



# HAM & Pineapple Tournament Structure

**Time:** Thursday, January 29, 2026 at 6:00 pm  
**Location:** Resorts World Las Vegas  
**Cost:** \$125+35  
**Initial Chips:** 20,000  
**Rounds:** All games are played fixed limit. Hold'em rounds will be 12 minutes, Archie rounds will be 16 minutes, Murder rounds will be 18 minutes, and Crazy Pineapple (High) rounds will be 14 minutes. 6 handed tables. Final table redraw at 7 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
1	Hold'em	200–400	100–200
2	Archie	300–600	200–300
3	Murder	400–800	200–400
4	Crazy Pineapple	500–1,000	300–500
5	Hold'em	600–1,200	300–600
6	Archie	800–1,600	400–800
7	Murder	1,000–2,000	500–1,000
8	Crazy Pineapple	1,200–2,400	600–1,200
Break for 10 minutes. Remove 100 chips.			
9	Hold'em	1,500–3,000	1,000–1,500
10	Archie	2,000–4,000	1,000–2,000
11	Murder	2,500–5,000	1,500–2,500
12	Crazy Pineapple	3,000–6,000	1,500–3,000
13	Hold'em	4,000–8,000	2,000–4,000
14	Archie	5,000–10,000	2,500–5,000
15	Murder	6,000–12,000	3,000–6,000
16	Crazy Pineapple	8,000–16,000	4,000–8,000
Break for 10 minutes. Remove 500 chips.			
17	Hold'em	10,000–20,000	5,000–10,000
18	Archie	12,000–24,000	6,000–12,000
19	Murder	15,000–30,000	8,000–15,000
20	Crazy Pineapple	20,000–40,000	10,000–20,000
21	Hold'em	25,000–50,000	13,000–25,000
22	Archie	30,000–60,000	15,000–30,000
23	Murder	40,000–80,000	20,000–40,000
24	Crazy Pineapple	50,000–100,000	25,000–50,000
Break for 10 minutes. Remove 1000 chips.			
25	Hold'em	60,000–120,000	30,000–60,000
26	Archie	80,000–160,000	40,000–80,000
27	Murder	100,000–200,000	50,000–100,000
28	Crazy Pineapple	120,000–240,000	60,000–120,000

## Archie

Archie is a triple draw game. At showdown, the pot is split between the best five-card high hand and the best California (A-5) low hand. A player must have a pair of sixes or better to qualify for the high hand and an eight or better to qualify for the low hand. If no player qualifies in one direction, the player with the best qualifying in the other direction scoops the pot. Where no player qualifies in either direction, the high hand, even though it is weaker than a pair of sixes, scoops the pot.

## Murder

Each player is dealt four cards face down, followed by a round of betting at the small bet limit. Two columns of three cards each (X) are placed in the center of the table as the flop, followed by a round of betting at the lower limit. A third column of three community cards (Y) are placed face up, followed by a round of betting at the big bet limit. A fourth column of three community cards (Z) are placed face up, followed by a round of betting at the big bet limit. This is followed by a showdown. The final board will look like this:

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

All the X cards are placed on the board on the flop, the Y cards on the turn, and the Z cards on the river.

The best high hand and the best A-5 low hand with an 8 or better qualifier split the pot. As in Omaha, hands are made using exactly two cards from each player's hand and exactly three cards from the board to form each portion of their hand. **When forming a hand (high or low), each player may use only one card from each row on the board!** Separate hand and board cards may be used by each player to create their high and low hands.

## Crazy Pineapple (High)

Crazy Pineapple plays like Hold'em except players begin with three hole cards and discard one after the flop betting.



# World Chowaha Championship (High/Low) Tournament Structure

**Time:** Friday, January 30, 2026 at 11:00 am  
**Location:** Resorts World Las Vegas  
**Cost:** \$125+35  
**Initial Chips:** 20,000  
**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
Break for 10 minutes.		
6	1,000–2,000	500–1,000
7	1,200–2,400	600–1,200
8	1,500–3,000	800–1,500
9	2,000–4,000	1,000–2,000
10	3,000–6,000	1,500–3,000
Break for 10 minutes. Remove 100 and 500 chips.		
11	4,000–8,000	2,000–4,000
12	6,000–12,000	3,000–6,000
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
Break for 10 minutes. Remove 1000 chips.		
16	15,000–30,000	10,000–15,000
17	20,000–40,000	10,000–20,000
18	30,000–60,000	15,000–30,000
19	40,000–80,000	20,000–40,000
20	60,000–120,000	30,000–60,000
Break for 10 minutes.		
21	80,000–160,000	40,000–80,000
22	100,000–200,000	50,000–100,000
23	120,000–240,000	60,000–120,000
24	150,000–300,000	80,000–150,000
25	200,000–400,000	100,000–200,000

## Chowaha 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.

Two turn cards are dealt vertically to the right of the flop cards from the dealer's perspective. This is followed by a round of betting at the big bet limit.

One river card is placed to the right of the turn cards. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

At the showdown, the board will look like this:

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X X X
      Y
X X X   Z
      Y
X X X
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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 land.

Hands consist of exactly two cards from the player's hand plus the cards from one flop, one turn adjacent to that same 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.



# Mix Max Bingleha Tournament Structure

**Time:** Friday, January 30, 2026 at 6:00 pm  
**Location:** Resorts World Las Vegas  
**Cost:** \$125+35  
**Initial Chips:** 30,000  
**Rounds:** All levels are 20 minutes. The tournament will begin with 9 handed tables of 4-card Bingleha, but the number of seats at the table and the number of cards in players' hands will vary throughout the tournament as noted below.

**At the first two breaks only**, 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	Blinds	Call	Or Raise To*
1	100-200	200	400-700
2	200-300	300	600-1,100
3	200-400	400	800-1,400
4	300-600	600	1,200-2,100
5	400-800	800	1,600-2,800
6	600-1,200	1,200	2,400-4,200

## Bingleha Rules

Bingleha is played like Pot Limit Omaha, except that after the flop betting is complete, the player on the button rolls a die to determine whether the hand is high/low eight or better (die roll of 1-3) or high only (die roll of 4-6).

Break for 10 minutes.

7	800-1,600	1,600	3,200-5,600
8	1,000-2,000	2,000	4,000-7,000
9	1,500-3,000	3,000	6,000-10,500
10	2,000-4,000	4,000	8,000-14,000
11	3,000-6,000	6,000	12,000-21,000
12	4,000-8,000	8,000	16,000-28,000

## Mix Max Format

The tournament will begin with 9 handed tables of 4-card Bingleha.

At 28 players, the tournament will redraw to 7 handed tables of 5-card Bingleha.

At 15 players, the tournament will redraw to 5 handed tables of 6-card Bingleha.

At 8 players, the tournament will redraw to 4 handed tables of 5-card Bingleha.

At 4 players, the tournament will redraw to two heads-up tables of 4-card Bingleha.

The largest stack will play the smallest stack, while the two middle stacks will play each other. Each table will play down to a winner.

Break for 10 minutes, Remove 100 and 500 chips.

13	6,000-12,000	12,000	24,000-42,000
14	8,000-16,000	16,000	32,000-56,000
15	10,000-20,000	20,000	40,000-70,000
16	15,000-30,000	30,000	60,000-105,000
17	20,000-40,000	40,000	80,000-140,000
18	30,000-60,000	60,000	120,000-210,000

At 2 players, the tournament will redraw to a single heads-up table with players getting 4 cards in their hand.

The blind level for heads-up play will reset to the beginning of the level during which a player was eliminated in 4<sup>th</sup> place.

Break for 10 minutes. Remove 1000 chips.

19	40,000-80,000	80,000	160,000-280,000
20	60,000-120,000	120,000	240,000-420,000
21	80,000-160,000	160,000	320,000-560,000
22	100,000-200,000	200,000	400,000-700,000
23	150,000-300,000	300,000	600,000-1,050,000
24	200,000-400,000	400,000	800,000-1,400,000

\*The "Raise To" column assumes that you are first to enter the pot after the blinds pre-flop. 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 two times the last blind or raise.



# No Limit Hold'em Tournament Structure

**Time:** Saturday, January 31, 2026 at 11:00 am  
**Location:** Resorts World Las Vegas  
**Cost:** \$165+35  
**Initial Chips:** 30,000  
**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. When the final table reaches four handed play, the ante amount will be reduced to the amount of the small blind.

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

Break for 20 minutes for Group Picture.

6	500–1,000	1,000
7	600–1,200	1,200
8	800–1,600	1,600
9	1,000–2,000	2,000
10	1,200–2,400	2,400

Break for 10 minutes. Remove 100 chips.

11	1,500–3,000	3,000
12	2,000–4,000	4,000
13	2,500–5,000	5,000
14	3,000–6,000	6,000
15	4,000–8,000	8,000

Break for 10 minutes. Remove 500 chips.

16	5,000–10,000	10,000
17	6,000–12,000	12,000
18	8,000–16,000	16,000
19	10,000–20,000	20,000
20	12,000–24,000	24,000

Break for 10 minutes.

Level	Blinds	Ante (BB)
21	15,000–30,000	30,000
22	20,000–40,000	40,000
23	25,000–50,000	50,000
24	30,000–60,000	60,000
25	40,000–80,000	80,000

Break for 10 minutes. Remove 1000 chips.

26	50,000–100,000	100,000
27	60,000–120,000	120,000
28	80,000–160,000	160,000
29	100,000–200,000	200,000
30	120,000–240,000	240,000

Break for 10 minutes.

31	150,000–300,000	300,000
32	200,000–400,000	400,000
33	300,000–600,000	600,000
34	400,000–800,000	800,000
35	500,000–1,000,000	1,000,000

Break for 10 minutes.

36	600,000–1,200,000	1,200,000
37	800,000–1,600,000	1,600,000
38	1,000,000–2,000,000	2,000,000
39	1,200,000–2,400,000	2,400,000
40	1,500,000–3,000,000	3,000,000



# SECOR

## Tournament Structure

**Time:** Saturday, January 31, 2026 at 6:00 pm  
**Location:** Resorts World Las Vegas  
**Cost:** \$125+35  
**Initial Chips:** 20,000  
**Rounds:** All levels are 20 minutes. 8 handed tables. Final table redraw at 9 players. Game changes every 8 hands. Games will be played in the order Stud, Stud 8 or Better, Chowaha (2 card high only), Omaha Eight or Better, Razz. The tournament and final table will begin with Stud.

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	Antes	Bring-in	Chowaha Rules
1	200-400	100-200	50	50	The game is played with a button and blinds. Each player is dealt two 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.  Two turn cards are dealt vertically to the right of the flop cards from the dealer's perspective. This is followed by a round of betting at the big bet limit.  One river card is placed to the right of the turn cards. This is followed by a round of betting at the big bet limit. This is followed by a showdown.
2	300-600	200-300	50	100	
3	400-800	200-400	100	100	
4	600-1,200	300-600	100	200	
5	800-1,600	400-800	200	200	
Break for 10 minutes. Remove 25 chips.					
6	1,000-2,000	500-1,000	200	300	At the showdown, the board will look like this:  X X X Y X X X Z Y X X X  The cards labelled X are the flop cards, the cards marked Y are the turn cards, and Z is the river card.  The best high hand wins the pot. The high hand consists of a player's two hole cards 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. Also, as in Omaha, each player must use both hole cards plus three cards from the board to form their hand.
7	1,200-2,400	600-1,200	200	400	
8	1,500-3,000	800-1,500	300	500	
9	2,000-4,000	1,000-2,000	500	500	
10	3,000-6,000	1,500-3,000	500	1,000	
Break for 10 minutes. Remove 100 and 500 chips.					
11	4,000-8,000	2,000-4,000	1,000	1,000	
12	6,000-12,000	3,000-6,000	1,000	2,000	
13	8,000-16,000	4,000-8,000	1,000	2,000	
14	10,000-20,000	5,000-10,000	2,000	3,000	
15	12,000-24,000	6,000-12,000	2,000	4,000	
Break for 10 minutes. Remove 500 chips.					
16	15,000-30,000	8,000-15,000	3,000	5,000	
17	20,000-40,000	10,000-20,000	5,000	5,000	
18	30,000-60,000	15,000-30,000	5,000	10,000	
19	40,000-80,000	20,000-40,000	10,000	10,000	
20	60,000-120,000	30,000-60,000	10,000	15,000	
Break for 10 minutes. Remove 1000 chips.					
21	80,000-160,000	40,000-80,000	10,000	20,000	
22	100,000-200,000	50,000-100,000	20,000	30,000	
23	120,000-240,000	60,000-120,000	20,000	40,000	
24	150,000-300,000	80,000-150,000	30,000	50,000	
25	200,000-400,000	100,000-200,000	50,000	50,000	





# Drawmaha Mix Tournament Structure

**Time:** Sunday, February 1, 2026 at 11:00 am  
**Location:** Resorts World Las Vegas  
**Cost:** \$125+35  
**Initial Chips:** 20,000  
**Rounds:** 20 minute levels. 6 handed tables. Final table redraw at 7 players. Game changes every 6 hands. Games will be played fixed limit, in the order Drawmaha, Drawmaha Zero, Drawmaha 49, Drawmaha 21, and Dramadugi. The tournament and final table will begin with Drawmaha.

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

Break for 10 minutes.

6	1,000-2,000	500-1,000
7	1,200-2,400	600-1,200
8	1,500-3,000	800-1,500
9	2,000-4,000	1,000-2,000
10	3,000-6,000	1,500-3,000

Break for 10 minutes. Remove 100 & 500 chips.

11	4,000-8,000	2,000-4,000
12	6,000-12,000	3,000-6,000
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

Break for 10 minutes. Remove 1000 chips.

16	15,000-30,000	10,000-15,000
17	20,000-40,000	10,000-20,000
18	30,000-60,000	15,000-30,000
19	40,000-80,000	20,000-40,000
20	60,000-120,000	30,000-60,000

Break for 10 minutes.

21	80,000-160,000	40,000-80,000
22	100,000-200,000	50,000-100,000
23	120,000-240,000	60,000-120,000
24	150,000-300,000	80,000-150,000
25	200,000-400,000	100,000-200,000

## For All Games

Each player is dealt five cards face down, followed by a round of betting at the small bet limit. A flop is dealt followed by a round of betting at the small bet limit. After the flop betting, each player in turn discards **zero to three** cards from their hand. Then the turn card is dealt followed by a round of betting at the big bet limit. Finally, the river is dealt followed by a round of betting at the big bet limit. This is followed by a showdown.

## Drawmaha

The pot is split between the best **Omaha High** hand (using exactly two cards from the player's hand and exactly three cards from the board) and the best **Five Card Draw** hand (using all five cards from the player's hand).

## Drawmaha Zero and Drawmaha 49

The pot is split between the best **Omaha High** hand and the best **point value hand**. Points are assigned as follows:

Ace = 1  
2 through 10 = numerical value of that card  
Face Cards = 0

For Drawmaha Zero, the point value hand is played for low, so the nut point value hand is zero (five face cards). For Drawmaha 49, the point value hand is played for high, so the nut hand is 49 (TTTT9).

## Drawmaha 21

The pot is split between the best **Omaha High** hand and the best **point value hand**. Points are assigned as follows:

Ace = 1  
2 through 10 = numerical value of that card  
Face Cards = 0

Players may have up to 21 points, but no more. Cards that would "bust" the player are ignored. Ties are broken by having the most cards. For example:

AQQT = 5-card 21 (T+T+A=21, KQ zero)  
AQT64 = 5-card 21 (T+6+4+A=21, Q zero)  
KTT86 = 3-card 20 (T+T=20, K zero, 8 & 6 don't count)  
98765 = 3-card 21 (9+7+5=21, 8 & 6 don't count)

## Dramadugi

The pot is split between the best **Omaha High** hand and the best four-card **Badugi** hand from the player's hole cards.



# EMBARGO 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.