

HOUSE RULES

- 1. Players are responsible for protecting their own hands. Any hand that hits the muck, or has the wrong number of cards, is a dead hand. No refunds of chips already bet will be given.
- 2. **The cards speak.** If a player miscalls their hand at the showdown, those statements are not binding.
- 3. **Verbal bets are binding.** A player who declares bet, call, or raise, will be required to complete the action.
- 4. A player may not show any cards from their hand while the play of the hand is in progress. A player who deliberately exposes their hand may have it declared dead.
- 5. String bets are not allowed.
- 6. **A bet of a single chip is a call unless otherwise announced.** To be safe, it is always best to verbally announce your intention to raise.
- 7. **Dead button rule** no player may miss the big blind due to elimination of another player. The button may occasionally stay in front of the same player 2 hands in a row.
- 8. **Absent players** an absent player is always dealt in and will post blinds and antes. If a player is not at the table when action reaches them, their hand is dead.
- 9. All hands will be turned face up when a player is all-in and the betting action is complete.
- 10. Once a new hand has begun, no decision can be rendered about a previous hand.
- 11. If two (or more) players go broke during the same hand, the player starting the hand with the larger amount of money finishes in the higher tournament place.
- 12. **Dealmaking** at the final table, all remaining players must be in agreement on any deals, or play will continue.
- 13. **The decision of the tournament director is final.** When not covered by these rules, standard tournament poker rules will be enforced to the best of the ability of the tournament director.



LEVELS

LEVEL 1	5/10	LEVEL 6	40/80	LEVEL 11	250/500
LEVEL 2	10/20	LEVEL 7	50/100	LEVEL 12	400/800
LEVEL 3	15/30	LEVEL 8	75/150	LEVEL 13	500/1000
LEVEL 4	20/40	LEVEL 9	100/200	LEVEL 14	750/1500
LEVEL 5	25/50	LEVEL 10	150/300	LEVEL 15	1000/2000