



presents

The Parkland Pokers Traveling Baseball Team Charity Poker Tournament

Chip play:

- ◆ An initial 3,000 in tournament chips is allocated to each participant for a suggested contribution of \$120.00 (pre registered) / \$140.00 (at the door). Any participant that registers ahead of time will receive an additional 1,000 in tournament chips.
- ◆ One dealer allocated chip up for and additional 1,000 units will be allocated for \$10.00 at the beginning of tournament play. Player is allowed the chip up until one actual hand of play is recorded.
- ◆ One add-on is allowed for \$100.00 for an additional 2,500 in tournament chip play before the 4th round ends.
- ◆ Any player may re-enter the tournament for an initial \$120.00 if they have exhausted all of their chips before the end of the 4th round of play. The player is entitled to the dealer chip up as well as the add-on.

Chip values will be as follows:

Green ó 25
Black ó 100
Purple ó 500
Pink ó 1,000
Silver ó 5,000

Allocated prizes:

The top three finishers will capture seats of their choice to the upcoming 2010 World Series of Poker playing in Las Vegas this summer.

Prize breakdown:

1st - \$1,500, 2nd - \$750, 3rd - \$250



Tournament Blinds Structure

Round	Big Blind	Small Blind	Ante	Time
1	50	25	-	20 minutes
2	100	50	-	20 minutes
3	200	100	-	20 minutes
4	300	150	-	20 minutes
5 Minute Break				
5	400	200	-	20 minutes
6	600	300	-	20 minutes
7	800	400	-	20 minutes
8	1,200	600	-	20 minutes
5 Minute Break (race off 25 chips)				
9	1,600	800	100	20 minutes
10	2,400	1,200	200	20 minutes
11	4,000	2,000	300	20 minutes
12	6,000	3,000	500	20 minutes
5 Minute Break (race off 100 chips)				
13	8,000	4,000	1,000	20 minutes
14	10,000	5,000	1,500	20 minutes
15	15,000	7,500	2,000	20 minutes
16	20,000	10,000	3,000	20 minutes
5 Minute Break				
17	30,000	15,000	4,000	20 minutes
18	40,000	20,000	5,000	20 minutes
19	50,000	25,000	6,000	20 minutes
20	100,000	50,000	10,000	20 minutes

** Blind schedule structure subject to change at the discretion of the Tournament Director.*

Rules of Play

- 1 Tournament will start promptly at 6:30PM (players should arrive 1hr before the start of the tournament).
- 2 Any seat may be transferred to a substitute player before the start of the event.
- 3 Players will be seated randomly and move when directed by Tournament Director.
- 4 Chips will be blinded off if player is not present within the first: 1 hour of play. After that chips are automatically forfeited back to the house.
- 5 English is the only language to be spoken at the table.
- 6 The stakes are no limit (No Limit Texas HoldEm Tournament).
- 7 The minimum bet is the big blind.
- 8 The minimum raise is the initial bet.
- 9 There will be no foreign chips on the table except for a maximum of one chip over (not to be the same chip used during tournament play).
- 10 At each color up level, we will round up.
- 11 Side pots: Each side pot will be split as a separate pot. They will not be mixed together before the split.
- 12 Chip Race Rule - when it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. The race will always start with the No. 1 seat. A player cannot be raced out of the tournament. In the event a player has only one chip left, the regular race procedure will take place. If that player loses the race, he will be given one chip of the smallest denomination still in play.
- 13 Players must act within a reasonable time.
- 14 Calling for the clock: Once a reasonable amount of time has passed and a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time the minute is over, there will be a 10-second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.
- 15 Cards must remain on table inside the poker table rail.
- 16 Players must make their chip stacks visible at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of the tournament.
- 17 If a player puts in a raise of 50 percent or more of the previous bet, he will be required to make a full raise. The raise will be exactly the minimum raise.
- 18 In this tournament an oversized chip will be constituted to be a call if the player does not announce a raise. In no-limit, if a player states a raise and uses an oversized chip, the raise will be the maximum amount allowable to the size of that chip.
- 19 When raising, a player must either put the amount of the raise in one motion or state the raise amount. By stating the word raise, a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.
- 20 Verbal declarations in turn are binding. Action out of turn may be binding.
- 21 Verbal declarations as to the content of a player's hand are not binding; however management's discretion, any player deliberately miscalling his hand may be penalized.

- 22 Dead Button: Tournament play will use a dead button.
- 23 A player who wishes to use a cellular phone must step away from the table
- 24 Deck changes will be on the dealer push or limit changes or as prescribed by the house. Players may not ask for deck changes.
- 25 Zero tolerance for ANY abuse (physical or verbal) toward any other player, dealer, or member of tournament staff.
- 26 Penalties: A penalty may be invoked if a player exposes any card with action pending, if a card(s) goes off of the table, if soft-play occurs, or similar incidents take place. Penalties will be invoked in cases of abuse, disruptive behavior, or similar incidents.
- 27 Penalties available for use by the Tournament Director or Host are verbal warnings, 10, 20, 30, and 40 minutes away from the table and may be used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.
- 28 Verbally disclosing the contents of your hand or advising a player how to play a hand may result in penalty.
- 29 Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand-possibilities is not allowed.
- 30 A player who exposes his cards during the play may incur a penalty, but will not have his hand killed.
- 31 All cards will be turned face up once a player is all in and all action is completed.
- 32 No rabbit hunting is allowed.
- 33 When time has elapsed in a round and a new round is announced, the new stakes apply to the next hand. A hand has begun with the first riffle.
- 34 Dealers cannot kill a winning hand that was turned face up and was obviously a winning hand.
- 35 If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be if a player raised and he had not been called yet, he would be entitled to receive his raise back.
- 36 The final table (last 10 players) there will be a redraw for seats and the button.
- 37 Moving Players: players will be moved from under the gun to the worst position at management's discretion.
- 38 Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind of the button. The only place they cannot get a hand is between the small blind and the button. A player moved to balance tables will take the worst position. A dead button situation may occur.
- 39 A player who intentionally dodges his blind(s) when moving from a broken table forfeits the blind(s) and/or incurs a penalty. The money will be put into the pot and will be considered dead money.
- 40 Floor people are to consider the best interest of the game and fairness as the top priority in their decision-making process. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. The floor person's decision is final.
- 41 Management reserves the right to cancel or alter any event at its sole discretion in the best interest of the tournament or its players.
- 42 Chips have no monetary value. All equipment is provided for entertainment only. Chips cannot be redeemed for any monetary value.