

THE  STAR ENTERTAINMENT GROUP

TREASURY BRISBANE

&

THE STAR GOLD COAST

POKER TOURNAMENTS

TEXAS HOLD'EM

TOURNAMENTS

CONDITIONS FOR CONDUCT
THE  STAR ENTERTAINMENT GROUP

THE STAR ENTERTAINMENT GROUP – QUEENSLAND

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THE STAR ENTERTAINMENT GROUP – QUEENSLAND

1. TOURNAMENT FORMAT DETAILS & DATES

The Star Gold Coast tournament dates

DATE	DAY	TIME	EVENT	BUY-IN	LATE ENTRY	FORMAT	STARTING STACK	CLOCK
1-Mar	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
2-Mar	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
5-Mar	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
9-Mar	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
12-Mar	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
16-Mar	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
19-Mar	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
23-Mar	SAT	12.15 PM	\$660 MONTHLY MONSTER ACTION CLOCK	\$660 (\$600 + \$60)	START OF LEVEL 11	UNLIMITED RE-ENTRY	50,000	25 MIN
26-Mar	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
2-Apr	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
6-Apr	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
26-Apr	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
27-Apr	SAT	12.15 PM	\$660 MONTHLY MONSTER ACTION CLOCK	\$660 (\$600 + \$60)	START OF LEVEL 11	UNLIMITED RE-ENTRY	50,000	25 MIN
30-Apr	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
3-May	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
4-May	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
7-May	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
10-May	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
11-May	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
14-May	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
17-May	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
18-May	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
21-May	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
24-May	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
25-May	SAT	12.15 PM	\$660 MONTHLY MONSTER ACTION CLOCK	\$660 (\$600 + \$60)	START OF LEVEL 11	UNLIMITED RE-ENTRY	50,000	25 MIN
28-May	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
31-May	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
1-Jun	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
4-Jun	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
7-Jun	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
8-Jun	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
11-Jun	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
14-Jun	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
15-Jun	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
18-Jun	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
21-Jun	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
22-Jun	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
25-Jun	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
28-Jun	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
29-Jun	SAT	12.15 PM	\$660 MONTHLY MONSTER ACTION CLOCK	\$660 (\$600 + \$60)	START OF LEVEL 11	UNLIMITED RE-ENTRY	50,000	25 MIN
2-Jul	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
5-Jul	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
6-Jul	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
9-Jul	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
12-Jul	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
13-Jul	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
16-Jul	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
19-Jul	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
20-Jul	SAT	12.15 PM	\$400 ACTION CLOCK SATURDAY	\$400 (\$350 + \$50)	START OF LEVEL 9	UNLIMITED RE-ENTRY	40,000	25 MIN
23-Jul	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN
26-Jul	FRI	5.15 PM	\$200 FRIDAY FREEZEOUT	\$200 (\$170 + \$30)	START OF LEVEL 7	FREEZEOUT	25,000	20 MIN
27-Jul	SAT	12.15 PM	\$660 MONTHLY MONSTER ACTION CLOCK	\$660 (\$600 + \$60)	START OF LEVEL 11	UNLIMITED RE-ENTRY	50,000	25 MIN
30-Jul	TUE	6.15 PM	\$250 TWO BULLET BOUNTY	\$250 (\$140 + \$70 + \$40)	START OF LEVEL 7	SINGLE RE-ENTRY	25,000	20 MIN

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Duration:

Until a winner/winners is determined.

The Tournament Director reserves the right to call time and suspend action on a tournament, at their ultimate discretion if they believe it will not be completed within a twelve-hour period for that day's play, or to support any other responsible gambling initiative as deemed necessary. If time is called by a Tournament Director, the remaining players will return the following day at an agreed time to continue play and complete the tournament. Returning players will be seated at the same table and seat number when time was called and play was suspended on the previous day. The Tournament Director will advise the returning players of the blind schedule prior to the commencement of the day's play.

Entrants may decide to Chop the prize money once the tournament reaches a certain stage. To initiate a Chop, all remaining Entrants must agree on the amount/percentage each Entrant will receive of the remaining prize pool amount. Management will not be responsible for the amounts agreed on for a Chop agreed to by Entrants.

Betting Format:

No Limit Texas Hold'em

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Tournament Format:

The maximum number of entrants for tournaments will be determined by the number of tables available for each event up to a maximum of 200 players with a minimum of 2 entrants required to commence each tournament. Players are permitted to enter prior to the completion of the late registration period.

The number of tables used will be determined by the number of entries received by the start of the tournament, with the number of Entrants being adjusted to evenly distribute entrants between tables. Once all available seats have been allocated on these tables, every Entrant who enters the tournament prior to the completion of the registration period, will be considered an alternate.

An Entrant who enters prior to the end of registration and is not an alternate will have their starting stack placed on the table and all scheduled blinds as per the tournament structure will be posted from their stack by the dealer. An Entrant who is considered an alternate will be seated with a full starting stack when their seat becomes available. Alternate players will be seated before re-entry players.

The Casino Operator reserves the right to cancel a tournament with less than 10 entrants.

Big Blind Ante will be posted by the player in the big blind, in the amount equivalent to the big blind. Ante is posted before the big blind and players are eligible to collect the entire ante, even when out of the big blind. Ante is maintained until the completion of the tournament

2. ENTRY FEE

The Casino Operator for promotional purposes, reserve the right to pay the Entry Fee and Administration Fee for a player into any tournament.

All Entry Fees are used exclusively as prizes.

3. PRIZE POOL DIVIDENDS

The total value of the Prize Pool will be the Entry Fee multiplied by the number of players, with the cash component of the Prize Pool broken down and paid in accordance with the Cash Payout scale attached. (Appendix a.)

*Cash prizes may be paid in cash, chips, electronic funds transfer, cheque or by transfer to a front money account at The Star Gold Coast or Treasury Brisbane at the discretion of the Casino Operator.

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Bounty Tournament:

At the commencement of the tournament, each entrant will receive a Bounty Chip with their starting stack. When an entrant goes "All-In", they will be required to add their Bounty Chip to the pot. The winner of the pot will either retain or win the Bounty Chip/Chips. Each Bounty Chip will have a cash value which can be redeemed at the end of the entrant's involvement in the tournament. An entrant can only win another players original Bounty Chip.

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4. TOURNAMENT STRUCTURE

\$175 MONDAY (SINGLE RE-ENTRY)

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

SINGLE RE-ENTRY PERMITTED WITH LATE REGISTRATION UNTIL START OF LEVEL 7

Buy-in \$175 (\$150 Entry fee + \$25 Administration Fee)

Starting Stack: 25,000

Prizes: Cash*

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	20 MIN	100	100	100
LEVEL 2	20 MIN	100	200	200
LEVEL 3	20 MIN	200	300	300
LEVEL 4	20 MIN	200	400	400
LEVEL 5	20 MIN	300	600	600
LEVEL 6	20 MIN	400	800	800
BREAK	15 MIN			
LEVEL 7	20 MIN	500	1,000	1,000
LEVEL 8	20 MIN	600	1,200	1,200
LEVEL 9	20 MIN	800	1,600	1,600
LEVEL 10	20 MIN	1,000	2,000	2,000
LEVEL 11	20 MIN	1,500	2,500	2,500
LEVEL 12	20 MIN	1,500	3,000	3,000
BREAK	30 MIN			
LEVEL 13	20 MIN	2,000	4,000	4,000
LEVEL 14	20 MIN	3,000	6,000	6,000
LEVEL 15	20 MIN	4,000	8,000	8,000
LEVEL 16	20 MIN	5,000	10,000	10,000
LEVEL 17	20 MIN	6,000	12,000	12,000
LEVEL 18	20 MIN	10,000	15,000	15,000
BREAK	15 MIN			
LEVEL 19	20 MIN	10,000	20,000	20,000
LEVEL 20	20 MIN	15,000	30,000	30,000
LEVEL 21	20 MIN	20,000	40,000	40,000
LEVEL 22	20 MIN	25,000	50,000	50,000
LEVEL 23	20 MIN	30,000	60,000	60,000
LEVEL 24	20 MIN	40,000	80,000	80,000
BREAK	15 MIN			
LEVEL 25	20 MIN	50,000	100,000	100,000
LEVEL 26	20 MIN	60,000	120,000	120,000

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\$250 TWO BULLET BOUNTY

Buy-in \$250 (\$140 Entry fee + \$70 Bounty + \$40 Administration Fee)

SINGLE RE-ENTRY PERMITTED WITH LATE REGISTRATION UNTIL THE START OF LEVEL 7

Starting Stack: 25,000 in tournament chips **Prize Pool:** Cash*

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	20 MIN	100	100	100
LEVEL 2	20 MIN	100	200	200
LEVEL 3	20 MIN	200	300	300
LEVEL 4	20 MIN	200	400	400
LEVEL 5	20 MIN	300	500	500
LEVEL 6	20 MIN	300	600	600
BREAK	30 MIN			
LEVEL 7	20 MIN	400	800	800
LEVEL 8	20 MIN	500	1,000	1,000
LEVEL 9	20 MIN	600	1,200	1,200
LEVEL 10	20 MIN	800	1,600	1,600
LEVEL 11	20 MIN	1,000	2,000	2,000
LEVEL 12	20 MIN	1,500	2,500	2,500
BREAK	15 MIN			
LEVEL 13	20 MIN	1,500	3,000	3,000
LEVEL 14	20 MIN	2,000	4,000	4,000
LEVEL 15	20 MIN	3,000	6,000	6,000
LEVEL 16	20 MIN	4,000	8,000	8,000
LEVEL 17	20 MIN	5,000	10,000	10,000
LEVEL 18	20 MIN	6,000	12,000	12,000
BREAK	15 MIN			
LEVEL 19	20 MIN	10,000	15,000	15,000
LEVEL 20	20 MIN	10,000	20,000	20,000
LEVEL 21	20 MIN	15,000	30,000	30,000
LEVEL 22	20 MIN	20,000	40,000	40,000
LEVEL 23	20 MIN	25,000	50,000	50,000
LEVEL 24	20 MIN	30,000	60,000	60,000
BREAK	15 MIN			
LEVEL 25	20 MIN	40,000	80,000	80,000
LEVEL 26	20 MIN	50,000	100,000	100,000

#At the commencement of the tournament, each player will receive a Bounty Chip with their starting stack. When a player goes “All-In”, they will be required to add their Bounty Chip to the pot. The winner of the pot will either retain or win the Bounty Chip/Chips. Each Bounty Chip will have a cash value of \$70 which can be redeemed at the end of the players involvement in the tournament. A Player can only win another players original Bounty Chip.

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\$180 BOUNTY (UNLIMITED RE-ENTRY)

Buy-in \$180 (\$100 Entry fee + \$50 Bounty + \$30 Administration Fee)

UNLIMITED RE-ENTRY PERMITTED WITH LATE REGISTRATION UNTIL THE START OF LEVEL 7

Starting Stack: 25,000 in tournament chips Prize Pool: Cash*

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	20 MIN	100	100	100
LEVEL 2	20 MIN	100	200	200
LEVEL 3	20 MIN	200	300	300
LEVEL 4	20 MIN	200	400	400
LEVEL 5	20 MIN	300	600	600
LEVEL 6	20 MIN	400	800	800
BREAK	15 MIN			
LEVEL 7	20 MIN	500	1,000	1,000
LEVEL 8	20 MIN	600	1,200	1,200
LEVEL 9	20 MIN	800	1,600	1,600
LEVEL 10	20 MIN	1,000	2,000	2,000
LEVEL 11	20 MIN	1,500	2,500	2,500
LEVEL 12	20 MIN	1,500	3,000	3,000
BREAK	30 MIN			
LEVEL 13	20 MIN	2,000	4,000	4,000
LEVEL 14	20 MIN	3,000	6,000	6,000
LEVEL 15	20 MIN	4,000	8,000	8,000
LEVEL 16	20 MIN	5,000	10,000	10,000
LEVEL 17	20 MIN	6,000	12,000	12,000
LEVEL 18	20 MIN	10,000	15,000	15,000
BREAK	15 MIN			
LEVEL 19	20 MIN	10,000	20,000	20,000
LEVEL 20	20 MIN	15,000	30,000	30,000
LEVEL 21	20 MIN	20,000	40,000	40,000
LEVEL 22	20 MIN	25,000	50,000	50,000
LEVEL 23	20 MIN	30,000	60,000	60,000
LEVEL 24	20 MIN	40,000	80,000	80,000
BREAK	15 MIN			
LEVEL 25	20 MIN	50,000	100,000	100,000
LEVEL 26	20 MIN	60,000	120,000	120,000

*At the commencement of the tournament, each player will receive a Bounty Chip with their starting stack. When a player goes "All-In", they will be required to add their Bounty Chip to the pot. The winner of the pot will either retain or win the Bounty Chip/Chips. Each Bounty Chip will have a cash value of \$50 which can be redeemed at the end of the players involvement in the tournament. A Player can only win another players original Bounty Chip.

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\$200 FRIDAY FREEZOUT

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

FREEZOUT WITH LATE REGISTRATION UNTIL START OF LEVEL 7

Buy-in \$200 (\$170 Entry fee + \$30 Administration Fee)

Starting Stack: 25,000

Prizes: Cash*

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	20 MIN	100	100	100
LEVEL 2	20 MIN	100	200	200
LEVEL 3	20 MIN	200	300	300
LEVEL 4	20 MIN	200	400	400
LEVEL 5	20 MIN	300	500	500
LEVEL 6	20 MIN	300	600	600
BREAK	30 MIN			
LEVEL 7	20 MIN	400	800	800
LEVEL 8	20 MIN	500	1,000	1,000
LEVEL 9	20 MIN	600	1,200	1,200
LEVEL 10	20 MIN	800	1,600	1,600
LEVEL 11	20 MIN	1,000	2,000	2,000
LEVEL 12	20 MIN	1,500	2,500	2,500
BREAK	15 MIN			
LEVEL 13	20 MIN	1,500	3,000	3,000
LEVEL 14	20 MIN	2,000	4,000	4,000
LEVEL 15	20 MIN	3,000	6,000	6,000
LEVEL 16	20 MIN	4,000	8,000	8,000
LEVEL 17	20 MIN	5,000	10,000	10,000
LEVEL 18	20 MIN	6,000	12,000	12,000
BREAK	15 MIN			
LEVEL 19	20 MIN	10,000	15,000	15,000
LEVEL 20	20 MIN	10,000	20,000	20,000
LEVEL 21	20 MIN	15,000	30,000	30,000
LEVEL 22	20 MIN	20,000	40,000	40,000
LEVEL 23	20 MIN	25,000	50,000	50,000
LEVEL 24	20 MIN	30,000	60,000	60,000
BREAK	15 MIN			
LEVEL 25	20 MIN	40,000	80,000	80,000
LEVEL 26	20 MIN	50,000	100,000	100,000

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\$350 SUPER SATURDAY (UNLIMITED RE-ENTRY)

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

UNLIMITED RE-ENTRY PERMITTED WITH LATE REGISTRATION UNTIL START OF LEVEL 9

Buy-in \$350 (\$300 Entry fee + \$50 Administration Fee)

Starting Stack: 40,000

Blind levels: 25 minutes

Prizes: Cash*

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	25 MIN	100	100	100
LEVEL 2	25 MIN	100	200	200
LEVEL 3	25 MIN	200	300	300
LEVEL 4	25 MIN	200	400	400
LEVEL 5	25 MIN	300	500	500
BREAK	15 MIN			
LEVEL 6	25 MIN	300	600	600
LEVEL 7	25 MIN	400	800	800
LEVEL 8	25 MIN	500	1,000	1,000
LEVEL 9	25 MIN	600	1,200	1,200
LEVEL 10	25 MIN	800	1,600	1,600
BREAK	30 MIN			
LEVEL 11	25 MIN	1,000	2,000	2,000
LEVEL 12	25 MIN	1,500	2,500	2,500
LEVEL 13	25 MIN	1,500	3,000	3,000
LEVEL 14	25 MIN	2,000	4,000	4,000
LEVEL 15	25 MIN	3,000	6,000	6,000
BREAK	15MIN			
LEVEL 16	25 MIN	4,000	8,000	8,000
LEVEL 17	25 MIN	5,000	10,000	10,000
LEVEL 18	25 MIN	6,000	12,000	12,000
LEVEL 19	25 MIN	10,000	15,000	15,000
LEVEL 20	25 MIN	10,000	20,000	20,000
BREAK	15 MIN			
LEVEL 21	25 MIN	15,000	30,000	30,000
LEVEL 22	25 MIN	20,000	40,000	40,000
LEVEL 23	25 MIN	25,000	50,000	50,000
LEVEL 24	25 MIN	30,000	60,000	60,000
LEVEL 25	25 MIN	40,000	80,000	80,000
BREAK	15 MIN			
LEVEL 26	25 MIN	50,000	100,000	100,000
LEVEL 27	25 MIN	60,000	120,000	120,000
LEVEL 28	25 MIN	75,000	150,000	150,000

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\$400 ACTION CLOCK SATURDAY

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

UNLIMITED RE-ENTRY PERMITTED WITH LATE REGISTRATION UNTIL START OF LEVEL 9

Buy-in \$400 (\$350 Entry fee + \$50 Administration Fee)

Action Clock: Players have 30 sec to act. Players receive 5-time Bank Chips at the start of play

Time Bank Chips can be exchanged for additional 30 sec to act.

Starting Stack: 40,000

Blind levels: 25 minutes

Prizes: Cash*

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	25 MIN	100	100	100
LEVEL 2	25 MIN	100	200	200
LEVEL 3	25 MIN	200	300	300
LEVEL 4	25 MIN	200	400	400
LEVEL 5	25 MIN	300	500	500
BREAK	15 MIN			
LEVEL 6	25 MIN	300	600	600
LEVEL 7	25 MIN	400	800	800
LEVEL 8	25 MIN	500	1,000	1,000
LEVEL 9	25 MIN	600	1,200	1,200
LEVEL 10	25 MIN	800	1,600	1,600
BREAK	30 MIN			
LEVEL 11	25 MIN	1,000	2,000	2,000
LEVEL 12	25 MIN	1,500	2,500	2,500
LEVEL 13	25 MIN	1,500	3,000	3,000
LEVEL 14	25 MIN	2,000	4,000	4,000
LEVEL 15	25 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 16	25 MIN	4,000	8,000	8,000
LEVEL 17	25 MIN	5,000	10,000	10,000
LEVEL 18	25 MIN	6,000	12,000	12,000
LEVEL 19	25 MIN	10,000	15,000	15,000
LEVEL 20	25 MIN	10,000	20,000	20,000
BREAK	15 MIN			
LEVEL 21	25 MIN	15,000	30,000	30,000
LEVEL 22	25 MIN	20,000	40,000	40,000
LEVEL 23	25 MIN	25,000	50,000	50,000
LEVEL 24	25 MIN	30,000	60,000	60,000
LEVEL 25	25 MIN	40,000	80,000	80,000
BREAK	15 MIN			
LEVEL 26	25 MIN	50,000	100,000	100,000
LEVEL 27	25 MIN	60,000	120,000	120,000
LEVEL 28	25 MIN	75,000	150,000	150,000

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\$660 MONTHLY MONSTER ACTION CLOCK

Buy-in \$660 (\$600 Prize Pool + \$60 administration fee)

UNLIMITED RE-ENTRY PERMITTED WITH LATE REGISTRATION UNTIL START OF LEVEL 11

Starting Stack: 50,000 in tournament chips Prize Pool: Cash*

Action Clock : Players have 30 sec to act. Players receive 5-time Bank Chips at the start of play

Time Bank Chips can be exchanged for additional 30 sec to act.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	25 MIN	100	100	100
LEVEL 2	25 MIN	100	200	200
LEVEL 3	25 MIN	200	300	300
LEVEL 4	25 MIN	200	400	400
LEVEL 5	25 MIN	300	500	500
BREAK	15 MIN			
LEVEL 6	25 MIN	300	600	600
LEVEL 7	25 MIN	400	800	800
LEVEL 8	25 MIN	500	1,000	1,000
LEVEL 9	25 MIN	600	1,200	1,200
LEVEL 10	25 MIN	800	1,600	1,600
BREAK	30 MIN			
LEVEL 11	25 MIN	1,000	2,000	2,000
LEVEL 12	25 MIN	1,500	2,500	2,500
LEVEL 13	25 MIN	1,500	3,000	3,000
LEVEL 14	25 MIN	2,000	4,000	4,000
LEVEL 15	25 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 16	25 MIN	4,000	8,000	8,000
LEVEL 17	25 MIN	5,000	10,000	10,000
LEVEL 18	25 MIN	6,000	12,000	12,000
LEVEL 19	25 MIN	10,000	15,000	15,000
LEVEL 20	25 MIN	10,000	20,000	20,000
BREAK	15 MIN			
LEVEL 21	25 MIN	15,000	30,000	30,000
LEVEL 22	25 MIN	20,000	40,000	40,000
LEVEL 23	25 MIN	25,000	50,000	50,000
LEVEL 24	25 MIN	30,000	60,000	60,000
LEVEL 25	25 MIN	40,000	80,000	80,000
BREAK	15 MIN			
LEVEL 26	25 MIN	50,000	100,000	100,000
LEVEL 27	25 MIN	60,000	120,000	120,000
LEVEL 28	25 MIN	75,000	150,000	150,000

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5. DEFINITIONS

In these rules, unless contrary intention appears:

Administration Fee

A fee charged by the casino operator in addition to the Entry Fee to cover the associated costs of conducting the tournament.

Action Clock

means a tournament where an entrant has a specific amount of time allocated to act on their hand. If the tournament permits, an entrant may use a time bank chip to extend the amount of time they have to act on their hand.

If a player's Action Clock expires and the player does not have any time-extension chips remaining, the player will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise. If the tournament permits, an entrant may use a time bank chip to extend the amount of time they have to act on their hand.

All-In

means an Entrant who has invested all of their remaining chips in the outcome of a hand. Their bet cannot exceed the structured limit and/or raise, if a raise is an option. An all-in Entrant can only win that portion of the pot or pots to which they have contributed.

Alternates

means an Entrant who is permitted to enter a tournament with a full starting stack of chips for a predetermined period where seats are available after the tournament starts or as Entrants are eliminated and seats become available, or where an additional table is added subsequent to the tournament commencement.

Ante

means a predetermined contribution to the pot placed by all Entrants prior to the first card being dealt in a round of play.

Balancing

means the method by which Entrants may be moved between across the tournament tables in use.

Big Blind Ante

means that instead of each Entrant posting an ante, the Entrant in the Big Blind position will post a specified amount to cover all the ante bets.

Bounty Tournament

Tournament where entrants receive a cash* prize for eliminating other entrants.

Bounty Button

Bounty tournament entrants receive a bounty button which has a cash* prize value. If the entrant is eliminated, the entrant that eliminates them takes the bounty button which can be exchanged for a cash* prize.

Breaking

means the method by which the number of tournament tables may be reduced as Entrants are eliminated from the tournament.

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Bubble means the finishing position immediately before those positions for which Entrants will receive prize money.

Buy-In means the amount paid by the tournament player(s)/teams(s) to comprise a prize pool or prize pools.

Casino Operator

means The Star Entertainment QLD Limited, being the organiser of the tournament.

Chip race means the method by which lower denomination chips are coloured up to higher denomination chips and dispersed to Entrants when they are no longer required in the tournament.

Chop means when Entrants at a certain stage of a tournament make a deal to split the remaining prize pool between them.

Eliminated Entrant

means an Entrant that is unable to continue in the tournament after going All-In and losing their remaining table stake.

Entrants means a player who meets entry requirements to participate in a tournament

Entry Fee means the amount paid by the tournament player(s) to enter the tournament. Casino Operator for promotional purposes, reserve the right to pay the Entry Fee and Administration Fee for an Entrant into any tournament. All Entry Fees are used exclusively as prizes.

Forfeit where an Entrant forfeits their remaining chips. An Entrant who forfeits their chips may be entitled to re-buy/re-enter when permitted.

Hand For Hand

Means when multi tables are in play and play has reached a critical part of a tournament, the Tournament Director may direct that each table in play must wait for all other tables to complete their hands before starting the next hand. Scenarios this may be directed include the Bubble, a significant increase in the next prize pool level or when play reaches one Entrant more than the final table makeup.

Heads Up means a game of poker where two Entrants in a tournament play exclusively against each other.

Orbit

Means one round of play for every Entrant at the table (e.g., if there are 8 Entrants at a table, an orbit is 8 rounds of play).

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Penalties means action taken against a tournament Entrant for abuse, disruptive behaviour or contravention of the rules of play.

Placegetter

means a tournament entrant who is either the overall Tournament winner, or who finishes in a position which will guarantee a stake in the tournament prize pool or advancement to a further session of play.

Re-Entry means where a tournament format permits, an Entrant may, for a predetermined period of time, re-enter the tournament after being eliminated.

Session means a period of play until a designated number of Entrants remain in the tournament or, a set time period or the play of a designated number of rounds of play, at the completion of which:

(a) the winner and/or placegetters advance to a further session, or;

(b) the winner or placegetters are determined

Substantial Action

Means any two actions in turn by Entrants, with at least one of the actions resulting in chips being added to the pot (e.g., any two actions except 2 checks or two folds); or any combination of three actions in turn of check, bet, raise, call or fold.

Table Cards

means turning all hole cards face up on the table and allowing the dealer and players to read the hand clearly.

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Time Bank Chip

means a chip allocated to entrants for an Action or Shot clock Tournament which can be used to extend the amount of time the entrant has to act on their hand.

Tournament Chips

means non-value chips issued to tournament Entrants for the purpose of wagering during tournament play.

Tournament Director

means a licensed person(s), designated by the casino operator, who shall be present while the tournament is in progress and shall be responsible for the overall conduct of the tournament.

Tournament Float

means the float used on Tournament Poker Tables and shall be comprised of tournament chips which have no monetary value.

Tournament Poker

means a poker competition limited to those Entrants whose entries have been accepted by the casino.

Tournament Poker Table

means a table allocated by the casino to be used during the poker tournament.

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6. CONDITIONS OF ENTRY

6.1 All applications for entry must be made in one of the following ways:

- at the Poker desk using the GES Poker Management System
- Tournament Entry Form (when GES not available)

6.2 Entrants must be members of the Casino Loyalty Program, however, the Tournament Director may, at their discretion and after a KCMS and CID check to ensure the Entrant complies with section 6.15, permit entry to the tournament for non-Members. If at the discretion of the Tournament Director a non-member is permitted to enter a tournament, the entrant's personal details and buy-in amount will be captured and retained for the duration of the tournament and recorded in the tournament log.

6.3 The applicable Entry Fee and Administration Fee must be submitted at the time of entry and prior to the Entrant commencing the tournament. Entries may be accepted after this time at the discretion of the Tournament Director. Entry fees and Administration fees may be paid by Cash, Chips, Chip Purchase Vouchers or by Debit Card at the Poker Desk.

6.4 Entries for a particular tournament may be transferred to another Entrant provided that Entrant has not already entered that tournament.

6.5 At the discretion of the Tournament Director and subject to additional chip banks being available, for a predetermined period after the tournament commences, some tournaments may allow entrants to re-enter after they have been eliminated. The conditions for re-entry will be announced prior to the commencement of the tournament.

6.6 The number of entrants in a tournament may also include 'alternates'.

6.7 The Tournament Director reserves the right to refuse any application for entry to the tournament.

6.8 All entrants must abide by the tournament rules, practice proper etiquette, and generally contribute to an orderly event where all players feel welcome. Failure to do so may result in disqualification from the tournament.

6.9 Entrants disqualified from the tournament are not entitled to a refund of the Entry Fee and Administration fee and that entrant's tournament chips will be taken out of play.

6.10 Entrants will only be entitled to a refund of the Entry Fee and Administration Fee if the entrant cancels their entry not less than twenty-four (24) hours prior to the beginning of the tournament, in the event that the tournament does not proceed, or at the discretion of the Tournament Director.

6.11 All entrants shall agree to such playing times as designated by the Tournament Director.

6.12 Entries will be limited to numbers specified by the Tournament Director.

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- 6.13 Entrants are obliged to manage their individual time play management (**TPM**). If Identified Entrants will be asked to leave a tournament as a result of exceeding 12 hours of gaming (excluding breaks) in a twenty-four-hour period. Entrants asked to leave for exceeding TPM will be eliminated from the tournament and their chips removed from play. Entrants eliminated for exceeding time play limits will not be reimbursed their entry fee.
- 6.14 Entrants are responsible for verifying their registration data and seat assignments are correct prior to a round of play commencing.
- 6.15 This tournament is open to persons who are: (1) eighteen (18) years of age and over: (2) not excluded (including an exclusion direction, self-exclusion order or police exclusion) from a casino or premises operated by The Star Entertainment Group Limited (and its related entities); and (3) not the subject of a Withdrawal of License (WOL) from The Star Sydney, The Star Gold Coast, or Treasury Brisbane.
- 6.16 In the event of any dispute, the decision of the Tournament Director is final.
- 6.17 A copy of the rules of Tournament Poker are available for perusal at the Poker desk.
- 6.18 The Star Entertainment QLD Limited reserves the right to use selected entrant's names, suburbs, photographs, images and likeness for the purpose of promoting and advertising the casinos.
- 6.19 The Casino Operator reserves the right to:
- (a) cancel the tournament by notice (with such 'notice' being a notice published on the Casino Operator's website and relevant social media), provided such notice is published by the Casino Operator at least 30 days prior to the start date of the first event of the tournament.
 - (b) cancel, at any time prior to the start date of the tournament, a tournament with less than 10 Entrants.
 - (c) cancel, suspend, or delay the tournament (in its absolute discretion) in the event that, the Casino Operator determines that they cannot hold the tournament or cannot continue to hold the tournament (if the tournament has already started) due to a Force Majeure Event.
- 6.20 If:
- (a) the tournament is cancelled under paragraph 6.19 prior to the start date of the first event of the tournament, all Entrants who have paid the Entry Fee will receive a full refund of any monies already paid.
 - (b) the start date of the tournament is suspended or delayed under paragraph 6.19(c); the Casino Operator will use reasonable endeavours to commence the tournament. However, in the event that the tournament cannot commence (as determined by the Casino Operator), the Casino Operator may cancel the tournament under paragraph 6.19(c).
 - (c) after the tournament has commenced, the tournament is cancelled, suspended, or delayed pursuant to paragraph 6.19, the Tournament Director will, in their absolute discretion, determine the most appropriate course of action given the stage of the tournament at the time of the cancellation or suspension.

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TOURNAMENT RULES

- 7.1 The rules of the game of Texas Hold'em and Omaha Poker as set out in the Casino Gaming Rule shall apply to Tournament Poker except where the rules of the game have been specifically altered to apply to the rules of the game of Tournament Poker and subject to Part 5 – Casino tournaments, (28), (29) of the *Casino Control Regulation 1999*.
- 7.2 The rules of the game of Texas Hold'em and Omaha Poker shall be altered to the rules of the game of Tournament Poker as listed below:
- Schedule 10 s. 18(1) altered to Tournament Poker Rule 7.6, 7.7, 7.8, 7.22, 7.23 and 7.24
 - Schedule 10 s. 32(3) altered to Tournament Poker Rule 7.36
 - Schedule 10 s. 33(1)(2)(3)(4)(5) altered to Tournament Poker Rule 7.38
 - Schedule 10 s. 34(1)(2)(3)(4)(5)(6) altered to Tournament Poker Rule 7.21
 - Schedule 10 s. 44(1)(2)(3)(4)(5)(6)(7) altered to Tournament Poker Rule 7.34 and 7.35
- 7.3 Satellite tournaments will be conducted in accordance with these terms and conditions and the approved tournament Rule. Prize details will be available to all entrants prior to the commencement of the satellite tournament.
- 7.4 A tournament prize pool will consist of all entry fees together with any re-entries. The total value of the Prize Pool will be the Entry Fee multiplied by the number of Entrants, with the cash* component of the Prize Pool broken down and paid in accordance with the relevant Appendix.
- 7.5 The Casino Operator may, at its discretion, add value to the prize pool in the form of cash*, approved gaming vouchers, or goods or services.
- 7.6 Prior to the beginning of play, all Entrants will be designated a specific table number and seating position at which to play. This shall be determined through computer generated random seating allocation.
- 7.7 Seating assignments may be altered to ensure that entrants who are known by the Tournament Director to be connected by family or association play at different tables or are separated on the final table.
- 7.8 The number of entrants allocated to a table shall be determined by the Tournament Director and is dependent upon the number of participants in the tournament. Play will commence on a table where four or more entrants have taken their seats unless otherwise directed by the Tournament Director not to commence.

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- 7.9 All Entrants must provide their name for recording purposes to the table Supervisor upon request.
- 7.10 All Entrants will be allocated a table stake of Tournament Chips at the commencement of play.
- 7.11 At the conclusion of the tournament heat or final, the Entrants shall return all tournament chips which shall be counted by the staff to determine that their number and value is equal to the number and value of tournament chips issued to be used for that tournament heat or final.
- 7.12 At the end of a re-entry period or at the completion of play during a multi-flight or re-entry tournament, should an Entrant have equal to or less than their Starting Stack they will be given the option of forfeiting these chips and therefore being able to buy back into the Tournament. If the Entrant chooses this option, their chips will be removed from play immediately. If the Entrant chooses not to use this option, they will continue play with those chips remaining. In the event of a multi-flight tournament, their remaining chips will be bagged as per normal procedure for the Entrant's return on Day 2 of the Tournament.
- 7.13 If an Entrant is not present at the table at the start of the tournament, then that Entrant shall have their table stake placed in their seat position and blinds will be posted from their table stake as required by the blind structure. If an Entrant has not taken their position by the completion of Level 4 of the Blind Structure, the Tournament Director may declare that the Entrant is "Provisionally Eliminated" and the remainder of that Entrant's stake will be removed from play. If the Entrant arrives later in the day, a calculation is made to determine the number of blinds and antes that would have been taken from their stack and their stake returned to play.
- 7.14 If an active Entrant is not present at the table at the start of a round of play, cards will be dealt to their betting position and if that Entrant is required to place a blind bet and/or Ante Bet, appropriate blind bets and/or Ante Bets will be placed from their table stake.
- 7.15 If an active Entrant is not present at the table to act on their hand the Tournament Director:
- 7.15.1 shall direct the dealer to deal the cards to the absent Entrant's position as though they are present. Should the entrant still not be present at the completion of the initial deal the hand shall be folded; and/or
- 7.15.2 may declare the tournament Entrant's position cancelled and the entrant disqualified. Once disqualified an Entrant will not be entitled to a refund of the entry fee, except on the approval of the Tournament Director and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.
- 7.16 An Entrant shall not lend or borrow Tournament Chips at any time.
- 7.17 Each Entrant is required to display in clear view of other Entrants and table supervisors, all Tournament Chips being held at any one time and those chips must be stacked in denomination. The dealer or supervisor may direct that an Entrant's chips be arranged such that the total value of those chips may be determined. Concealing, pocketing or otherwise hiding chips during tournament play may result in immediate and irrevocable disqualification. No such Tournament Entrant shall be entitled to a refund of entry fee, re-entry, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.

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- 7.18 Where two or more all-in Entrants who would have been eligible for a place in the tournament, are eliminated in the same round of play:
- (a) If Entrants are eliminated from different tables, the placing/placings shall be equally shared among those Entrants.
 - (b) If the Entrants are on the same table, then the order of placings will be determined by the table stake with the Entrant/Entrants with the largest table stake prior to the start of the hand being declared the higher placegetter.
- 7.19 Play may go to hand for hand on all tables when multiple tables are in play and:
- (a) the bubble is approaching;
 - (b) the number of Entrants left just exceeds the required number for the final table;
- During hand for hand play, each hand will run the same pre-determined amount of time. The standard time allocated will be 2-minutes per hand regardless of how long the hand takes. Once the 2-minute limit has been reached, the Tournament Director or Supervisor will pause the clock until the next hand commences. Blinds continue to increase as time elapses off the clock at the rate of 2 minutes per hand and new levels are reached.
- 7.20 Blinds and antes are raised at scheduled intervals. At the end of a designated blind level, the new limits will apply on the next deal. (A deal begins with the cutting of the cards).
- 7.21 Where an Entrant has lost their entire table stake, they will be eliminated and must vacate the tournament table. However, where a tournament permits, Entrants may re-enter a tournament within the registration periods, and will be re-seated with a full starting stack of tournament chips once a seat becomes available.
- 7.22 The Tournament Director may determine the method of allocating tables and playing areas to tournament Entrants, the order of wagering, the method of balancing and breaking tables, and any other conditions providing those conditions are consistent with the relevant rules of the tournament.
- 7.23 Where an Entrant is re-seated, they will assume all rights and responsibilities of their new position. An Entrant moving to a new table is eligible to be dealt a hand in any position and will post blinds when and as required except if they are seated in between the button and the small blind.
- 7.24 Once the Entrant make-up for the final table has been determined Entrants will redraw for seating positions.
- 7.25 Entrants should act in a timely manner to maintain a reasonable pace of the game. If in the Tournament Director's (**TD**) judgement reasonable time has passed, the TD may call the clock or approve a clock request by any other entrant in the event. Entrants must be at their seats to call for a clock. An entrant on the clock has up to 25 seconds plus a 5 second countdown to act. If the Entrant faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. All wagers made by that Entrant will remain in the pot.

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- 7.26 The Tournament Director reserves the right to direct any Entrant considered to be unduly delaying the game to expedite their play. Entrants unduly delaying a tournament may incur a penalty as determined under rule 7.39.
- 7.27 If an Entrant lacks sufficient chips for a blind, the Entrant is still entitled to go all-in with their remaining table stake. Where a Big Blind Ante is in play, The Ante will be posted before the blind.
- 7.28 All cards will be turned face-up (table cards) without delay once an Entrant is all-in and all betting action by all other Entrants in the hand is complete.
- 7.29 To claim a pot, entrants must turn (table cards) all their cards face up on the table, allowing the dealer and entrants to read the cards clearly. All cards means both hole cards in Texas Hold'em and all four cards in Omaha.
- 7.30 During Hand for Hand, where there has been an All-In and a call and there is no further action for that hand, those cards will remain face down until action is completed on the remaining tables.
- 7.31 Verbal affirmations as to the content of an Entrant's hand are not binding.
- 7.32 Oversized Chip Betting: A single oversized chip (including an entrants last chip) is a call if raise isn't first declared. To raise with an oversized chip, the entrant must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an oversized chip silently (no declaration) is a bet of the maximum for the chip.
- 7.33 An Entrant who bets unannounced with two chips of the same denomination totalling more than the amount to call and less than the minimum amount to raise (and one chip value is less than the previous bet), will be considered a call.
- 7.34 Any action out of turn (check, call, or raise) will be backed up to the correct entrant in order. The out of turn action is subject to penalty and is binding if action to the out of turn Entrant does not change. A check, call or fold by the correct Entrant does not change action. If action changes, the out of turn action is not binding; any bet or raise is returned to the out of turn entrant who now has all options: call, raise, or fold. An out of turn fold is binding.

Example 1.

Post flop Seat 3 opens for 300, Seat 4 folds, action is on Seat 5 when Seat 6 declares "raise to eight hundred".

Step 1: Action backs up to the correct entrant in order (Seat 5) who is facing a bet of 300.

Step 2: If Seat 5 calls or folds then the action (a 300 bet) has not changed and Seat 6's out of turn raise is binding (raise to 800). However, if Seat 5 raises to 600 total, then the action to Seat 6 has changed from a 300 bet to a 600 bet. If action changes, the 800 chips may be returned to Seat 6 who has all options open: call 600, re-raise to at least 900, or fold.

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Example 2.

Post flop Seat 3 checks, Seat 4 checks, action is on Seat 5 when Seat 6 declares “check”.

Step 1: Action backs up to the correct entrant in order (Seat 5) who is not facing a bet.

Step 2: If Seat 5 checks, then the action (a check) has not changed and Seat 6’s out of turn check is binding. However, if Seat 5 bets, (say, 300), then the action to Seat 6 has changed from a check to a 300 bet. If action changes, then Seat 6 has all options open: call 300, raise to at least 600, or fold.

- 7.35 Entrants skipped by out of turn action must defend their right to act. If a skipped entrant had reasonable time and does not speak up before substantial action out of turn occurs after the entrant, the out of turn action is binding. Action backs up and the floor will rule on how to treat the skipped entrant given the circumstances, including ruling the hand dead or limiting the entrant to non-aggressive action.
- 7.36 During a Bounty Tournament, an Entrant will be assumed to have gone All-In if they throw in their Bounty Chip during a round of betting.
- 7.37 Where only two Entrants remain in the game, all rules pertaining to the order of wagering and order of play shall be amended to the extent that the designated Entrant will be the first to place the blind and shall be the first to bet or fold in the first betting round.
- 7.38 The Casino Operator will not charge a participation fee nor charge commission on any round of play during the tournament.
- 7.39 Penalties may be imposed at the Tournament Director’s discretion. Penalties available for use shall be verbal warnings and/or missed hands or missed orbits. Missed hands or orbit penalties may include 1, 2, 3 or 4 orbits away from the table. During penalties of missed hands or orbits, the Entrant must remain away from the table. Cards are dealt to the Entrants seat, and blinds and antes will be posted from the Entrants stack as required, with the hand mucked after each initial deal. In extreme circumstances an Entrant may face disqualification. An Entrant who is disqualified shall have their chips removed from play.
- 7.40 An Entrant who exposes their hand during a round of play will not have their hand folded but may incur a Penalty.
- 7.41 Tournament Entrants must not advise or seek advice from another tournament Entrant or person not involved in the tournament during play.
- 7.42 From time to time, the Tournament Director will substitute Entrant’s chips of lower denominations with chips of higher denominations -‘Chip Race’. To the extent that an entrant’s lower denomination chips fail to evenly amount to the value of the new higher denomination chip (respectively, “Odd Chips”, “New Chip”), the Chip Race will proceed as follows:
- (a) The total value of all Odd Chips on the table is tallied.
 - (b) As many New Chips as together wholly equate to the value of the Odd Chip tally are set

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aside for play and as many of the Odd Chips as equate to the value of those New Chips are removed from play.

- (c) If the value of the remaining Odd Chips (if any) equates to less than 50% of the value of a single New Chip, those Odd Chips are removed from play and no further New Chips are set aside for play. If the value of the remaining Odd Chips equates to 50% or more of the value of a single New Chip, a single New Chip is set aside for play and those remaining Odd Chips are removed from play (e.g., Totals of \$150 and \$175 of \$25 denomination would equal 2 x \$100 chips for the race).
- (d) A "Race-off" is conducted to award the New Chips to Entrants who possessed Odd Chips. Starting at the first seating position to the left of the dealer, the dealer will deal cards to Entrant's face-up. Each Entrant will be dealt a number of cards corresponding to the number of Odd Chips they possess.
- (e) The Entrant with the highest card value receives a New Chip and in sequence each Entrant with the next highest card value receives a New Chip until there are no further New Chips in the Race-off. If 2 Entrants have the same value card and there is one chip left an additional card will be dealt to each of these Entrants.
- (f) Each Entrant may receive a maximum of one chip in any given Chip Race.
- (g) If, following a Race-off, an Entrant has no chips of any denomination, that Entrant will receive a single chip of the lowest denomination in play.
- (h) If after a Race-off is completed, an entrant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination in play will be removed without compensation.

7.43 It is the Entrant's' responsibility to always protect their hand. If a dealer mucks an unprotected hand, the Entrant will have no redress and will not be entitled to have any wagered chips returned. An exception would be if an Entrant raised and the raise had not been called yet, the Entrant would be entitled to receive the raise back.

7.44 It is the Entrants responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or other Entrants. If an Entrant requests a count for the amount to call but receives incorrect information from the dealer or entrants, then places that amount in the pot, the Entrant is assumed to accept the full correct action and is subject to the correct bet or all-in amount.

7.45 Entrants may not talk on a phone at the table. Ring tones, music, images, video etc. should be inaudible and non-disturbing to others. Betting apps and charts may not be used by entrants with live hands. These and other devices, tools, photography, videography, and communication must not create a nuisance, delay the game, or create competitive advantage. Violations may be subject to penalties held under Rule 7.39.

7.46 Action Clock Rules

- a) The Action Clock will be introduced into play at the start of play

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- b) Each entrant will receive time-bank chips as per the tournament structure
- c) The Action Clock will be controlled by the dealer
- d) Dealers will start the Action Clock following the completion of each deal once the last card has been dealt
- e) When players act in turn, the Action Clock will be reset, with each player receiving a fresh 30 seconds to begin their action
- f) When a bet or raise has been made, the dealer will first count the bet or raise size, announce the amount, and then start the clock for the next action. If a player calls the bet, the dealer will reset the clock to begin the next player's action
- g) Dealers will advise players when the Action Clock reaches 10 seconds
- h) In the case that the Action Clock expires for a player with remaining time-bank chips, the player's Action Clock will be automatically extended an additional 30 seconds before the dealer collects the time bank chip(s) used. Collection will take place at the end of the player's action. If a player's Action Clock expires and the player does not have any time-extension chips remaining, the player will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise
- i) To begin play, each player will receive time-bank chips. Each time-bank chip is worth a 30-second addition to a player's action
- j) Players should keep all remaining time-bank chips with them throughout the duration of the tournament
- k) Time-bank chips are to be treated with the same level of importance as tournament chips
- l) Entrants are required to keep remaining time-bank chips visible at all times
- m) If an Entrant wishes to use a time-bank chip, the player is to pass the time-bank chip forward to the dealer in exchange for an additional 30 seconds to be added to their Action Clock
- n) The Action Clock will never be paused unless there is an extreme situation that calls for play to be halted

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8. Appendix a Payout schedule

Places Paid	2-8 P	9-16 P	17-24 P	25-32 P	33-40 P	41-48 P	49-56 P	57-64 P	65-72 P	73-80 P	81-88 P	89-96 P	97-104 P	105-112 P	113-120 P	121-128 P	129-136 P	137-144 P	145-152 P	153-160 P	161-168 P	169-176 P	177-184 P	185-192 P	193-200 P	
1st	100.000%	65.000%	50.000%	45.000%	41.000%	39.000%	37.000%	36.000%	35.000%	34.000%	32.250%	31.725%	30.500%	30.000%	29.500%	29.000%	28.250%	27.950%	27.606%	26.877%	26.581%	26.283%	25.906%	25.340%	24.893%	
2nd		35.000%	30.000%	27.000%	25.000%	23.000%	22.000%	21.150%	20.000%	19.500%	19.500%	19.000%	18.750%	18.500%	18.250%	18.000%	17.875%	17.600%	17.500%	17.435%	17.415%	17.390%	17.375%	17.286%	17.138%	
3rd			20.000%	17.000%	15.000%	14.000%	13.500%	13.250%	12.250%	12.200%	12.125%	12.000%	11.500%	11.100%	10.900%	10.750%	10.600%	10.450%	10.300%	10.275%	10.260%	10.255%	10.250%	10.250%	10.250%	
4th				11.000%	11.000%	10.000%	9.500%	9.000%	8.750%	8.250%	8.200%	7.750%	7.500%	7.250%	7.000%	6.750%	6.500%	6.300%	6.253%	6.250%	6.245%	6.240%	6.235%	6.235%	6.235%	
5th					8.000%	8.000%	7.500%	7.000%	6.750%	6.250%	6.250%	6.000%	5.850%	5.600%	5.300%	5.000%	4.950%	4.900%	4.850%	4.825%	4.820%	4.815%	4.815%	4.815%	4.815%	
6th						6.000%	6.000%	5.500%	5.250%	5.100%	5.000%	4.750%	4.675%	4.600%	4.400%	4.300%	4.200%	4.100%	4.005%	4.000%	3.995%	3.990%	3.990%	3.990%	3.990%	
7th							4.500%	4.500%	4.500%	4.400%	4.150%	4.000%	3.975%	3.900%	3.800%	3.725%	3.650%	3.550%	3.500%	3.475%	3.460%	3.450%	3.400%	3.400%	3.400%	
8th								3.600%	4.000%	3.900%	3.500%	3.500%	3.450%	3.400%	3.350%	3.300%	3.200%	3.155%	3.125%	3.120%	3.050%	3.019%	2.990%	2.965%	2.940%	
9th									3.500%	3.400%	3.225%	3.173%	3.050%	3.000%	2.950%	2.900%	2.825%	2.795%	2.761%	2.688%	2.658%	2.628%	2.591%	2.544%	2.489%	
10th										3.000%	3.000%	2.900%	2.750%	2.650%	2.600%	2.550%	2.500%	2.450%	2.400%	2.350%	2.300%	2.240%	2.200%	2.190%	2.165%	
11th											2.800%	2.700%	2.750%	2.650%	2.600%	2.550%	2.500%	2.450%	2.400%	2.350%	2.300%	2.240%	2.200%	2.190%	2.165%	
12th												2.502%	2.750%	2.650%	2.600%	2.550%	2.500%	2.450%	2.400%	2.350%	2.300%	2.240%	2.200%	2.190%	2.165%	
13th													2.500%	2.350%	2.250%	2.225%	2.200%	2.125%	2.050%	2.025%	1.950%	1.895%	1.850%	1.850%	1.850%	
14th														2.350%	2.250%	2.225%	2.200%	2.125%	2.050%	2.025%	1.950%	1.895%	1.850%	1.850%	1.850%	
15th															2.250%	2.225%	2.200%	2.125%	2.050%	2.025%	1.950%	1.895%	1.850%	1.850%	1.850%	
16th																1.950%	1.925%	1.825%	1.750%	1.710%	1.620%	1.575%	1.550%	1.535%	1.535%	
17th																	1.925%	1.825%	1.750%	1.710%	1.620%	1.575%	1.550%	1.535%	1.535%	
18th																		1.825%	1.750%	1.710%	1.620%	1.575%	1.550%	1.535%	1.535%	
19th																			1.500%	1.400%	1.302%	1.275%	1.250%	1.225%	1.225%	
20th																				1.400%	1.302%	1.275%	1.250%	1.225%	1.225%	
21st																						1.302%	1.275%	1.250%	1.225%	1.225%
22nd																							0.975%	0.949%	0.925%	0.925%
23rd																								0.949%	0.925%	0.925%
24th																									0.925%	0.925%
25th																										0.750%
TOTAL	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	100.00%	