

Howard's Poker Parlor - House Rules

Tournament Costs

| Tournament Entry Fee | Buy-In | Re-Buys | Add-Ons |
|---|---|--|---|
| A \$5 per player fee will be collected to offset the costs of beer, drinks, food and snacks. \$10 for guests and walk-ons. This is a one-time fee regardless of how many tournaments the player participates in that day. | The buy-in amount of the tournament will be set when the tournament is announced. Each player will be issued \$1,000 in tournament chips. | At any time before a hand is dealt within the first hour (Rounds 1-3), a player may re-buy once for an additional \$1,000 in chips for 1X the original buy-in amount. Re-buys can only occur if the player is out of chips. | At any time before a hand is dealt within the first hour (Rounds 1-3), a player may add-on once for an additional \$1,000 in chips for 2X the original buy-in amount. Add-ons can be bought regardless of existing chip count. |

Chip Denominations

| \$5 - RED | \$10 - BLUE | \$25 - GREEN | \$100 - BLACK |
|---|---|--|---|
|  |  |  |  |
| \$200 - YELLOW | \$500 - PURPLE | \$1000 - ORANGE | \$5000 - GREY |
|  |  |  |  |

Blinds Structure

Blinds increase every 20 minutes (Small Blind/Big Blind) with a 15 minute intermission every hour.

| 1 st Hour* | 2 nd Hour | 3 rd Hour | 4 th Hour |
|-----------------------|----------------------|----------------------|----------------------|
| \$10/\$20 | \$25/\$50 | \$100/\$200 | \$500/\$1000 |
| \$15/\$30 | \$50/\$100 | \$200/\$400 | \$1000/\$2000 |
| \$20/\$40 | \$75/\$150 | \$300/\$600 | \$1500/\$3000 |

Prizes

Ranking determined by reverse order of elimination. \$1 per person set aside for Elimination Bonus.

| 6 - 10 | 11 - 15 | 16 - 20 | 21 - 25 | 26-30 | 31 - 40 | 41 - 50 | 51 - 60 |
|--|--|--|---|---|---|--|---|
| 1 st -65% 2 nd -35% | 1 st -50% 2 nd -30% 3 rd -20% | 1 st -45% 2 nd -28% 3 rd -17% 4 th -10% | 1 st -40% 2 nd -25% 3 rd -15% 4 th -12% 5 th -8% | 1 st -35% 2 nd -23% 3 rd -15% 4 th -12% 5 th -10% 6 th -5% | 1 st -33% 2 nd -21% 3 rd -14% 4 th -11% 5 th -9% 6 th -7% 7 th -5% | 1 st -30% 2 nd -20% 3 rd -14% 4 th -10% 5 th -8% 6 th -7% 7 th -6% 8 th -5% | 1 st -28% 2 nd -19% 3 rd -13% 4 th -10% 5 th -8% 6 th -7% 7 th -6% 8-10 th -3% |

Additional House Rules

- Walk-ons are accepted up until the seats are assigned after which the tournament is closed.
- If you are signed up and are late, blinds are posted for you until you arrive.
- Players are randomly assigned to random tables at the scheduled tournament start time.
- At each table, the Player in Seat #1 selects a seat and everyone else rotates clockwise around the table.
- Each player will receive a name card which you will give up to the player who takes you out of the tournament. If you are eligible for a re-buy and choose to, you will not have to give up your card.
- \$1 will be set aside per player for a bonus elimination payout to whoever you eliminate from the tourney.
- When you are eliminated, please tell us and cash in any name cards of players you took out for \$1 each.
- Tables are balanced when there is a difference of more than 1 player between any of the tables. The software will automatically reassign seats so be sure to indicate when you are eliminated.
- Big Blind rotates around the table regardless of those that get knocked out and players that get moved into a Blind position at their new table may opt to sit out until the blind(s) passes if they wish.
- No limit on bets or raises of at least the Big Blind. Announce your raises--no string bets.
- When it is your turn to act and you are not at the table, you have folded your hand.
- Please take no more than a minute to play your hand.
- Chip Up to nearest \$25 after 1st Hour (Reds and Blues) and to nearest \$100 after 2nd Hour (Greens)
- Seats are completely reshuffled after each hour to allow playing with different players
- No sharing, giving away chips or having others play for you. If you have to leave, your only option is to forfeit your chips to the bank.
- When two players remain, the button is the SB and will act first before the flop and last after the flop.
- This is a friendly game and we're all here to have fun. If you're experienced, please help those who are learning and be tolerant of beginner errors to make it fun and enjoyable for those who are new to the game. If you are less experienced, feel free to ask anyone not actively in the hand for help when needed.
- The Host will have the final say in any disputes.

Handling Dealer Errors

DEALER FAILS TO BURN A CARD BEFORE THE FLOP, TURN OR RIVER and instead turns the top card immediately face up; the card will be shown to all players and then discarded; the next card will take its place.

PLAYER'S HOLE CARD IS EXPOSED DUE TO A DEALER ERROR; he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card. If two or more cards are exposed on the deal, it is a misdeal.

PLAYER IS DEALT MORE OR LESS CARDS THAN TWO, and it is discovered before two players act on their hands; it is a misdeal. If it is discovered after two players have acted; that player forfeits all bets and blinds.

FLOP HAS TOO MANY CARDS OR CARDS ARE FLOPPED BEFORE ALL BETTING IS COMPLETE; the entire flop is taken back and reshuffled. The burn card will remain burned and no new burn card will be used.

FOURTH OR FIFTH CARD IS TURNED UP BEFORE BETTING IS COMPLETE; the card is not in play. After completion of betting, the next card is burned and the following card is turned up. After betting, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn card or discards.

Hand Rankings in Descending Order

| | | | | | | | | | | |
|-------------------------------|--|--|--|--|-------------------------|--|--|--|--|--|
| 1 Straight Flush | | | | | 6 3 of a Kind | | | | | |
| 2 4 of a Kind | | | | | 7 Two Pair | | | | | |
| 3 Full House | | | | | 8 One Pair | | | | | |
| 4 Flush | | | | | 9 High Card | | | | | |
| 5 Straight | | | | | | | | | | |