000-30,000	30,000	29	400,000-800,000	800,000
20	20,000-40,000	40,000	30	600,000-1,200,000	1,200,000
21	30,000-60,000	60,000	31	800,000-1,600,000	1,600,000
22	40,000-80,000	80,000	32	1,000,000-2,000,000	2,000,000

Break for 10 minutes.

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.

There will be a redraw of seats for the final table.

Minutiae

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 sixth out of the tournament.



Limit Hold'em Win the Button Tournament Structure

At the beginning of the tournament or when a new table begins, the button will be randomly assigned to a seat. Thereafter, the player winning the hand inherits the button for the next hand.

Time: Friday, 8/2/2019 @ 8:00 pm

Initial Chips: T5000

Rounds: All levels are 20 minutes. 9 handed tables.

Late registration will be allowed until the end of the first break (or later at the discretion of the Organizers).

Level	Limits	Blinds
1	100-200	50-100
2	150-300	75-150
3	200-400	100-200
4	300-600	150-300
5	400-800	200-400
6	600-1,200	300-600
Break for 10 minutes, Remove T25 chips		
7	800-1,600	400-800
8	1,000-2,000	500-1,000
9	1,200-2,400	600-1,200
10	1,500-3,000	800-1,500
11	2,000-4,000	1,000-2,000
12	3,000-6,000	1,500-3,000
Break for 10 minutes. Remove T100 chips		
13	4,000-8,000	2,000-4,000
14	6,000-12,000	3,000-6,000
15	8,000-16,000	4,000-8,000
16	10,000-20,000	5,000-10,000
17	12,000-24,000	6,000-12,000
18	15,000-30,000	7,500-15,000
Break for 10 minutes, Remove T500 chips		
19	20,000-40,000	10,000-20,000
20	30,000-60,000	15,000-30,000
21	40,000-80,000	20,000-40,000
22	60,000-120,000	30,000-60,000
23	80,000-160,000	40,000-80,000
24	100,000-200,000	50,000-100,000

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.

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



No Limit Hold'em Main Event Tournament Structure

Each hand the big blind will post an ante equal to the amount of the big blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the ante will be posted before the big blind. The ante will not be reduced when shorthanded.

Time: Saturday, 8/3/2019 @10:30 am
Initial Chips: T50000
Rounds: All levels are 18 minutes. 9 handed tables.

Level	Blinds	Ante (BB)	Level	Blinds	Ante
1	100–200	200	20	10,000–20,000	20,000
2	200–300	300	21	12,000–24,000	24,000
3	200–400	400	22	15,000–30,000	30,000
4	300–500	500	23	20,000–40,000	40,000
5	300–600	600	24	25,000–50,000	50,000
Break for Group Picture. <i>Resume play at 12:20 pm.</i>			Break for 10 minutes. Remove T1000 chips.		
6	400–800	800	25	30,000–60,000	60,000
7	500–1,000	1,000	26	40,000–80,000	80,000
8	600–1,200	1,200	27	50,000–100,000	100,000
9	800–1,600	1,600	28	60,000–120,000	120,000
10	1,000–2,000	2,000	29	80,000–160,000	160,000
Break for 10 minutes.			Break for 10 minutes. Remove T5000 chips.		
11	1,200–2,400	2,400	30	100,000–200,000	200,000
12	1,500–3,000	3,000	31	125,000–250,000	250,000
13	2,000–4,000	4,000	32	150,000–300,000	300,000
14	2,500–5,000	5,000	33	200,000–400,000	400,000
15	3,000–6,000	6,000	34	250,000–500,000	500,000
Break for 10 minutes. Remove T100 & T500 chips.			Break for 10 minutes.		
16	4,000–8,000	8,000	35	300,000–600,000	600,000
17	5,000–10,000	10,000	36	400,000–800,000	800,000
18	6,000–12,000	12,000	37	500,000–1,000,000	1,000,000
19	8,000–16,000	16,000	38	600,000–1,200,000	1,200,000

Break for Dinner.
Resume play at 8:00 pm.

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.

Breaks

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



Significant Others: Mixed Hold'em Tournament Structure

Time: Saturday, 8/3/2019 @11:00 am

Initial Chips: T10000

Rounds: All levels are 15 minutes.

Level	Limits	Blinds
1	100–200	50–100
2	150–300	75–150
3	200–400	100–200
4	300–600	150–300

Break for Group Picture.

Resume play at 12:20 pm.

5	400–800	200–400
6	500–1,000	250–500

Remove T25 chips.

Switch to No Limit Hold'em.

Level Blinds

7	200–400
8	300–600

Break for 10 minutes.

9	400–800
10	600–1,200
11	800–1,600
12	1,000–2,000

Break for 10 minutes. Remove T100 chips.

13	1,500–3,000
14	2,000–4,000
15	3,000–6,000
16	4,000–8,000
17	6,000–12,000
18	8,000–16,000

Break for 10 minutes.

19	10,000–20,000
20	15,000–30,000
21	20,000–40,000

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.



BARGE Unified Poker Tournament Payouts

Place	Entries												
	2-4	5-8	9-15	16-24	25-35	36-47	48-60	61-80	81-100	101-120	121-140	141-160	161-200
1st	100%	70%	50%	42%	36%	31%	28%	27%	26%	25%	25%	25%	24.5%
2nd		30%	30%	26%	24%	22%	21%	20%	19%	19%	19%	18%	18%
3rd			20%	18%	17%	17%	16%	15%	15%	14%	14%	14%	13.5%
4th				14%	13%	13%	13%	12%	12%	11%	11%	11%	11%
5th					10%	10%	10%	10%	9%	9%	8%	8%	7%
6th						7%	7%	7%	7%	7%	6%	6%	5%
7th							5%	5%	5%	5%	4%	4%	4%
8th								4%	3%	3%	3%	3%	3%
9th									2%	2%	2%	2%	2%
10th									2%	2%	2%	2%	2%
11th										1.50%	1.50%	1.50%	1.50%
12th										1.50%	1.50%	1.50%	1.50%
13th											1%	1%	1%
14th											1%	1%	1%
15th											1%	1%	1%
16th												1%	1%
17th													0.75%
18th													0.75%
19th													0.75%
20th													0.75%

The table above is designed with the following necessary constraints:

- The last paying place always assures the participant of getting at least his money back.
- A higher place never pays less than a lower place in a given tournament.

The table above is also designed with the following arbitrary constraints:

- As the number of players increases, the percent of the field being paid is reduced, heading asymptotically to 10%.
- As the number of players increases, the percentage of the payout for a given place must not increase.
- As the paying place becomes worse, the number of players receiving the same payout will not decrease.
- For a given place, the gap between that payout level and the one above it must never be lower than the gap between a given payout and the one below it.
- For a given place as the number of participants goes up, when the payout percentage drops, the amount it drops must not be a greater amount than for any previous drop for a smaller number of entrants.