



No Limit Holdem Ultimate Survivor Tournament Structure

Time: Monday, 7/31/2017 @6:00 pm

Initial Chips: T10000

Rounds: Levels 1-17 are 20 minutes. Level 18 is fifteen hands. After the completion of level 18, the prize pool will be distributed among the remaining players proportional to their chip count. 9 handed tables.

Level	Blinds	Ante
1	25–50	–
2	50–100	–
3	75–150	–
4	100–200	–
5	100–200	25
6	150–300	25

Break for 10 minutes.

7	200–400	50
8	250–500	50
9	300–600	75
10	400–800	100
11	500–1,000	125
12	600–1,200	150

Break for 10 minutes.

13	800–1,600	200
14	1,000–2,000	250
15	1,200–2,400	300
16	1,500–3,000	400
17	2,000–4,000	500
18	2,500–5,000	500

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 (10 handed).



BARGE XXVII 27-Game Mix Tournament Structure

Time: Tuesday, 8/1/2017 @ 3:00 pm
Initial Chips: T5000
Rounds: All levels are 20 minutes. 6 handed tables. Game changes every 4 hands.
 All games are played fixed limit.

Level	Limits	Blinds	Antes	Bring-in	GAME ORDER:
1	100-200	50-100	25	25	1. Mexican Stud
2	150-300	75-150	50	50	2. Bingleha
3	200-400	100-200	50	75	3. Badugi
4	300-600	150-300	75	100	4. Razzdugi
5	400-800	200-400	100	150	5. Hold'em
6	600-1,200	300-600	150	200	6. Courcheval High Only
Break for 10 minutes, Remove T25 chips					7. Deuce-to-Seven Triple Draw
7	800-1,600	400-800	200	300	8. Razz
8	1,000-2,000	500-1,000	300	300	9. Oklahoma
9	1,200-2,400	600-1,200	300	400	10. Lazy Pineapple High Only
10	1,500-3,000	800-1,500	400	500	11. Badacey
11	2,000-4,000	1,000-2,000	500	500	12. Stud High/Low No Qualifier
12	3,000-6,000	1,500-3,000	700	1,000	13. 4 card Chowaha 8-or-Better
Break for Dinner . Remove T100 chips					14. California Lowball
Resume Play at 9:00pm.					15. Hold'em High/Low 8-or-Better
13	4,000-8,000	2,000-4,000	1,000	1,500	16. Five Card Stud
14	6,000-12,000	3,000-6,000	1,500	2,000	17. 2 or 5 Omaha 8-or-Better
15	8,000-16,000	4,000-8,000	2,000	2,500	18. Five Card Draw
16	10,000-20,000	5,000-10,000	2,500	3,000	19. Deuce-to-Seven Razz
17	12,000-24,000	6,000-12,000	3,000	4,000	20. Chowaha
18	15,000-30,000	7,500-15,000	3,500	5,000	21. Omaha 8-or-Better
Break for 10 minutes, Remove T500 chips					22. Badeucy
19	20,000-40,000	10,000-20,000	5,000	6,000	23. Stud 8-or-Better
20	30,000-60,000	15,000-30,000	7,000	10,000	24. Crazy Pineapple 8-or-Better
21	40,000-80,000	20,000-40,000	10,000	15,000	25. Omaha High Only
22	60,000-120,000	30,000-60,000	15,000	20,000	26. Duck Flush
23	80,000-160,000	40,000-80,000	20,000	25,000	27. Stud
24	100,000-200,000	50,000-100,000	25,000	30,000	

There will be a five minute break and redraw of seats for the final table (7 handed).



Roll Your Own River Hold'em Tournament Structure

A river card is dealt face down to each player and each player exposes a down card before river betting.

Time: Tuesday, 8/1/2017 @ 8:00 pm

Initial Chips: T5000

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

Late registration will be available until the end of the first break.

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.
Registration closes after break.

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 (9 handed).



Six Handed Dealer's Choice Tournament Structure

When a new table begins, 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 when the dealer button crosses the dealer's choice button, at which point the next player inheriting the button shall choose the game for the next orbit.

Time: Wednesday, 8/2/2017 @ 7:30 pm

Initial Chips: T5000

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. No Limit Hold'em
2	150-300	75-150	25/50	50-75	2. Limit Hold'em
3	200-400	100-200	50/75	50-100	3. Razz
4	300-600	150-300	50/100	75-150	4. Seven Card Stud
5	400-800	200-400	75/150	100-200	5. Seven Card Stud Hi-Lo 8 or Better
6	600-1,200	300-600	100/200	150-300	6. Seven Card Stud Hi-Lo Regular
Break for 10 minutes, Remove T25 chips.					7. Pot Limit Hold'em
7	800-1,600	400-800	100/300	200-400	8. Pot Limit Omaha
8	1,000-2,000	500-1,000	200/300	200-400	9. Pot Limit Omaha Hi-Lo 8 or Better
9	1,200-2,400	600-1,200	200/400	300-600	10. Pot Limit 2-7 Lowball Triple Draw
10	1,500-3,000	800-1,500	300/500	400-800	11. Limit Big O Hi-Lo 8 or Better
11	2,000-4,000	1,000-2,000	400/600	500-1,000	12. Limit Omaha High
12	3,000-6,000	1,500-3,000	500/1,000	800-1,600	13. Omaha Hi-Lo 8 or Better
Break for 10 minutes, Remove T100 chips.					14. Limit 2-7 Lowball Triple Draw
13	4,000-8,000	2,000-4,000	500/1,500	1,000-2,000	15. Ace to 5 Lowball Triple Draw
14	6,000-12,000	3,000-6,000	1,000/2,000	1,500-3,000	16. Badugi
15	8,000-16,000	4,000-8,000	1,500/2,500	2,000-4,000	17. Badeucy
16	10,000-20,000	5,000-10,000	2000/3000	2,500-5,000	18. Badacy
17	12,000-24,000	6,000-12,000	2,000/4,000	3,000-6,000	19. No-Limit 2-7 Lowball Draw
18	15,000-30,000	7,500-15,000	2,500/5,000	4,000-8,000	20. No-Limit 5-Card Draw High
Break for 10 minutes, Remove T500 chips.					
19	20,000-40,000	10,000-20,000	4,000/6,000	5,000-10,000	There will be a five minute break and redraw of seats for the final table (7 handed).
20	30,000-60,000	15,000-30,000	5,000/10,000	8,000-16,000	
21	40,000-80,000	20,000-40,000	7,000/15,000	10,000-20,000	
22	60,000-120,000	30,000-60,000	10,000/20,000	15,000-30,000	

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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.



Coney Island Whitefish Memorial CHORSE Tournament Structure

Time:	Thursday, 8/3/2017 @ 10:00 am	Level	Antes	Bring-in	Blinds	Limit
Initial Chips:	T16000	1	25	25	50-100	100-200
Levels 1-4 are two orbits of each of the two games per table. Level 5 is 12 hands consisting of two rotations through CHORSE (starting with C). Level 6 is one hand per remaining team with one game chosen by each team.		2	25	25	50-100	100-200
		3	50	75	100-200	200-400
		4	75	100	150-300	300-600
		5	100	150	200-400	400-800
		6	150	200	300-600	600-1,200

Rules for the Team CHORSE competition

1. In the event of any discrepancy in the rules, 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, 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 (\$40), and house and staff/dealer fees (\$30+\$10). No rebuys will be permitted. Each team will take the dealer \$1 when he/she comes into the box (INCOMING!). Toking during play is welcomed but not required. Tokens 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 except level 1, each team's chips will be combined, then divided as equally as possible among their three tables.
5. For 2017, the game pairs, in order, will be: Hold'em and Omaha/8. Razz and Crazy Pineapple, Stud and Stud/8.
6. Seating assignments will be determined by random draw prior to the event. The button will start in front of seat 1.
7. The button rotates through all seats with chips. After the orbit is complete, the next game rotates 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 of 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.



Coney Island Whitefish Memorial CHORSE Tournament Structure

Rules for the Team CHORSE competition (continued)

14. If a player is absent, they are still responsible for the blinds/antes.
15. At the end of level 4, the top six teams in chip count will proceed to the official CHORSE final table and level 5. Any remaining teams will be eliminated and cashed out.
16. Beginning in level 5, ALL team members may participate in ALL hands if they so choose.
17. After the completion of the 12 hands that make up level 5, level 6 will be played. Level 6 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 CHORSE plaque at Binion's, (2) win the CHORSE trophies, and (3) win the cash prize of \$40/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, 8/3/2017 @ 4:00 pm

Initial Chips: T5000 + 3 lammers worth T5000 each for T20000 total.

Any number of lammers may be converted to tournament chips between hands. For example, they may all 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 (9 handed).



High Roller HOSER Super Satellite Tournament Structure

The games will be played in the order: Hold'em, Omaha/8, Stud, Stud/8, and Razz (H-O-S-E-R).

Each game will be played for eight hands and the rotation will be the same for all tables.

Late registration will be available until the end of the first break.

One entry for the Friday High Roller HOSER event will be awarded for every 4 entrants.

Time: Thursday, 8/3/2017 @ 8:30 pm

Initial Chips: T5000

Rounds: All levels are 24 minutes, 8 handed tables.

Late registration will be available until the end of the first break.

Level	Limits	Blinds	Ante	Bring-in
1	100-200	50-100	25	25
2	150-300	75-150	25	50
3	200-400	100-200	25	75
4	300-600	150-300	50	100
5	500-1,000	250-500	75	150

Break for 10 minutes. Registration closes after break.

6	800-1,600	400-800	100	300
7	1,000-2,000	500-1,000	150	300
8	1,500-3,000	750-1,500	200	500
9	2,000-4,000	1,000-2,000	300	600
10	3,000-6,000	1,500-3,000	400	1,000

Break for 10 minutes, Remove T25 chips.

11	5,000-10,000	2,500-5,000	700	1,500
12	8,000-16,000	4,000-8,000	1,000	3,000
13	10,000-20,000	5,000-10,000	1,500	3,000
14	15,000-30,000	7,500-15,000	2,000	5,000
15	20,000-40,000	10,000-20,000	3,000	6,000

Break for 10 minutes, Remove T100 and T500 chips.

16	30,000-60,000	15,000-30,000	4,000	10,000
17	50,000-100,000	25,000-50,000	8,000	15,000
18	80,000-160,000	40,000-80,000	10,000	30,000
19	100,000-200,000	50,000-100,000	20,000	50,000
20	150,000-300,000	75,000-150,000	30,000	60,000

There will be a five minute break and redraw of seats for the final table (7 handed) if the tournament has not already ended by that time.



Mike Sexton Original TOC-Style Tournament Structure

Time: Friday, 8/4/2017 @ 10:30 am

Initial Chips: T10000. 9 handed tables to start, but will remain 8 handed once a player at the table busts.

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. Game rotation order: **Hold'em, 7 Card Stud, Omaha/8**. Levels 13-26 will be No Limit Hold'em and will be 20 minutes each.

Level	Limits	Blinds	Antes	Bring-in	Chip Races:
1	150–300	75–150	25	50	No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.
2	200–400	100–200	50	75	
3	350–700	175–350	75	100	

Break for 15 minutes

4	500–1,000	250–500	100	200	There will be a five minute break and redraw of seats for the final table (9 handed).
5	750–1,500	375–750	150	300	
6	1,000–2,000	500–1,000	200	400	

Break for 10 minutes, Remove T25 chips.

7	1,500–3,000	800–1,500	300	600
8	2,500–5,000	1,300–2,500	500	1,000
9	3,500–7,000	1,800–3,500	700	1,200

Break for **Symposium**, Remove T100 chips. *Resume play at 7:00 PM.*

10	5,000–10,000	2,500–5,000	1,000	1,500
11	6,000–12,000	3,000–6,000	1,000	2,000
12	8,000–16,000	4,000–8,000	1,500	3,000

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

Level	Blinds	Antes
13	2,500–5,000	500
14	3,000–6,000	500
15	4,000–8,000	1,000
16	6,000–12,000	1,500
17	8,000–16,000	2,000
18	10,000–20,000	2,500

Break for 10 minutes, Remove T500 chips.

19	15,000–30,000	4,000
20	20,000–40,000	5,000
21	30,000–60,000	7,000
22	40,000–80,000	10,000
23	60,000–120,000	15,000
24	80,000–160,000	20,000

Break for 10 minutes.

25	100,000–200,000	25,000
26	150,000–300,000	40,000

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 sixthed out of the tournament.



Two Way Chowaha Tournament Structure

This is a mixed format, alternating between 2-card Chowaha (high) and 4-card Chowaha Eight-or-Better. Each game will be played for six hands.

Time: Friday, 8/4/2017 @ 7:00 pm

Initial Chips: T5000

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

Late registration will be available until the end of the first break.

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.
Registration closes after break.

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 (9 handed).



HIGH ROLLER HOSER Tournament Structure

The games will be played in the order: Hold'em, Omaha/8, Stud, Stud/8, and Razz (H-O-S-E-R).

Each game will be played for eight hands and the rotation will be the same for all tables.

Late registration will be available until the end of the first break.

Time: Friday, 8/4/2017 @ 8:00 pm

Initial Chips: T10000

Rounds: All levels are 20 minutes, 8 handed tables.

Level	Limits	Blinds	Ante	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 15 minutes, Remove T25 chips.

Registration closes after break.

7	900-1,800	500-900	200	300
8	1,200-2,400	600-1,200	300	400
9	1,500-3,000	800-1,500	400	500
10	2,000-4,000	1,000-2,000	500	700
11	3,000-6,000	1,500-3,000	700	1,000
12	4,000-8,000	2,000-4,000	1,000	1,500

Break for 10 minutes, Remove T100 chips.

13	6,000-12,000	3,000-6,000	1,500	2,000
14	9,000-18,000	4,500-9,000	2,000	3,000
15	12,000-24,000	6,000-12,000	2,500	4,000
16	15,000-30,000	7,500-15,000	3,000	5,000
17	20,000-40,000	10,000-20,000	4,000	7,000
18	30,000-60,000	15,000-30,000	6,000	10,000

Break for 10 minutes, Remove T500 chips.

19	40,000-80,000	20,000-40,000	8,000	15,000	There will be a five minute break and redraw of seats for the final table (7 handed).
20	60,000-120,000	30,000-60,000	12,000	20,000	
21	90,000-180,000	45,000-90,000	18,000	30,000	
22	120,000-240,000	60,000-120,000	24,000	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.



No Limit Holdem Main Event Tournament Structure

Time: Saturday, 8/5/2017 @10:30 am
Initial Chips: T20000
Rounds: All levels are 20 minutes, 9 handed tables.

Level	Blinds	Ante	Level	Blinds	Ante
1	50–100	–	21	6,000–12,000	1,500
2	75–150	–	22	8,000–16,000	2,000
3	100–200	–	23	10,000–20,000	2,500
4	100–200	25	24	12,000–24,000	3,000
5	150–300	25	25	15,000–30,000	4,000
Break for 25 minutes.			Break for 10 minutes, Remove T500 chips.		
6	200–400	50	26	20,000–40,000	5,000
7	250–500	50	27	25,000–50,000	6,000
8	300–600	75	28	30,000–60,000	7,000
9	400–800	100	29	40,000–80,000	10,000
10	500–1,000	125	30	50,000–100,000	12,000
Break for 10 minutes.			Break for 10 minutes.		
11	600–1,200	150	31	60,000–120,000	15,000
12	800–1,600	200	32	80,000–160,000	20,000
13	1,000–2,000	250	33	100,000–200,000	25,000
14	1,200–2,400	300	34	120,000–240,000	30,000
15	1,500–3,000	400	35	150,000–300,000	40,000
Break for 10 minutes, Remove T25 chips.					
16	2,000–4,000	500			
17	2,500–5,000	600			
18	3,000–6,000	700			
19	4,000–8,000	1,000			
20	5,000–10,000	1,000			

Break for **Banquet**. Remove T100 chips. *Resume play at 8:30 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 when "in the money."

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



Significant Others: Mixed Hold'em Tournament Structure

Time: Saturday, 8/5/2017 @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
5	400–800	200–400
6	500–1,000	250–500

Break for 30 minutes, Remove T25 chips.

Switch to No Limit Holdem:

Level	Blinds
7	200–400
8	300–600
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

	Entries												
Place	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.