



# POT LIMIT COURCHEVEL TOURNAMENT STRUCTURE

**Time:** Tuesday, 7/28/2009, 7:00 PM

**Initial chips:** T2500

**Rounds:** All levels are 25 minutes  
8 handed tables

Level	Blinds	Call	Or Raise To*
1	25-	25	50-75
2	25-25	25	50-100
3	25-50	50	100-175
4	50-100	100	200-350

Break for 10 minutes, Remove T25 chips.

5	100-200	200	400-700
6	200-400	400	800-1,400
7	300-600	600	1,200-2,100
8	400-800	800	1,600-2,800

Break for 10 minutes, Remove T100 chips.

9	500-1,000	1,000	2,000-3,500
10	500-1,500	1,500	3,000-5,000
11	1,000-2,000	2,000	4,000-7,000
12	1,500-3,000	3,000	6,000-10,500

Break for 10 minutes, Remove T500 chips.

13	2,000-4,000	4,000	8,000-14,000
14	3,000-6,000	6,000	12,000-21,000
15	4,000-8,000	8,000	16,000-28,000
16	5,000-10,000	10,000	20,000-35,000
17	5,000-15,000	15,000	30,000-50,000
18	10,000-20,000	20,000	40,000-70,000

There will be a five minute break and redraw of seats for the final table (8 places).

\*The "Raise To" column assumes that you are first to act pre-flop. The maximum raise is determined by the size of the pot, after first adding your implied call of the current 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.

## 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%



# THE ZIMMERS MEMORIAL DRAW LOBAH TOURNAMENT STRUCTURE

**Time:** Wednesday, 7/29/2009, 7:00 PM  
**Initial chips:** T2000  
**Rounds:** All levels are 25 minutes  
8 handed tables

We will be using "Southern California" Lowball rules:

- Players may limp in, calling the big blind.
- Limits double after the draw.
- The "Sevens rule" applies (see back of page).
- Check-raise is not allowed.

Level	Blinds	Limit
1	25-50	50-100
2	50-100	100-200
3	75-150	150-300
Break for 10 minutes.		
4	100-200	200-400
5	150-300	300-600
6	200-400	400-800
Break for 10 minutes, Remove T25 chips.		
7	300-600	600-1,200
8	400-800	800-1,600
9	600-1,200	1,200-2,400
Break for 10 minutes, Remove T100 chips.		
10	1,000-2,000	2,000-4,000
11	1,500-3,000	3,000-6,000
12	2,000-4,000	4,000-8,000
Break for 10 minutes, Remove T500 chips if necessary		
13	3,000-6,000	6,000-12,000
14	4,000-8,000	8,000-16,000
15	6,000-12,000	12,000-24,000
Break for 10 minutes.		
16	10,000-20,000	20,000-40,000
17	15,000-30,000	30,000-60,000
18	20,000-40,000	40,000-80,000
Break for 10 minutes.		
19	30,000-60,000	60,000-120,000
20	40,000-80,000	80,000-160,000
21	60,000-120,000	120,000-240,000

## 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%

There will be a five minute break and redraw of seats for the final table (8 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.



# TEAM CHORSE TOURNAMENT STRUCTURE & RULES

**Time:** Thursday, 7/30/2009, 11:00 AM  
**Initial Chips:** T1600

All levels are one rotation of each of the three games per table.

Tables will be played 9 handed.

Level	Antes	Bring-in	Blinds	Limit
1	10*	5	5-10	10-20
2	20*	10	10-20	20-40
3	5	20	20-40	40-80
4	10	30	30-60	60-120
5	15	40	40-80	80-160

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

## Rules for the Team CHORSE competition

1. In the event of any discrepancy in the rules, Michael Patterson'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. Each team puts up \$420 (\$70 per person). For this they receive T1600 in tournament chips. No rebuys will be permitted. Each team will take the dealer \$1 when he/she comes into the box (**Incoming!**) Taking 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 two tables at one time. The flop games (Hold'em, Omaha/8, Crazy Pineapple) will be played at one table and board games (Stud, Stud/8, Razz) will be played at the other. At the end of a complete rotation of games, the stakes will be raised and each team's stacks will be combined, then divided equally between their two tables and play will continue.
5. For 2009, the game pairs, in order, will be:
  - Hold'em & 7-Card Stud
  - Omaha High/Low & Stud High/Low
  - Crazy Pineapple & Razz.
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. If 12 or more teams have entered this event, it will be a four table event (if there are less than 12 teams, it is a two table event). If it is a four table event, both 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 four tables of teams to start the tournament, the tables are combined if/when the total number of teams reaches 9. 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. No player may play more than one type of game.
12. If a player is absent, they are still responsible for the blinds/antes.
13. If a player is replaced by a substitute, for any reason, he may not re-enter the game.
14. The tournament ends at the end of the current level (not orbit) after the 3.5 hour mark is reached.
15. At end of play, each team receives \$1 for each T4 they have remaining. The team with the most cash is declared the winner.



# 7-CARD STUD SHOOTOUT TOURNAMENT STRUCTURE

Play starts with 8 tables (assuming 57 players)\*, each table playing until there is one winner. The winner from each table advances to a second round, restarting with T1500. The runner up (2nd place) from each of the starting tables gets their entry fee back.

**Time:** Thursday, 7/30/2009, 7:00 PM  
**Initial chips:** T1500  
**Rounds:** All levels are 20 minutes

Level	Ante	Bring-in	Limits
1	20**	5	15-30
2	5	10	25-50
3 ***	5	15	35-70
4	10	15	50-100
5	15	25	75-150

Break for 10 minutes, Remove T5 chips.

6	25	25	100-200
7	25	50	150-300
8	50	75	200-400
9	50	100	300-600

Break for 10 minutes, Remove T25 chips.

10	100	200	500-1,000
11	200	300	1,000-2,000
12	300	500	1,500-3,000

## 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-16th	\$75

Note that places 9-16 receive a fixed dollar amount. Places 1-8 receive a percentage of the remaining prize pool.

\*The precise prize structure depends on the number of players. This version of the structure sheet shows 8 starting tables, which is what we have for BARGE 2009 (at the time this structure sheet was printed).

\*\*The first level will have a single ante on the button.

\*\*\*The second round (with all of the first round winners) will start at level 3.

Play should end in round 9 or in one of the first hands of round 10, that is, in less than four hours. For the second round, use the same structure, starting the remaining players with T1500 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.



# "SIGNIFICANT OTHERS" STUD TOURNAMENT STRUCTURE

**Time:** Thursday, 7/30/2009, 7:30 PM

**Initial chips:** T1500

**Rounds:** All levels are 20 minutes

Level	Ante	Low Card	Limits
1	5	10	25-50
2	10	15	50-100
3	15	25	100-200
Break for 5 minutes, Remove T5 chips.			
4	25	50	200-400
5	50	100	400-800
6	100	200	600-1,200
Break for 5 minutes			
7	100	200	800-1,600
8	150	300	1,000-2,000
Break for 5 minutes, Remove T25 chips.			
9	200	500	1,500-3,000
10	200	500	2,000-4,000
11	300	1,000	3,000-6,000
Break for 5 minutes, Remove T100 chips.			
12	500	1,000	4,000-8,000
13	1,000	2,000	6,000-12,000
14	1,000	2,000	8,000-16,000
15	1,500	3,000	10,000-20,000

## Prize structure\*

1st	\$60
2nd	\$40
3rd	\$30
4th	\$25
5th	\$20

\*Assumes 8 players

## 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.



# TOC™-STYLE TOURNAMENT STRUCTURE

**Time:** Friday, 7/31/2009, 10:00 AM

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

**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. Holdem 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, Remove 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, Remove 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 Holdem** with 20 minute rounds:

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

Break for 5 minutes, Remove T100 chips.

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

## 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.

At some point we allot 5 minutes to reorganize at the final table (9 handed). If the final table is reached during Level 9, proceed to play No Limit Holdem 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	25.00%
2nd	18.00%
3rd	13.00%
4th	10.00%
5th	8.00%
6th	6.00%
7th	4.00%
8th	2.75%
9th	2.00%
10th-12th	1.50%
13th-15th	1.25%
16th-18th	1.00%



# NO LIMIT HOLDEM TOURNAMENT STRUCTURE

**Time:** Saturday, 8/1/2009, 10:00 AM

**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	25	100–200

Break for 5 minutes.

9	25	150–300
10	50	200–400
11	50	300–600
12	75	400–800

Break for 10 minutes, Remove T25 chips.

13	100	500–1,500
14	100	1,000–2,000
15	200	1,500–3,000

Break for 5 minutes.

16	200	2,000–4,000
17	300	3,000–6,000
18	500	5,000–10,000

Break for 10 minutes, Remove T100 chips.

19	500	5,000–15,000
20	1,000	10,000–20,000
21	1,500	15,000–30,000
22	2,000	20,000–40,000

Break for 5 minutes.

23	3,000	30,000–60,000
24	5,000	50,000–100,000
25	5,000	50,000–150,000

## Prize structure

1st	25.00%
2nd	18.00%
3rd	13.00%
4th	10.00%
5th	8.00%
6th	6.00%
7th	4.00%
8th	2.75%
9th	2.00%
10th–12th	1.50%
13th–15th	1.25%
16th–18th	1.00%

## 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

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).



# "SIGNIFICANT OTHERS" HOLD'EM TOURNAMENT STRUCTURE

**Time:** Saturday, 8/1/2009, 11:00 AM

**Initial chips:** T1500

**Rounds:** All levels are 15 minutes

Start with **Limit Holdem**

Level	Blinds	Limits
1	5-10	10-20
2	10-15	15-30
3	15-25	25-50
4	20-40	40-80
5	30-60	60-120

Break for 5 minutes, Remove T5 chips.

Switch to **No Limit Holdem:**

Level	Blinds	Antes
6	50-100	-
7	75-150	-
8	100-200	-
9	100-200	25
10	150-300	25
11	200-400	50
12	300-600	50

Break for 5 minutes, Remove T25 chips.

Color up most T100 chips\*. End of antes

Level	Blinds
13	500-1,000
14	1,000-2000
15	1,500-3000
16	2,000-4,000
17	3,000-6,000

\*We will leave some T100 chips in play but color up most of the chips to T500. The T100 chips are available to resolve split pots (if any)..

**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\*\*

1st	\$100
2nd	\$80
3rd	\$60
4th	\$40
5th-6th	\$30
7th-8th	\$25
9th-10th	\$20

\*\*Assumes 20 players