



Mixed Big O High/Low Memorial Charity Tournament Structure

Time: Monday, July 28, 2025 at 6:00 pm

Initial Chips: T10000

Rounds: All levels are 15 minutes. 8 handed tables. Final table redraw at 8 players. The first six levels will be played pot limit. The remainder of the tournament will be played fixed limit.

This tournament is held in memory of Bob Ogus, Tom Sims, Rick Charles, and John Grout.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

During the first 90 minutes, unlimited rebuys of T10000 are available for \$60 to players with less than T10000. All players may add-on T10000 for \$60 at the first break. Instead of being added to the prize pool, all rebuy and add-on proceeds will be donated to the winner's choice of the Orlando Dog Training Club Inc. (Bob Ogus's preferred charity), the American Cancer Society, the Midwest Center for Holocaust Education, Team Rubicon, Habitat for Humanity, Dogs On Deployment, or World Central Kitchen.

Rebuys and late registration will be allowed until the end of the first break.

Level	Blinds (no antes)	PL Raise Max*	Level	Limits	Blinds
1	100–100	400	19	10,000–20,000	5,000–10,000
2	100–100	400	20	12,000–24,000	6,000–12,000
3	100–200	700	21	15,000–30,000	10,000–15,000
4	100–200	700	22	20,000–40,000	10,000–20,000
5	200–300	1,100	23	30,000–60,000	15,000–30,000
6	200–300	1,100	24	40,000–80,000	20,000–40,000
End of Rebuy Period. Break for 10 minutes.			Break for 10 minutes. Remove T1000 chips.		
	Limits	Blinds			
7	300–600	200–300	25	60,000–120,000	30,000–60,000
8	400–800	200–400	26	80,000–160,000	40,000–80,000
9	600–1,200	300–600	27	100,000–200,000	50,000–100,000
10	800–1,600	400–800	28	120,000–240,000	60,000–120,000
11	1,000–2,000	500–1,000	29	150,000–300,000	75,000–150,000
12	1,200–2,400	600–1,200	30	200,000–400,000	100,000–200,000
Break for 10 minutes. Remove T100 chips.			Break for 10 minutes.		
13	1,500–3,000	1,000–1,500	31	300,000–600,000	150,000–300,000
14	2,000–4,000	1,000–2,000	32	400,000–800,000	200,000–400,000
15	3,000–6,000	1,500–3,000	33	600,000–1,200,000	300,000–600,000
16	4,000–8,000	2,000–4,000	34	800,000–1,600,000	400,000–800,000
17	6,000–12,000	3,000–6,000	35	1,000,000–2,000,000	500,000–1,000,000
18	8,000–16,000	4,000–8,000	36	1,200,000–2,400,000	600,000–1,200,000
Break for 10 minutes. Remove T500 chips.					

* The "PL Raise Max" column is the maximum preflop raise a player can make assuming that the player is first to enter the pot after the blinds. The maximum raise is determined by the size of the pot, after first adding a player's implied call. The minimum raise is the size of the last blind or raise.



TORSE

Tournament Structure

Time: Tuesday, July 29, 2025 at 11:00 am
Initial Chips: T40000
Rounds: All levels are 20 minutes. 6 handed tables. Final table redraw at 7 players. Game changes every 6 hands. All games are played fixed limit. Games will be played in the order 2-7 Triple Draw, Omaha 8 or Better, Razz, Stud, Stud 8 or Better. The tournament and final table will begin with 2-7 Triple Draw.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

Reentry and late registration will be allowed until the end of the first break.

Level	Limits	Blinds	Ante	Bring-In
1	400-800	200-400	100	100
2	500-1,000	300-500	100	200
3	600-1,200	300-600	100	200
4	800-1,600	400-800	200	200
5	1,000-2,000	500-1,000	200	300
6	1,000-2,000	500-1,000	200	300
Break for 10 minutes.				
7	1,200-2,400	600-1,200	300	300
8	1,200-2,400	600-1,200	300	300
9	1,500-3,000	800-1,500	300	500
10	2,000-4,000	1,000-2,000	500	500
11	2,500-5,000	1,500-2,500	500	1,000
12	3,500-7,000	1,800-3,500	700	1,000
Break for 10 minutes. Remove T100 and T500 chips.				
13	5,000-10,000	2,500-5,000	1,000	2,000
14	6,000-12,000	3,000-6,000	1,000	2,000
15	8,000-16,000	4,000-8,000	2,000	2,000
16	10,000-20,000	5,000-10,000	2,000	3,000
17	12,000-24,000	6,000-12,000	3,000	3,000
18	15,000-30,000	8,000-15,000	3,000	5,000
Break for 10 minutes. Remove T1000 chips.				
19	20,000-40,000	10,000-20,000	5,000	5,000
20	30,000-60,000	15,000-30,000	5,000	10,000
21	40,000-80,000	20,000-40,000	10,000	10,000
22	60,000-120,000	30,000-60,000	10,000	20,000
23	80,000-160,000	40,000-80,000	20,000	20,000
24	100,000-200,000	50,000-100,000	20,000	30,000
Break for 10 minutes.				
25	120,000-240,000	60,000-120,000	30,000	30,000
26	150,000-300,000	75,000-150,000	30,000	50,000
27	200,000-400,000	100,000-200,000	50,000	50,000



Abridged History of Poker Tournament Structure

Time: Tuesday, July 29, 2025 at 6:00 pm

Initial Chips: T20000

Rounds: All levels are 15 minutes. 7 handed tables. Final table redraw at 7 players. If the tournament reaches 7 players before level 16, the clock will be advanced to level 16 for the final table.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

Reentry and late registration will be allowed until the end of the first break.

Level	Game	Limits	Blinds
1	Five Card Draw	200–400	100–200
2	California Lowball	300–600	200–300
3	Five Card Draw	400–800	200–400
4	California Lowball	600–1,200	300–600
5	Five Card Draw	800–1,600	400–800
6	California Lowball	1,000–2,000	500–1,000
Break for 10 minutes.			
7	Five Card Draw	1,200–2,400	600–1,200
8	California Lowball	1,500–3,000	800–1,500
9	Five Card Draw	2,000–4,000	1,000–2,000
10	California Lowball	2,500–5,000	1,300–2,500
11	Five Card Draw	3,000–6,000	1,500–3,000
12	California Lowball	4,000–8,000	2,000–4,000
Break for 10 minutes. Remove T100 and T500 chips.			
13	Five Card Draw	6,000–12,000	3,000–6,000
14	California Lowball	8,000–16,000	4,000–8,000
15	Five Card Draw	10,000–20,000	5,000–10,000
Switch to No Limit 2-7 Lowball.		Blinds	Ante (BB)
16	Single Draw 2-7 Lowball	3,000–6,000	9,000
17	Single Draw 2-7 Lowball	4,000–8,000	12,000
18	Single Draw 2-7 Lowball	5,000–10,000	15,000
Break for 10 minutes.			
19	Single Draw 2-7 Lowball	6,000–12,000	18,000
20	Single Draw 2-7 Lowball	8,000–16,000	24,000
21	Single Draw 2-7 Lowball	10,000–20,000	30,000
22	Single Draw 2-7 Lowball	13,000–25,000	38,000
23	Single Draw 2-7 Lowball	15,000–30,000	45,000
24	Single Draw 2-7 Lowball	20,000–40,000	60,000
Break for 10 minutes. Remove T1000 chips.			
25	Single Draw 2-7 Lowball	30,000–60,000	90,000
26	Single Draw 2-7 Lowball	40,000–80,000	120,000
27	Single Draw 2-7 Lowball	50,000–100,000	150,000
28	Single Draw 2-7 Lowball	60,000–120,000	180,000

Five Card Draw:

Five Card Draw is played fixed limit. In this tournament, Five Card Draw is played guts to open (that is, there is no minimum opening requirement to enter the pot). Five Card Draw is played with a bug/joker that can be used as an ace or to complete a straight or flush.

California Lowball:

California Lowball is played fixed limit. In this tournament, the Sevens Rule will not be enforced, and check-raising is allowed. California Lowball is played with a bug/joker that can be used as the lowest unpaired card in your hand.

Single Draw 2-7 Lowball:

Single Draw 2-7 Lowball is played no limit and does not use a bug/joker. Each hand the big blind will post an ante equal to the amount of the sum of the big blind and the small blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the big blind will be posted before the ante. *When the final table reaches four handed play, the ante will be reduced to the amount of the big blind.*



Champions Bounty No Limit Hold'em Tournament Structure (with 2-7 Game and Ultra Flat Payouts)

Time: Wednesday, July 30, 2025 at 11:00 am

Initial Chips: T25000

Rounds: All levels are 20 minutes. 9 handed tables. Final table redraw at 9 players.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

Each hand the big blind will post an ante equal to the amount of the big blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the big blind will be posted before the ante. *When the final table reaches four handed play, the ante will be reduced to the amount of the small blind.*

Reentry and late registration will be allowed until the end of the first break.

Level	Blinds	Ante (BB)
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1	100–200	200
2	200–300	300
3	200–400	400
4	300–600	600
5	400–800	800
6	600–1,200	1,200

Break for 10 minutes. Remove T100 chips.

7	1,000–1,500	1,500
8	1,000–2,000	2,000
9	1,500–2,500	2,500
10	1,500–3,000	3,000
11	2,000–4,000	4,000
12	2,500–5,000	5,000

Break for 10 minutes. Remove T500 chips.

13	3,000–6,000	6,000
14	4,000–8,000	8,000
15	5,000–10,000	10,000
16	6,000–12,000	12,000
17	8,000–15,000	15,000
18	10,000–20,000	20,000

Break for 10 minutes. Remove T1000 chips.

19	15,000–25,000	25,000
20	15,000–30,000	30,000
21	20,000–40,000	40,000
22	25,000–50,000	50,000
23	30,000–60,000	60,000
24	40,000–80,000	80,000

Break for 10 minutes.

25	40,000–100,000	100,000
26	60,000–120,000	120,000
27	75,000–150,000	150,000
28	100,000–200,000	200,000

Champions Bounty

Former BARGE Main Event champions each carry a bounty in the amount of \$100 plus the last two digits of the year(s) they won. The BARGE badges of past champions have a target icon so that you can identify them. When you bust a champion, collect their separate bounty card that you will present to collect your payment. If a former champion busts and reenters, the reentry also carries a bounty in the same amount as the original. In the case of a chopped pot where two or more players simultaneously eliminate a past champion, the bounty will be shared among all players winning the hand. If a past champion wins the tournament, they collect their own bounty. Past champions who are registered for BARGE 2025 are listed below. If a past champion who is not registered for BARGE plays this event, they will also carry a bounty.

Registered Past BARGE Main Event Champions

Russ Fox (2001, 2020*) – \$121*
David Heller (2009) – \$109
Rich Bremer (2011, 2023) – \$134
Paul McMullin (2012) – \$112
Bex Kerl (2016) – \$116
Don Rieck (2018) – \$118
Scott Harker (2019) – \$119
Sabyl Landrum (2021) – \$121
Tim Showalter (2024) – \$124

For a complete list of BARGE Main Event champions, see:

https://en.wikipedia.org/wiki/BARGE#BARGE_No-Limit_Hold_'em_Champions

2-7 Game

Players winning with 2-7 in their hand (suited or unsuited) can collect a bonus in the amount of a big and small blind from each player dealt in the hand. The player with 2-7 can collect the bonus whether they use zero, one, or two of their hole cards, and whether they win with or without a showdown. Even if there is no showdown, the player holding the 2-7 must show the hand to collect the bonus. In the event that more than one player wins a hand with 2-7, all players with 2-7 can collect their own separate bonus. If there are one or more side pots, only the main pot is considered for the bonus – a player with 2-7 qualifies for the bonus if they win any part of the main pot. A player can bust from the tournament by paying a 2-7 bonus.

Ultra Flat Payouts

The remaining prize pool after bounties are paid will be distributed to approximately 30% of the field. If there are 70 or fewer entries, the BARGE Poker Tournament Payouts chart will be used. If there are 71 or more entries, the Orleans payout chart will be used. In either case, the column closest reflecting a payout to 30% of the field will be used.



Bidirectional Chowaha High/Low Tournament Structure

Time: Wednesday, July 30, 2025 at 3:00 pm
Initial Chips: T10000
Rounds: All levels are 20 minutes. 9 handed tables. Final table redraw at 9 players.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

Reentry and late registration will be allowed until the end of the first break.

Level	Limits	Blinds
1	200-400	100-200
2	300-600	200-300
3	400-800	200-400
4	600-1,200	300-600
5	800-1,600	400-800
6	1,000-2,000	500-1,000
Break for 10 minutes. Remove T100 chips.		
7	1,500-3,000	800-1,500
8	2,000-4,000	1,000-2,000
9	3,000-6,000	1,500-3,000
10	4,000-8,000	2,000-4,000
11	6,000-12,000	3,000-6,000
12	8,000-16,000	4,000-8,000
Break for 10 minutes. Remove T500 chips.		
13	10,000-20,000	5,000-10,000
14	12,000-24,000	6,000-12,000
15	15,000-30,000	8,000-15,000
16	20,000-40,000	10,000-20,000
17	30,000-60,000	15,000-30,000
18	40,000-80,000	20,000-40,000

Bidirectional Chowaha High/Low Rules

The game is played with a button and blinds. Each player is dealt four cards face down, followed by a round of betting at the small bet limit.

Three flops are dealt one above the other forming a 3x3 square of cards. This is followed by a round of betting at the small bet limit. **After the flop betting, the button rolls a die.**

If the roll is a 1, 2, or 3, two turn cards are dealt centered **below the flop** from the dealer's perspective. This is followed by a round of betting at the big bet limit. Then a single river card is placed centered **underneath** the turn cards. This is followed by a round of betting at the big bet limit, and then a showdown. At the showdown, the board will look like this:

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X X X
X X X
X X X
  Y Y
    Z

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If the roll is a 4, 5, or 6, two turn cards are dealt centered **to the right of the flop** from the dealer's perspective. This is followed by a round of betting at the big bet limit. Then a single river card is placed centered **to the right** of the turn cards. This is followed by a round of betting at the big bet limit, and then a showdown. At the showdown, the board will look like this:

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X X X
X X X  Y  Z
X X X  Y

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The cards labelled X are the flop cards, the cards marked Y are the turn cards, and Z is the river card.

The pot is split between the best high hand and the best qualifying eight or better low hand. Hands consist of two cards from the player's hand plus the cards from one flop, one turn adjacent to the flop being used, and the river. These may be played in any combination EXCEPT that board cards used CANNOT consist of the top row of the flop plus the bottom turn card or the bottom row of the flop plus the top turn card. That is, the flop, turn, and river must all be contiguous cards.



Coney Island Whitefish Memorial CHORSE Tournament Structure

Time: Wednesday, July 30, 2025 at 8:00 pm
Initial Chips: T16000

Levels 1 through 3 are two orbits of each of the two games per table.

Level 4 is 12 total hands consisting of two hands of each game in order (*i.e.*, CCHHOORRSSEE).

Level 5 is one hand per remaining team with each team choosing which game to play for one hand.

Level	Antes	Bring-in	Blinds	Limit
1	25	25	75-150	150-300
2	50	75	100-200	200-400
3	75	100	150-300	300-600
4	100	150	200-400	400-800
5	150	200	300-600	600-1,200

Rules for Team CHORSE:

1. In the event of any discrepancy in the rules, CHORSE director 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 High/Low, 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 (\$40). No rebuys will be permitted. Toking during play is encouraged but not required. Tokens collected at the end of the tournament will be given to the floor.
4. Each team will be in play on three tables at one time. The first table will feature Hold'em and Stud/8. The second table will feature Razz and Stud. The third table will feature Crazy Pineapple and Omaha/8. At the end of each level, each team's chips will be combined, then divided as equally as possible among their three tables.
5. This year the game order will be: Stud/8 then Hold'em, Stud then Razz, Omaha/8 then Crazy Pineapple.
6. Seating assignments will be determined by random draw prior to the event. The button will start in seat 1.
7. The button rotates through all seats with chips. After two orbits are complete, players for the next game will rotate in.
8. Maximum 9 teams per table. Tables will pause to synchronize their play at the end of each round. Tables will be balanced to equal size at the end each round, if necessary.
9. A player may NOT make a double-sized bet if there is an open pair on 4th street in 7-Card Stud.
10. If there are more than 9 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, the tables will be combined at the end of the current round.
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, including if the team member for whom the alternate is substituting is still in another event.
12. No alternate player may play for more than one team.
13. No player may play more than one game.
14. If a player is absent, they are still responsible for the blinds/antes.
15. At the end of level 3, the top six teams in chip count will proceed to the official CHORSE final table and level 4. Any remaining teams will be eliminated and cashed out. Seats will be redrawn for the final table.
16. Beginning in level 4, ALL team members may participate in ALL hands if they so choose.
17. After the completion of the 12 hands that make up level 4, level 5 will be played. Level 5 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. Teams may request 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 perpetual CHORSE plaque, (2) win the CHORSE trophies, and (3) win the first place cash prize.
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 Tournament Structure

Time: Thursday, July 31, 2025 at 12:00 pm
Initial Chips: T10000 + 2 lammers worth T5000 each for T20000 total.
Rounds: All levels are 25 minutes. 9 handed tables. Final table redraw at 9 players.

Reentry and late registration will be allowed until the end of the first break.

Level	Blinds	Call	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. Remove T25 chips.			
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.			
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. Remove T1000 chips.			
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

Players may convert one or both of their lammers to tournament chips at any time between hands. If a player busts and still has a lammer, they must redeem at least one lammer before the next hand begins. If not redeemed earlier, all lammers will be converted to chips at the end of level 12.

* The "Raise To" column assumes that the player is first to enter the pot after the blinds preflop. 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 the size of the last blind or raise.



Limit Hold'em Tournament Structure

Time: Thursday, July 31, 2025 at 4:00 pm

Initial Chips: T10000

Rounds: All levels are 20 minutes. 9 handed tables. Final table redraw at 9 players.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

Reentry and late registration will be allowed until the end of the first break.

Level	Limits	Blinds
1	200-400	100-200
2	300-600	200-300
3	400-800	200-400
4	600-1,200	300-600
5	800-1,600	400-800
6	1,000-2,000	500-1,000
Break for 10 minutes. Remove T100 chips.		
7	1,500-3,000	800-1,500
8	2,000-4,000	1,000-2,000
9	3,000-6,000	1,500-3,000
10	4,000-8,000	2,000-4,000
11	6,000-12,000	3,000-6,000
12	8,000-16,000	4,000-8,000
Break for 10 minutes. Remove T500 chips.		
13	10,000-20,000	5,000-10,000
14	12,000-24,000	6,000-12,000
15	15,000-30,000	8,000-15,000
16	20,000-40,000	10,000-20,000
17	30,000-60,000	15,000-30,000
18	40,000-80,000	20,000-40,000



Midnight Madness No Limit Hold'em Tournament Structure

Time: Friday, August 1, 2025 at 12:00 am
Initial Chips: \$100 in cash chips
Rounds: All levels are 15 minutes. 9 handed tables. Final table redraw at 9 players.

Midnight Madness is a no limit hold'em tournament played with CASH CHIPS. Each player will pay \$15 at the tournament desk to register and receive their table assignment, and then will go to the cashier to purchase 50x\$1 chips and 10x\$5 chips for a total of \$100. Please arrive at your table with your \$100 in chips in a rack.

Do not take with your tournament chips! You may of course take separately.

The tournament will end after level 12 unless either (a) all remaining players unanimously agree to end the game sooner, or (b) one player has won all the chips. There are no breaks.

When the game ends, each player's stack is their payout (unless a different deal has been reached). Please make sure to report the final payouts to the Orleans and/or a BARGE Organizer.

Reentry is not permitted for this tournament.

Late registration will be allowed until the end of level 2.

Level	Blinds (no antes)
1	1-2
2	2-4
3	3-6
4	4-8
5	5-10
6	8-16
7	10-20
8	15-30
9	20-40
10	30-60



Level	Game	Limits	Blinds	Antes	Bring-in	
1A	Hold'em	200–400	100–200	—	—	For each hand of the No Limit Hold'em rounds, the big blind will post an ante equal to the amount of the big blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the big blind will be posted before the ante. <i>When the final table reaches four handed play, the ante will be reduced to the amount of the small blind.</i>
1B	7 Card Stud	200–400	—	50	50	
2A	Omaha/8	300–600	150–300	—	—	
2B	Hold'em	300–600	150–300	—	—	
3A	7 Card Stud	400–800	—	100	100	
3B	Omaha/8	400–800	200–400	—	—	
Break for 10 minutes. Remove T25 chips.						
4A	Hold'em	600–1,200	300–600	—	—	A player may NOT make a double-sized bet if there is an open pair on 4th street in 7 Card Stud.
4B	7 Card Stud	600–1,200	—	100	200	
5A	Omaha/8	800–1,600	400–800	—	—	
5B	Hold'em	800–1,600	400–800	—	—	
6A	7 Card Stud	1,000–2,000	—	200	300	
6B	Omaha/8	1,000–2,000	500–1,000	—	—	
Break for 10 minutes. Remove T100 chips.						
7A	Hold'em	1,500–3,000	800–1,500	—	—	During 7 Card 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, that player will inherit the button.
7B	7 Card Stud	1,500–3,000	—	300	500	
8A	Omaha/8	2,000–4,000	1,000–2,000	—	—	
8B	Hold'em	2,000–4,000	1,000–2,000	—	—	
9A	7 Card Stud	3,000–6,000	—	500	1,000	
9B	Omaha/8	3,000–6,000	1,500–3,000	—	—	
Break for 10 minutes. Remove T500 chips.						
10A	Hold'em	4,000–8,000	2,000–4,000	—	—	
10B	7 Card Stud	4,000–8,000	—	1,000	1,000	
11A	Omaha/8	6,000–12,000	3,000–6,000	—	—	
11B	Hold'em	6,000–12,000	3,000–6,000	—	—	
12A	7 Card Stud	8,000–16,000	—	2,000	2,000	
12B	Omaha/8	8,000–16,000	4,000–8,000	—	—	
Break for Dinner (at ~6:00 pm). Resume play at 8:00 PM. Switch to No Limit Hold'em.						
Level	Blinds	Ante (BB)		Level	Blinds	Ante (BB)
13	2,000–4,000	4,000		23	60,000–120,000	120,000
14	3,000–6,000	6,000		24	80,000–160,000	160,000
15	4,000–8,000	8,000		25	100,000–200,000	200,000
16	6,000–12,000	12,000		26	150,000–300,000	300,000
17	8,000–16,000	16,000		27	200,000–400,000	400,000
Break for 10 minutes.				Break for 10 minutes.		
18	10,000–20,000	20,000		28	300,000–600,000	600,000
19	15,000–30,000	30,000		29	400,000–800,000	800,000
20	20,000–40,000	40,000		30	600,000–1,200,000	1,200,000
21	30,000–60,000	60,000		31	800,000–1,600,000	1,600,000
22	40,000–80,000	80,000		32	1,000,000–2,000,000	2,000,000
Break for 10 minutes.						



Whammy CAR Tournament Structure

Time: Friday, August 1, 2025 at 8:15 pm

Initial Chips: T10000

Rounds: All levels are 20 minutes. 8 handed tables. Final table redraw at 8 players. Game changes every 8 hands. All games are played fixed limit. Games will be played in the order Courchevel High (modified), Action Razz, Rio Bravo. The tournament and final table will begin with Courchevel.

This tournament is played with a 53 card deck using a joker that serves as a Whammy. The Whammy has a different effect in each game as described below.

At each break, players will redraw for seats at their table. Players will be scrambled at each table, but will not change tables. The button will be awarded to the player who last posted the big blind.

Reentry and late registration will be allowed until the end of the first break.

Level	Limits	Blinds
1	200-400	100-200
2	300-600	200-300
3	400-800	200-400
4	600-1,200	300-600
5	800-1,600	400-800
6	1,000-2,000	500-1,000
Break for 10 minutes. Remove T100 chips.		
7	1,500-3,000	800-1,500
8	2,000-4,000	1,000-2,000
9	3,000-6,000	1,500-3,000
10	4,000-8,000	2,000-4,000
11	6,000-12,000	3,000-6,000
12	8,000-16,000	4,000-8,000
Break for 10 minutes. Remove T500 chips.		
13	10,000-20,000	5,000-10,000
14	12,000-24,000	6,000-12,000
15	15,000-30,000	8,000-15,000
16	20,000-40,000	10,000-20,000
17	30,000-60,000	15,000-30,000
18	40,000-80,000	20,000-40,000

Game Rules

Courchevel High (modified): Courchevel High is similar to Omaha high, except that players (eventually) receive five cards in their hand instead of four, and one flop card is shown before the preflop betting. Each player is dealt four cards, then one community card (called the spit card) is placed face up. After a round of betting at the smaller limit, two more community cards are placed face up, followed by another round of betting at the smaller limit. Then one additional community card is dealt, followed by a round of betting at the bigger limit. Finally, a fifth community card is dealt, and players receive their fifth down card. There is a final round of betting at the bigger limit followed by a showdown. Like Omaha, players must use two cards from their hand and three from the board.

Action Razz: Action Razz is played just like Razz except that at showdown a player must have at least one face card (Jack, Queen, or King) among their seven cards to qualify. The best five card qualifying hand wins the pot. It is not necessary to play the face card in the best five card low hand. If no hand qualifies, the best five card low hand wins (as in regular Razz). In other words, any hand containing a face card defeats any hand without a face card. For example, A3587JK would beat A23459T, and KKKKQQQ would beat A234567.

Rio Bravo: Rio Bravo is played like Hold'em, except that after the river betting, each live player is dealt a third down card and there is another (fifth) round of betting at the bigger limit. Players may use 0, 1, 2, or 3 hole cards at showdown.

Whammy Rules

In all games, if you have the Whammy in your hole cards, you cannot win the hand at showdown. However, if you win the hand without a showdown you can show it and collect a bonus of an extra big bet from everyone dealt in the hand. A player can bust from the tournament by paying a Whammy bonus.

In Courchevel and Rio Bravo, if the Whammy appears on the board, the board is killed and replaced.

In Action Razz, if the Whammy appears on a player's board, the player's board is killed and replaced.



No Limit Hold'em Main Event Tournament Structure

Time: Saturday, August 2, 2025 at 10:30 am
Initial Chips: T60000
Rounds: All levels are 20 minutes. 9 handed tables. Final table redraw at 9 players.

Each hand the big blind will post an ante equal to the amount of the big blind. If the player in the big blind does not have enough chips to post both the ante and the big blind, the big blind will be posted before the ante. *When the final table reaches four handed play, the ante will be reduced to the amount of the small blind.*

Reentry is not permitted for this tournament.

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

Level	Blinds	Ante (BB)	Level	Blinds	Ante (BB)
1	100–200	200	19	10,000–15,000	15,000
2	200–300	300	20	10,000–20,000	20,000
3	200–400	400	21	10,000–25,000	25,000
4	300–500	500	22	15,000–30,000	30,000
5	300–600	600	23	20,000–40,000	40,000
Break for Group Picture. <i>Resume play at ~12:35 pm.</i>			Break for 10 minutes.		
6	400–800	800	24	25,000–50,000	50,000
7	500–1,000	1,000	25	30,000–60,000	60,000
8	600–1,200	1,200	26	40,000–80,000	80,000
9	1,000–1,500	1,500	27	50,000–100,000	100,000
10	1,000–2,000	2,000	28	60,000–120,000	120,000
Break for 10 minutes. Remove T100 chips.			Break for 10 minutes.		
11	1,000–2,500	2,500	29	100,000–150,000	150,000
12	1,500–3,000	3,000	30	100,000–200,000	200,000
13	2,000–4,000	4,000	31	125,000–250,000	250,000
14	3,000–5,000	5,000	32	150,000–300,000	300,000
15	3,000–6,000	6,000	33	200,000–400,000	400,000
Break for 10 minutes. Remove T500 chips.			Break for 10 minutes.		
16	4,000–8,000	8,000	34	250,000–500,000	500,000
17	5,000–10,000	10,000	35	300,000–600,000	600,000
18	6,000–12,000	12,000	36	400,000–800,000	800,000
Break for Dinner (at ~5:15 pm). Remove T1000 chips. <i>Resume play at 6:45 pm</i>			37	500,000–1,000,000	1,000,000
			38	600,000–1,200,000	1,200,000
			39	800,000–1,600,000	1,600,000



Significant Others Mixed Hold'em Tournament Structure

Time: Saturday, August 2, 2025 at 11:00 am
Initial Chips: T20000
Rounds: All levels are 15 minutes. 9 handed tables.

The first six levels of this tournament are played as limit hold'

Reentry is not permitted for this tournament.

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

Level	Limits	Blinds
1	200–400	100–200
2	300–600	200–300
3	400–800	200–400
4	500–1,000	300–500
Break for Group Picture.		
<i>Resume play at ~12:35 pm.</i>		
5	600–1,200	300–600
6	800–1,600	400–800
Switch to No Limit Hold'em (with no ante).		
Level	Blinds	
7	400–800	
8	500–1,000	
9	600–1,200	
10	800–1,600	
Break for 10 minutes. Remove T100 chips.		
11	1,000–2,000	
12	1,200–2,400	
13	1,500–3,000	
14	2,000–4,000	
15	3,000–6,000	
16	4,000–8,000	
Break for 10 minutes.		
17	5,000–10,000	
18	6,000–12,000	
19	8,000–16,000	
20	10,000–20,000	
21	15,000–30,000	
22	20,000–40,000	



BARGE Poker Tournament Payouts

	Entries												
Place	5-8	9-15	16-24	25-35	36-47	48-55	56-64	65-72	73-80	81-96	97-120	121-144	145-168
1st	65%	50%	42%	36%	31%	28%	27%	26%	25%	25%	25%	24%	23%
2nd	35%	30%	26%	24%	22%	21%	20%	19%	19%	18%	17%	16%	15%
3rd		20%	18%	17%	17%	16%	15%	15%	14%	13%	12%	12%	11%
4th			14%	13%	13%	13%	12%	12%	11%	10%	9%	9%	8.5%
5th				10%	10%	10%	10%	9%	9%	8%	7%	7%	6%
6th					7%	7%	7%	7%	7%	6%	6%	5%	5%
7th						5%	5%	5%	5%	5%	4%	4%	4%
8th							4%	4%	4%	4%	3%	3%	3%
9th								3%	3%	3%	3%	2.5%	2.5%
10th									3%	3%	3%	2.5%	2.5%
11th										2.5%	2.5%	2.25%	2.25%
12th										2.5%	2.5%	2.25%	2.25%
13th											2%	2%	2%
14th											2%	2%	2%
15th											2%	2%	2%
16th												1.5%	1.5%
17th												1.5%	1.5%
18th												1.5%	1.5%
19th													1.5%
20th													1.5%
21st													1.5%

Tournaments with less than 5 players will be winner take all.