



No Kings No Limit Hold'em Memorial Charity Tournament Structure

Time: Monday, July 20, 2026 at 6:00 pm
Cost: \$140 (\$115+25) entry; \$60 rebuys available as per below
Initial Chips: T10000
Rounds: All levels are 15 minutes. 9 handed tables. Final table redraw at 9 players.

Held in memory of Peter Secor, Gillian Groves, Tanya Peck-Devenport, Alan Bostick, and Art Reber.

No Kings No Limit Hold'em is played just like standard no limit hold'em except kings are stripped from the deck. The only change to hand rankings is that queen high is the highest straight. AQJT9 is not a straight.

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.*

During the first 60 minutes, unlimited rebuys of T10000 are available for \$60 to players with no more 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(s) of the following charities, with a minimum of \$250 to be donated to each of the preferred charities listed below: PBS Foundation (Peter Secor's preferred charity), Friends of Cabrillo Marine Aquarium (Gillian Groves's preferred charity), Team Rubicon (Tanya Peck-Devenport's preferred charity), The Bread Project (Alan Bostick's preferred charity), American Association for the Advancement of Science (Art Reber's preferred charity), American Cancer Society, Dogs On Deployment, Habitat for Humanity, Midwest Center for Holocaust Education, and World Central Kitchen. A minimum of \$250 will be donated to each of the above preferred charities of the honorees.

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

Level	Blinds	Ante (BB)	Level	Ante	Ante (BB)
1	100–100	100	19	5,000–10,000	10,000
2	100–100	100	20	6,000–12,000	12,000
3	100–200	200	21	8,000–16,000	16,000
4	100–200	200	22	10,000–20,000	20,000
End of Rebuy Period. Break for 10 minutes.			Break for 10 minutes.		
5	200–300	300	23	12,000–24,000	24,000
6	200–400	400	24	15,000–30,000	30,000
7	300–600	600	25	20,000–40,000	40,000
8	400–800	800	26	25,000–50,000	50,000
9	500–1,000	1,000	27	30,000–60,000	60,000
10	600–1,200	1,200	28	40,000–80,000	80,000
Break for 10 minutes. Remove T100 chips.			Break for 10 minutes.		
11	1,000–1,500	1,500	29	50,000–100,000	100,000
12	1,000–2,000	2,000	30	60,000–120,000	120,000
13	1,500–2,500	2,500	31	80,000–160,000	160,000
14	1,500–3,000	3,000	32	100,000–200,000	200,000
15	2,000–4,000	4,000	33	120,000–240,000	240,000
16	2,500–5,000	5,000	34	150,000–300,000	300,000
Break for 10 minutes. Remove T500 chips.			Break for 10 minutes.		
17	3,000–6,000	6,000	35	200,000–400,000	400,000
18	4,000–8,000	8,000	36	250,000–500,000	500,000



Triple Draw Dealer's Choice Tournament Structure

Time: Tuesday, July 21, 2026 at 11:00 am
Cost: \$100 (\$80+20)
Initial Chips: T25000
Rounds: All levels are 20 minutes. 6 handed tables. Final table redraw at 7 players.

When a new table begins, the player with the button will receive a dealer's choice button (which will be a green "absent" button) and choose the game to be played from the list below. Each game will be played for six hands, at which point the dealer's choice button will move clockwise regardless of where the button is and the next player will choose the game.

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	1,000-1,500
8	2,000-4,000	1,000-2,000
9	2,500-5,000	1,500-2,500
10	3,000-6,000	1,500-3,000
11	4,000-8,000	2,000-4,000
12	6,000-12,000	3,000-6,000
Break for 10 minutes. Remove T500 chips.		
13	8,000-16,000	4,000-8,000
14	10,000-20,000	5,000-10,000
15	12,000-24,000	6,000-12,000
16	15,000-30,000	8,000-15,000
17	20,000-40,000	10,000-20,000
18	30,000-60,000	15,000-30,000
Break for 10 minutes. Remove T1000 chips.		
19	40,000-80,000	20,000-40,000
20	50,000-100,000	25,000-50,000
21	60,000-120,000	30,000-60,000
22	80,000-160,000	40,000-80,000
23	100,000-200,000	50,000-100,000
24	120,000-240,000	60,000-120,000

Available Games

- **A-5 Lowball** (no bug)
- **2-7 Lowball**
- **Archie** (9s or better for high; 8 or better for low)
- **Badugi**
- **Badacey** (best Badugi is A234)
- **Badeucey** (best Badugi is 2345; A is high)
- **Draw High** (no bug, guts to open)

All games will use a standard 52 card deck.



OE Tournament Structure

Time: Tuesday, July 21, 2026 at 5:00 pm

Cost: \$140 (\$115+25)

Initial Chips: T30000

Rounds: All levels are 20 minutes. 8 handed tables. Final table redraw at 9 players. Game changes every 8 hands. All games are played fixed limit. Games will be played in the order Omaha 8 or Better, Stud 8 or Better. The tournament and final table will begin with Omaha 8 or Better.

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	200	200
4	800–1,600	400–800	200	200
5	1,000–2,000	500–1,000	200	300
6	1,200–2,400	600–1,200	300	300
Break for 10 minutes. Remove T100 chips.				
7	1,500–3,000	1,000–1,500	500	500
8	2,000–4,000	1,000–2,000	500	500
9	2,000–4,000	1,000–2,000	500	500
10	2,500–5,000	1,500–2,500	500	1,000
11	3,000–6,000	1,500–3,000	500	1,000
12	4,000–8,000	2,000–4,000	1,000	1,000
Break for 10 minutes. Remove T500 chips.				
13	5,000–10,000	3,000–5,000	1,000	2,000
14	6,000–12,000	3,000–6,000	2,000	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	4,000	5,000
Break for 10 minutes. Remove T1000 chips.				
19	20,000–40,000	10,000–20,000	5,000	5,000
20	25,000–50,000	15,000–25,000	5,000	10,000
21	30,000–60,000	15,000–30,000	5,000	10,000
22	40,000–80,000	20,000–40,000	10,000	10,000
23	60,000–120,000	30,000–60,000	15,000	20,000
24	80,000–160,000	40,000–80,000	20,000	20,000
Break for 10 minutes.				
25	100,000–200,000	50,000–100,000	20,000	30,000
26	120,000–240,000	60,000–120,000	30,000	30,000
27	150,000–300,000	75,000–150,000	40,000	50,000
28	200,000–400,000	100,000–200,000	50,000	50,000



Savage Average No Limit Hold'em Tournament Structure (with Nit Levels)

Time: Wednesday, July 22, 2026 at 11:00 am
Cost: \$140 (\$115+25)
Initial Chips: T40000
Rounds: Levels progress as noted below. All levels are **nit levels** as noted below. A 10 minute break will be taken every 120 minutes. A 45 minute break will be taken from 5:30 pm to 6:15 pm. 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)
1	500–1,000	1,000
2	600–1,200	1,200
3	800–1,600	1,600
Remove T100 chips.		
4	1,000–2,000	2,000
5	1,500–2,500	2,500
6	1,500–3,000	3,000
7	2,000–4,000	4,000
8	2,500–5,000	5,000
Remove T500 chips.		
9	3,000–6,000	6,000
10	4,000–8,000	8,000
11	5,000–10,000	10,000
12	6,000–12,000	12,000
13	8,000–16,000	16,000
Remove T1000 chips.		
14	10,000–20,000	20,000
15	15,000–25,000	25,000
16	15,000–30,000	30,000
17	20,000–40,000	40,000
18	25,000–50,000	50,000
19	30,000–60,000	60,000
20	40,000–80,000	80,000

Level Progression

Instead of a tournament clock, dynamic blinds are used for this tournament. Levels progress as players are eliminated to maintain an average stack of at least 40 big blinds. Level progression is calculated by a spreadsheet. **Level 1 will last through the close of registration**, at which time the break points will be calculated.

Nit Levels

At the beginning of each level before the final table, the dealer will issue a **Nit Card** to each player. When a player wins any part of the main pot, they return the card to the dealer. Players still holding a **Nit Card** at the end of a level must pay an ante of 5 big blinds for the first pot of the new level. A player who does not have 5 big blinds to post will be all in for what they have and can also win the big blind ante. If a player is in the small or big blind and does not have an additional 5 big blinds to post, they will post the blind first and the rest will be posted as the ante.

At the final table, players will once again receive a **Nit Card**. *The last player holding a Nit Card at the final table is eliminated* and their chips are removed from play.

If the last two players with a **Nit Card** split or share part of the main pot, they lose their **Nit Card** at the same time and neither player is penalized/eliminated.

If a player at the final table becomes the last player with a **Nit Card** after another player is eliminated (for example, if the only other player with a **Nit Card** either eliminates a player thus losing their **Nit Card**, or is eliminated), for purposes of prize placement, that elimination happens in order *before* the last player with the **Nit Card** is eliminated. See the example below.

Example: Daniel and Phil are the last two players at the final table with a **Nit Card**. Daniel gets involved in a pot with Doyle and eliminates Doyle in 6th place, losing his **Nit Card** in the process. Once the hand concludes, that leaves Phil as the last player at the final table with a **Nit Card**, and he is eliminated in 5th place. Similarly, if Doyle busts Daniel in 6th place, once the hand concludes, that leaves Phil as the last player at the final table with a **Nit Card**, and he is eliminated in 5th place.



Wonky Action Razz Tournament Structure

Time: Wednesday, July 22, 2026 at 7:00 pm
Cost: \$100 (\$80+20)
Initial Chips: T25000
Rounds: All levels are 20 minutes. 8 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	Game	Limits	Blinds	Ante	Bring-In
1	Action Razz	400–800		100	100
2	Wonky Donkey	600–1,200	300–600		
3	Action Razz	800–1,600		200	200
4	Wonky Donkey	1,000–2,000	500–1,000		
5	Action Razz	1,200–2,400		300	300
6	Wonky Donkey	1,500–3,000	800–1,500		
Break for 10 minutes. Remove T100 chips.					
7	Action Razz	2,000–4,000		500	500
8	Wonky Donkey	2,500–5,000	1,500–2,500		
9	Action Razz	3,000–6,000		1,000	1,000
10	Wonky Donkey	4,000–8,000	2,000–4,000		
11	Action Razz	6,000–12,000		1,500	2,000
12	Wonky Donkey	8,000–16,000	4,000–8,000		
Break for 10 minutes. Remove T500 chips.					
13	Action Razz	10,000–20,000		2,000	3,000
14	Wonky Donkey	12,000–24,000	6,000–12,000		
15	Action Razz	15,000–30,000		4,000	5,000
16	Wonky Donkey	20,000–40,000	10,000–20,000		
17	Action Razz	30,000–60,000		7,000	10,000
18	Wonky Donkey	40,000–80,000	20,000–40,000		
Break for 10 minutes. Remove T1000 chips.					
19	Action Razz	60,000–120,000		15,000	20,000
20	Wonky Donkey	80,000–160,000	40,000–80,000		
21	Action Razz	100,000–200,000		20,000	30,000
22	Wonky Donkey	120,000–240,000	60,000–120,000		
23	Action Razz	150,000–300,000		40,000	50,000
24	Wonky Donkey	200,000–400,000	100,000–200,000		

Action Razz is played like **Razz** except that any hand with a face card qualifier beats any hand without a face card. The face card does not need to be used in the player's five card hand; the lowest five cards are used. All face cards are the same for qualifying purposes – the value of the face card does not matter unless it is part of the player's five card hand.

In **Wonky Donkey**, players receive two cards. If the majority of the flop is red, the game is **Hold'em**. If the majority of the flop is black, players receive two more cards and the game is **Omaha 8 or Better**.



Pot Limit Omaha Funbook Tournament Structure

Time: Thursday, July 23, 2026 at 1:00 pm
Cost: \$140 (\$115+25)
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	100-100	100	200-400
2	100-200	200	400-700
3	200-300	300	600-1,100
4	200-400	400	800-1,400
Break for 10 minutes.			
5	300-600	600	1,200-2,100
6	400-800	800	1,600-2,800
7	500-1,000	1,000	2,000-3,500
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 lamer before the next hand begins. If not redeemed earlier, all lammers will be converted to chips at the end of level 12.

Funbooks each contain a set of six coupons as follows:

- **Bomb Pot**
- **Play Hand High/Low**
- **Ocean Card**
- **Run It Twice**
- **Replace Card In Hand**
- **Declare All In**

Coupon Rules

The following coupon can be redeemed *only between hands*.

- **Bomb Pot:** When redeemed, each player posts the amount of the big blind, players receive their cards, a flop is dealt, and action begins to the left of the button. Players may use additional coupons on their action during a bomb pot hand. After the hand, the button moves to the next player as usual.

The following coupons can be redeemed *only on a player's action* (i.e., when it is the player's turn to act). Players who are all in will be given the opportunity to play a coupon in turn.

- **Play Hand High/Low:** When redeemed, the hand will be played high/low with an 8 or better qualifier.
- **Ocean Card:** When redeemed, following the conclusion of river action, the dealer will burn and place a sixth card on the board, followed by a showdown. *There is no additional round of betting.*
- **Replace Card In Hand:** When redeemed, the player discards one card from their hand and immediately receives the next card off the deck. The replaced card is mucked. Action thereafter continues as normal.
- **Declare All In:** When redeemed, the player is deemed all in for the remainder of the hand. This coupon may be redeemed whether or not the player is facing a bet.

The **Run It Twice** coupon can be redeemed *only when a player is all in* (whether a player is all in by betting all their chips or by using a Declare All In coupon), *but it may be redeemed at any point during the runout*. For example, if a player is all in preflop, they may elect to: (1) redeem the coupon after the flop and turn have been dealt so that only the river is run twice, (2) redeem the coupon after the flop has been dealt so that the turn and river are run twice, or (3) redeem the coupon before the flop is dealt so that two full boards are dealt. If multiple players are all in, only the first player to declare their intent to use their coupon can redeem their Run It Twice coupon. It is the player's responsibility to inform the dealer that they wish to redeem their coupon before any additional cards are dealt.

* 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.



Coney Island Whitefish Memorial CHORSE Tournament Structure

Time: Thursday, July 23, 2026 at 7:00 pm
Cost: \$480 (\$440+40) per team
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). 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 Crazy Pineapple. The third table will feature Stud and Omaha/8. At the end of each level, each team's chips will be combined, then divided as equally as possibly among their three tables.
5. This year the game order will be: Stud/8 then Hold'em, Razz then Crazy Pineapple, Stud then Omaha/8.
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.



TOC-Style Tournament Structure

Time: Friday, July 24, 2026 at 10:00 am
Cost: \$160 (\$135+25)
Initial Chips: T40000
Rounds: Hold'em rounds will be 15 minutes, Stud rounds will be 18 minutes, and Omaha/8 rounds will be 22 minutes. Level 25 onward will be No Limit Hold'em with 20 minutes levels. 8 handed tables. Final table redraw at 9 players.

Reentry is not permitted for this tournament. Late registration will be allowed until the end of the first break.

Level	Game	Limits	Blinds	Antes	Bring-In	
1	Hold'em	400–800	200–400			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>
2	7 Card Stud	400–800		100	100	
3	Omaha/8	600–1,200	300–600			
4	Hold'em	600–1,200	300–600			
5	7 Card Stud	800–1,600		200	200	
6	Omaha/8	800–1,600	400–800			
Break for 10 minutes.						
7	Hold'em	1,000–2,000	500–1,000			A player may NOT make a double-sized bet if there is an open pair on 4th street in 7 Card Stud.
8	7 Card Stud	1,000–2,000		200	300	
8	Omaha/8	1,500–3,000	800–1,500			
10	Hold'em	1,500–3,000	800–1,500			
11	7 Card Stud	2,000–4,000		500	500	
12	Omaha/8	2,000–4,000	1,000–2,000			
Break for 10 minutes. Remove T100 chips.						
13	Hold'em	3,000–6,000	1,500–3,000			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.
14	7 Card Stud	3,000–6,000		500	1,000	
15	Omaha/8	4,000–8,000	2,000–4,000			
16	Hold'em	4,000–8,000	2,000–4,000			
17	7 Card Stud	6,000–12,000		1,500	2,000	
18	Omaha/8	6,000–12,000	3,000–6,000			
Break for 10 minutes. Remove T500 chips.						
19	Hold'em	8,000–16,000	4,000–8,000			
20	7 Card Stud	8,000–16,000		2,000	2,000	
21	Omaha/8	10,000–20,000	5,000–10,000			
22	Hold'em	10,000–20,000	5,000–10,000			
23	7 Card Stud	15,000–30,000		4,000	5,000	
24	Omaha/8	15,000–30,000	8,000–15,000			

Break for BARGE Annual Banquet (at ~6:00 pm). *Resume play at 8:30 pm.* Switch to **No Limit Hold'em**.

Level	Blinds	Ante (BB)	Level	Blinds	Ante (BB)
25	4,000–8,000	8,000	35	100,000–200,000	200,000
26	6,000–12,000	12,000	36	150,000–300,000	300,000
27	8,000–16,000	16,000	37	200,000–400,000	400,000
28	10,000–20,000	20,000	38	300,000–600,000	600,000
29	15,000–30,000	30,000	39	400,000–800,000	800,000
Break for 10 minutes.			Break for 10 minutes.		
30	20,000–40,000	40,000	40	600,000–1,200,000	1,200,000
31	30,000–60,000	60,000	41	800,000–1,600,000	1,600,000
32	40,000–80,000	80,000	42	1,000,000–2,000,000	2,000,000
33	60,000–120,000	120,000	43	1,500,000–3,000,000	3,000,000
34	80,000–160,000	160,000	44	2,000,000–4,000,000	4,000,000
Break for 10 minutes.					



No Limit Hold'em Main Event Tournament Structure

Time: Saturday, July 25, 2026 at 10:30 am
Cost: \$180 (\$150+30)
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 ~12:45 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 ~5:30 pm). Remove T1000 chips. <i>Resume play at 7:30 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, July 25, 2026 at 11:00 am
Cost: \$40 (\$40+0; house fees to be paid separately by BARGE)
Initial Chips: T20000
Rounds: All levels are 15 minutes. 9 handed tables.

The first six levels of this tournament are played as limit hold'em. From level 7 onward, the tournament is played as no limit hold'em.

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 ~12:45 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	1,500–2,500	
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	



Crayfish Atomic Pineapple Tournament Structure

Time: Saturday, July 25, 2026 at 3:00 pm
Cost: \$100 (\$80+20)
Initial Chips: T25000
Rounds: All levels are 20 minutes. 8 handed tables. Final table redraw at 8 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.

This is a single game tournament of Atomic Pineapple (high only) that uses the Crayfish Poker mechanic throughout.

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

Level	Limits	Blinds
1	300-600	200-300
2	400-800	200-400
3	600-1,200	300-600
4	800-1,600	400-800
5	1,000-2,000	500-1,000
6	1,200-1,500	600-1,200
Break for 10 minutes. Remove T100 chips.		
7	1,500-3,000	1,000-1,500
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
Break for 10 minutes. Remove T500 chips.		
19	60,000-120,000	30,000-60,000
20	80,000-160,000	40,000-80,000
21	100,000-200,000	50,000-100,000
22	120,000-240,000	60,000-120,000
23	150,000-300,000	80,000-150,000
24	200,000-400,000	100,000-200,000

Atomic Pineapple Rules

In **Atomic Pineapple**, players receive five cards and discard one before the flop, turn, and river are dealt to end up with a two card hand.

Crayfish Poker Mechanic

For the **Crayfish Poker** mechanic, all five board cards are dealt face up on the flop. Instead of a turn, the player with the dealer button rolls a die and the corresponding card is turned over and is out of play (or if a 6 is rolled, all cards remain). Instead of a river, the player with the dealer button rolls the die again and the corresponding card is turned over and is out of play (or if a 6 is rolled, all cards remain; if the prior roll is repeated, nothing changes and the corresponding card remains face down).

Players may use zero, one, or two of their two remaining hole cards with any amount of the remaining board cards to make their hand.



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.