

TREASURY BRISBANE
&
THE STAR GOLD COAST
POKER TOURNAMENTS

TEXAS HOLD'EM
TOURNAMENTS

CONDITIONS FOR CONDUCT
THE  STAR ENTERTAINMENT GROUP

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THE STAR ENTERTAINMENT GROUP – QUEENSLAND

1. TOURNAMENT FORMAT DETAILS & DATES

The Star Gold Coast tournament dates

[illegible]

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Treasury Brisbane tournament dates

[illegible]

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Treasury Brisbane tournament dates continued.

[illegible]

Duration:

Until a winner/winners is determined.

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

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 players being adjusted to evenly distribute players between tables. Once all available seats have been allocated on these tables, every player who enters the tournament prior to the completion of the registration period, will be considered an alternate.

A Player 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.

Casino Management 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

Casino Management 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.)

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.

Where more than 1 entrant shares a pot where one or more entrants are eliminated, the value of the bounty chip/chips will be evenly shared between the winning entrants.

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4. TOURNAMENT STRUCTURE

\$120 MONDAY

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

1 RE-ENTRY PERMITTED WITH LATER REGISTRATION UNTIL THE START OF LEVEL 7

Buy-in \$120 (\$100 Entry fee + \$20 Administration Fee)

Starting Stack: 15,000

Blind levels: 20 minutes

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	20 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	10 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	10 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	10 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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TWO BULLET TUESDAY

Buy-in \$200 (\$175 Prize Pool + \$25 Registration Fee)

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

Starting Stack: 20,000 in tournament chips **Prize Pool:** Cash Prizes

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	20 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	10 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	10 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	10 MIN			
LEVEL 25	20 MIN	40,000	80,000	80,000
LEVEL 26	20 MIN	50,000	100,000	100,000

THE STAR ENTERTAINMENT GROUP – QUEENSLAND

\$175 BOUNTY

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

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

Buy-in \$175 (\$100 Entry fee + \$50 Bounty* + \$25 Administration Fee)

Starting Stack: 20,000

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	20 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	10 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	10 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	10 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 \$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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\$100 SINGLE SHOT THURSDAY

Buy-in \$ (\$85 Prize Pool + \$15 Registration Fee)

LATE REGISTRATION UNTIL START OF LEVEL 7 WITH NO RE-ENTRY (FREEZEOUT)

Starting Stack: 20,000 in tournament chips **Prize Pool:** Cash Prizes

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	20 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	10 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	10 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	10 MIN			
LEVEL 25	20 MIN	40,000	80,000	80,000
LEVEL 26	20 MIN	50,000	100,000	100,000

THE STAR ENTERTAINMENT GROUP – QUEENSLAND

\$75 FAST ACTION FRIDAY

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

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

Buy-in \$75 (\$60 Entry fee + \$15 Administration Fee)

Starting Stack: 20,000

Blind levels: 15 minutes

Prizes: Cash

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

THE STAR ENTERTAINMENT GROUP – QUEENSLAND

\$200 40K SATURDAY

NO LIMIT TEXAS HOLD'EM POKER TOURNAMENT

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

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

Starting Stack: 40,000

Blind levels: 20 minutes

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	10 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	20 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	10 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	10 MIN			
LEVEL 25	20 MIN	40,000	80,000	80,000
LEVEL 26	20 MIN	50,000	100,000	100,000
LEVEL 27	20 MIN	60,000	120,000	120,000
LEVEL 28	20 MIN	75,000	150,000	150,000
LEVEL 29	20 MIN	100,000	200,000	200,000
LEVEL 30	20 MIN	125,000	250,000	250,000

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\$550 MONTHLY MONSTER ACTION CLOCK

Buy-in \$550 (\$500 Prize Pool + \$50 administration fee)

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

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

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	30 MIN	100	100	100
LEVEL 2	30 MIN	100	200	200
LEVEL 3	30 MIN	200	300	300
LEVEL 4	30 MIN	300	600	600
BREAK	10 MIN			
LEVEL 5	30 MIN	400	800	800
LEVEL 6	30 MIN	500	1,000	1,000
LEVEL 7	30 MIN	600	1,200	1,200
LEVEL 8	30 MIN	800	1,600	1,600
BREAK	20 MIN			
LEVEL 9	30 MIN	1,000	2,000	2,000
LEVEL 10	30 MIN	1,500	3,000	3,000
LEVEL 11	30 MIN	2,000	4,000	4,000
LEVEL 12	30 MIN	3,000	6,000	6,000
BREAK	10 MIN			
LEVEL 13	30 MIN	4,000	8,000	8,000
LEVEL 14	30 MIN	5,000	10,000	10,000
LEVEL 15	30 MIN	6,000	12,000	12,000
LEVEL 16	30 MIN	10,000	15,000	15,000
BREAK	10 MIN			
LEVEL 17	30 MIN	10,000	20,000	20,000
LEVEL 18	30 MIN	15,000	30,000	30,000
LEVEL 19	30 MIN	20,000	40,000	40,000
LEVEL 20	30 MIN	25,000	50,000	50,000
BREAK	10 MIN			
LEVEL 21	30 MIN	30,000	60,000	60,000
LEVEL 22	30 MIN	40,000	80,000	80,000
LEVEL 23	30 MIN	50,000	100,000	100,000
LEVEL 24	30 MIN	75,000	150,000	150,000
BREAK	10 MIN			
LEVEL 25	30 MIN	100,000	200,000	200,000
LEVEL 26	30 MIN	125,000	250,000	250,000
LEVEL 27	30 MIN	150,000	300,000	300,000
LEVEL 28	30 MIN	200,000	400,000	400,000
BREAK	10 MIN			
LEVEL 29	30 MIN	250,000	500,000	500,000
LEVEL 30	30 MIN	300,000	600,000	600,000
LEVEL 31	30 MIN	400,000	400,000	400,000
LEVEL 32	30 MIN	500,000	1,000,000	1,000,000

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

means a bounty button that will be won by an Entrant that eliminates another Entrant from the tournament.

Breaking

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

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

Place-Getter

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, a 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 place-getters advance to a further session, or;

(b) the winner or place-getters 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.

Time Bank Chip:

Means a chip allocated to entrants for an Action 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.

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
 - online registration via the Star Poker website
 - 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, permit entry to the tournament for non-Members.
- 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.
- 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. 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, or in the event that the tournament does not proceed.
- 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.
- 6.13 This tournament is open to persons eighteen (18) years of age and over and who are not the subject of a Withdrawal of Licence, or an exclusion direction or self-exclusion order pursuant to the *Casino Control Act 1982*.
- 6.14 In the event of any dispute, the decision of the Tournament Director is final.

- 6.15 A copy of the rules of Tournament Poker are available for perusal at the Poker desk.
- 6.16 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.

7. TOURNAMENT RULES

- 7.1 The rules of the game of Texas Hold'em 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 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, 7.23, 7.24 and 7.25
 - Schedule 10 s. 32(3) altered to Tournament Poker Rule 7.35
 - Schedule 10 s. 33(1)(2)(3)(4)(5) altered to Tournament Poker Rule 7.37
 - Schedule 10 s. 34(1)(2)(3)(4)(5)(6) altered to Tournament Poker Rule 7.22
- 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 buy-ins 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 by random 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.

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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 If an Entrant is eliminated from the tournament prior to the end of a session of play, they shall be required to return any remaining tournament chips being held to the dealer, prior to leaving the table.
- 7.12 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.
- 7.13 At the end of a re-entry period or at the completion of play during a multi-flight 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.
- 7.14 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. 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.
- 7.15 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.
- 7.16 If an active Entrant is not present at the table to act on their hand the Tournament Director:
- 7.16.1 shall direct the dealer to deal the cards to the absent Entrant's position as though they are present. Should the player still not be present at the completion of the initial deal the hand shall be folded; and/or
- 7.16.2 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.
- 7.17 An entrant shall not lend or borrow Tournament Chips at any time.

- 7.18 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 a player'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 player 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.
- 7.19 Where two or more all-in Entrants who would have been eligible for place in the tournament, are eliminated in the same round of play, the placing/placings shall be equally shared among those Entrants.
- 7.20 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.
- 7.21 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).
- 7.22 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.
- 7.23 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 game.
- 7.24 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.
- 7.25 Once the Entrant make-up for the final table has been determined Entrants will redraw for seating positions.
- 7.26 Entrants may request to 'put the clock' on another Entrant. Subject to the request being reasonable the Tournament Director will call 'time' and the Entrant in question will have one minute to act. If action has not been taken by the time the minute is over, the Entrant's hand will be called dead. All wagers made by that Entrant will remain in the pot.
- 7.27 The Tournament Director reserves the right to direct any Entrant considered to be unduly delaying the game to expedite their play.
- 7.28 The Tournament Director may also call 'time' on an Entrant if deemed necessary.

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- 7.29 If an Entrant lacks sufficient chips for a blind, the Entrant is still entitled to go all-in with their remaining table stake.
- 7.30 All cards will be turned face-up without delay once an Entrant is all-in and all betting action by all other Entrants in the hand is complete.
- 7.31 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.
- 7.32 Verbal affirmations as to the content of an Entrant's hand are not binding.
- 7.33 An oversized chip wagered without the Entrant calling raise will be deemed to be a call.
- 7.34 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.
- 7.35 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.
- 7.36 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.
- 7.37 The Casino Operator will not charge a participation fee nor charge commission on any round of play during the tournament.
- 7.38 Penalties may be imposed at the Tournament Director's discretion. Penalties available for use shall be verbal warnings and or missed orbits. Missed orbit penalties may include 1, 2, 3 or 4 orbits away from the table. During penalties of missed 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.
- 7.39 An Entrant who exposes their hand during a round of play will not have their hand folded but may incur a Penalty.
- 7.40 Tournament Entrants must not advise or seek advice from another tournament Entrant or person not involved in the tournament during play.
- 7.41 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 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 \$450 and \$475 would all equal 5 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 Entrants 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, a player 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.

7.41 It is the Entrant's responsibility to protect their hand at all times. 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.

7.42 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 players, 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.

7.43 Action Clock Rules

- a) The Action Clock will be introduced into play at the start of the tournament
- b) The Action Clock will be controlled by the dealer

- c) Dealers will start the Action Clock following the completion of each deal once the last card has been dealt
- d) When players act in turn, the Action Clock will be reset, with each player receiving a fresh 30 seconds to begin his or her action
- e) 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
- f) Dealers will advise players when the Action Clock reaches 10 seconds
- g) To begin play in the Action Clock portion of the tournament, each player will receive time-bank chips. Each time-bank chip is worth a 30-second addition to a player's action
- h) Players should keep all remaining time-bank chips with them throughout the duration of the tournament
- i) Time-bank chips are to be treated with the same level of importance as tournament chips.
- j) Entrants are required to keep remaining time-bank chips visible at all times
- k) 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
- l) 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
- m) 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	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-120	121-150	151-180	181-210	211-240	241-270	271-300	301-330	331-360	361-450	451-540	541-630	631-720	721-810	811-900	901-990	991-1080	1081-1170	1171-1350	1351-1530	1531-1710	1711-1890	1891-2070	2071-2250	2251-2500	2501-2750	2751-3000		
1	100.00	60.00	50	45	37.5	37.5	35	34	32	30	28	27	26	25	24.5	24	23.5	23	22	21.5	21	20.5	20	19.5	19	18.5	18.25	17.75	17.25	16.75	16.25	15.75	15.25	14.75	14.5	14.25		
2		40.00	30	30	23.18	23.2	21.629	21.037	19.777	18.542	17.306	16.686	16.061	15.452	15.138	14.832	14.53	14.219	13.595	13.293	12.989	12.685	12.33	12.05	11.752	11.438	11.272	11	10.7	10.376	10.099	9.936	9.454	9.28	9.026	8.807		
3			20	15	16.14	15.2	14.341	13.848	13.844	13.202	12.492	12.011	11.597	11.246	10.937	10.762	10.553	10.373	9.934	9.711	9.498	9.304	9.09	8.876	8.674	8.5	8.376	8.073	7.841	7.83	7.526	7.31	7.124	6.959	6.872	6.754		
4				10	12.51	10.5	10.152	9.694	10.084	9.59	9.179	8.803	8.517	8.317	8.049	7.94	7.795	7.694	7.376	7.199	7.048	6.919	6.775	6.624	6.49	6.39	6.3	6.1	5.961	5.95	5.702	5.549	5.44	5.359	5.306	5.232		
5					10.67	7.7	7.643	7.184	7.419	7.104	6.862	6.566	6.363	6.247	6.03	5.955	5.852	5.796	5.562	5.414	5.303	5.215	5.117	5.008	4.917	4.859	4.797	4.655	4.538	4.53	4.368	4.257	4.196	4.163	4.127	4.108		
6						5.9	6.097	5.618	5.542	5.363	5.217	4.983	4.835	4.765	4.595	4.538	4.463	4.433	4.257	4.13	4.045	3.983	3.915	3.835	3.772	3.738	3.696	3.583	3.495	3.48	3.382	3.301	3.268	3.25	3.235	3.221		
7							5.138	4.624	4.445	4.125	4.033	3.846	3.735	3.69	3.56	3.512	3.457	3.44	3.306	3.195	3.128	3.082	3.033	2.974	2.929	2.909	2.881	2.79	2.723	2.71	2.647	2.587	2.57	2.56	2.556	2.543		
8								3.995	3.705	3.231	3.168	3.017	2.933	2.9	2.803	2.76	2.718	2.708	2.604	2.507	2.452	2.416	2.379	2.335	2.303	2.29	2.271	2.198	2.146	2.13	2.093	2.049	2.041	2.04	2.035	2.021		
9									3.184	2.576	2.529	2.406	2.34	2.313	2.242	2.202	2.169	2.162	2.08	1.995	1.948	1.918	1.889	1.856	1.832	1.824	1.81	1.752	1.711	1.7	1.673	1.639	1.637	1.653	1.634	1.626		
10-12										2.089	2.05	1.949	1.897	1.872	1.821	1.783	1.757	1.749	1.684	1.609	1.568	1.542	1.518	1.493	1.475	1.47	1.459	1.412	1.38	1.37	1.351	1.325	1.32	1.31	1.3	1.29		
13-15											1.688	1.604	1.562	1.537	1.502	1.465	1.444	1.435	1.382	1.316	1.278	1.255	1.235	1.215	1.202	1.198	1.189	1.151	1.125	1.12	1.102	1.082	1.081	1.08	1.07	1.06		
16-18												1.341	1.306	1.279	1.258	1.221	1.204	1.193	1.15	1.09	1.055	1.034	1.017	1.001	0.991	0.987	0.98	0.949	0.927	0.926	0.908	0.892	0.891	0.89	0.88	0.871		
19-21													1.108	1.079	1.07	1.032	1.018	1.005	0.969	0.915	0.882	0.862	0.847	0.834	0.826	0.822	0.816	0.791	0.773	0.772	0.756	0.743	0.742	0.74	0.73	0.721		
22-24														0.923	0.923	0.885	0.873	0.858	0.827	0.778	0.747	0.727	0.714	0.703	0.696	0.692	0.687	0.666	0.651	0.65	0.636	0.625	0.624	0.622	0.612	0.602		
25-27															0.808	0.769	0.759	0.742	0.715	0.67	0.64	0.621	0.609	0.599	0.593	0.589	0.584	0.567	0.554	0.551	0.54	0.531	0.529	0.524	0.515	0.506		
28-30																0.678	0.669	0.65	0.626	0.585	0.555	0.536	0.525	0.516	0.511	0.507	0.502	0.488	0.477	0.472	0.463	0.455	0.453	0.45	0.437	0.429		
31-33																	0.597	0.576	0.555	0.517	0.488	0.468	0.458	0.45	0.445	0.441	0.436	0.424	0.415	0.408	0.401	0.394	0.391	0.386	0.373	0.366		
34-36																		0.517	0.498	0.463	0.434	0.414	0.404	0.397	0.392	0.388	0.382	0.373	0.365	0.356	0.35	0.344	0.34	0.334	0.321	0.315		
37-45																			0.452	0.419	0.39	0.37	0.36	0.354	0.349	0.345	0.338	0.331	0.324	0.314	0.309	0.304	0.299	0.291	0.278	0.273		
46-54																				0.384	0.355	0.334	0.324	0.319	0.314	0.31	0.302	0.297	0.291	0.28	0.275	0.271	0.265	0.255	0.243	0.239		
55-63																					0.327	0.305	0.295	0.29	0.286	0.281	0.273	0.269	0.264	0.252	0.247	0.244	0.237	0.226	0.214	0.21		
64-72																						0.28	0.271	0.267	0.263	0.257	0.249	0.246	0.241	0.229	0.224	0.221	0.214	0.201	0.19	0.186		
73-81																							0.249	0.246	0.242	0.236	0.229	0.226	0.222	0.21	0.205	0.202	0.195	0.181	0.17	0.166		
82-90																								0.226	0.223	0.217	0.211	0.208	0.204	0.193	0.188	0.186	0.179	0.164	0.153	0.15		
91-99																									0.205	0.2	0.194	0.191	0.188	0.178	0.173	0.171	0.164	0.15	0.139	0.136		
100-108																										0.184	0.178	0.176	0.173	0.164	0.159	0.157	0.0015	0.138	0.127	0.124		
109-117																											0.164	0.162	0.159	0.151	0.159	0.157	0.0015	0.138	0.127	0.124		
118-126																											0.149	0.146	0.139	0.146	0.144	0.00138	0.138	0.127	0.124			
127-135																												0.149	0.146	0.139	0.146	0.144	0.00138	0.127	0.127	0.124		
136-144																													0.134	0.128	0.134	0.132	0.00138	0.127	0.117	0.114		
145-153																													0.134	0.128	0.134	0.132	0.00127	0.127	0.117	0.114		
154-162																														0.118	0.123	0.121	0.127	0.117	0.117	0.114		
163-171																														0.118	0.123	0.121	0.127	0.117	0.117	0.114		
172-180																															0.113	0.121	0.117	0.117	0.108	0.105		
181-189																																0.111	0.117	0.108	0.108	0.105		
190-198																																	0.111	0.108	0.108	0.105		
199-207																																		0.111	0.108	0.108	0.105	
208-216																																			0.108	0.108	0.099	0.097
217-225																																			0.108	0.099	0.099	0.097
226-234																																				0.099	0.099	0.097
235-243																																				0.099	0.099	0.097
244-252																																				0.099	0.091	0.097
253-261																																					0.091	0.089
262-270																																					0.091	0.089
271-279																																					0.091	0.089
280-288																																					0.089	
289-297																																					0.089	