

CASH MONEY POKERGAMMON TOURNAMENT FORMAT AND RULES

Entry Fee is \$60.

Players will receive 10 chips valued at \$5 per chip.

Buy Backs and Add Ons: \$5 per chip.

Each player receives 10 poker chips in exchange for their entry fee. Each chip has a \$5 value.

Players are randomly paired before each round and play cash games against each other.

The stake (cube) goes up as the rounds pass. The value of the cube is equal to the number of chips wagered on a game. For example, a 2 cube is equal to 2 chips, while a 4 cube is equal to 4 chips and so on.

Players who lose all their chips are eliminated unless they buy back into the tournament. Players who lose all their chips may buy back into the tournament by purchasing up to 10 chips for \$5 per chip. Buy backs are permitted only between rounds, and not after round 6 starts.

Players who have 5 or fewer chips at the end of a round may purchase add on chips for \$5 each, but their stack cannot exceed 10 chips in total after the add on purchase. Add ons are permitted only between rounds, and not after round 6 starts.

The number of cashing positions will be determined based on the number players with chips after round 7 is completed. Payout percentages for cashing players will be determined by their final chip totals.

Each round will last 30 minutes or 5 games, whichever is shorter. Play must be prompt and continuous in all games and rounds. The Jacoby Rule applies. Beavers are not allowed.

Players cannot win or lose more than the smaller of the two chip stacks in any game. For example, if Player A has 3 chips and Player B has 8, neither can win or lose more than 3 chips. So, in this example, even if the cube is at 4 the stake in that game is 3 chips, not 4.

Players must report their chip count after each round. When a player requests a chip count, his or her opponent must oblige.

Twenty-five (25) minutes after the start of each round the Tournament Director will call last game. Games in progress become the last game of that round. Breaks are not allowed during a round. There will be a 2 chip penalty for players who are not ready to start a round on time or who take a break during a round.

Round 1 11:00 - 11:30 Cube starts at 1

Round 2 11:45 - 12:15 Cube starts at 1

Round 3 12:30 - 1:00 Cube starts at 2

Round 4 1:15 - 1:45 Cube starts at 2

BREAK

Round 5 2:30 - 3:00 Cube starts at 4

Last opportunity for buy backs and add ons

Round 6 3:15 - 3:45 Cube starts at 4

Round 7 4:00 - 4:30 Cube starts at 8