

# **999 Promotion**

## *for Artichoke Joe's Casino*

(GEGA-002046)

### **Summary of the Promotion**

September 9, 2009 (9.9.09) is a centennial event. It is revered as a very lucky day for the Chinese culture as the number of the date translates to longevity and prosperity in Chinese. The basic idea is to call out a lucky player every half-hour to 1 hour for 1 month prior to the lucky date of 9.9.09 to collect a small initial cash prize. In addition to the small initial cash prize, the lucky player will also be given a raffle ticket at that time to come back on that lucky day for a chance to win one of a predetermined number of larger raffle prizes.

### **Drawing Time**

The casino will be randomly picking out a lucky seated player on a predetermined schedule throughout the course of each day. The schedule will be posted via flyers, posters or digital signage. This will be conducted every day for up to 4 weeks prior to the actual date of 9.9.09.

### **Procedure for the Drawing of the Lucky Player**

The drawing of the lucky player will be a lottery style method. There are two steps to this. The first step is to draw for the table number and the second step is to draw for the lucky seated player on that table.

1<sup>st</sup> step – We will be using a cage that will randomly roll out a ping pong ball with the table number imprinted on it. On-duty casino Shift Coordinator or Floorstaff will roll out the ball and announce the table number over the PA to all patrons.

2<sup>nd</sup> step – After the table number has been picked, the on-duty casino Shift Coordinator or Floorstaff will proceed to that designated table number where he/she will shake the casino dice cup to determine the lucky seated player on that table.

### **The Prizes**

After a random lucky seated player has been chosen using the above methods, he/she will receive an initial cash prize and a raffle ticket to come back on September 9, 2009 (9.9.09) to qualify for one of a predetermined number of main raffle prizes.

Initial Cash Prize – The lucky seated player will receive a cash prize ranging from \$20.00 to \$1000.00

Main Raffle Prizes – Owners of the raffle tickets will qualify to participate in the drawing for a predetermined number of main raffle prizes on September 9, 2009 (9.9.09). The main raffle prizes will equal cash amounts ranging from \$100.00 to \$20,000.00.

### **Main Raffle Prize Drawing**

The on-duty Shift Coordinator or Floorstaff will draw the tickets from a confined box. He/she will announce over the PA the ticket number drawn and the rightful owner of that ticket number will win a prize.

The drawing of the main raffle prizes will be held on September 9, 2009 (9.9.09). All qualifying participants with the raffle ticket must be present at the time of the drawing in order to receive the prizes. In the event where the owner of the winning raffle ticket number is not present to claim the prize, the casino will reserve the right to redraw for a new ticket number after 10 minutes has passed, deeming the previous ticket called invalid. The promotion ends after all main raffle ticket prizes have been claimed.

### **Eligibility**

The promotion will be opened to all players who are seated and playing at the approved listed games offered at Artichoke Joe's Casino during the pre-determined and specified hours designated for the promotion.

- Pai Gow Poker
- Pai Gow Tiles
- California Blackjack
- 21<sup>st</sup> Century Baccarat
- Three Card Poker
- Omaha & Omaha Hi/Lo
- Seven Card Stud & Variations
- Texas Hold'em & Variations

**\*\* NO PURCHASE NECESSARY \*\***

\*\* If you're concerned that gambling is becoming more than a game for you, Please call 1-800-GAMBLER or visit [www.problemgambling.ca.gov](http://www.problemgambling.ca.gov) .\*\*

# Rules for Double Hand Poker Jackpots



Prepared by Landon Bachman,  
Cardroom Manager

9/12/07

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## Description:

Play is by the rules of Double Hand Poker. In addition to the way of winning described there, players may win jackpots. The opportunity to win jackpots is available to players participating in regular games and to players participating in a no purchase necessary game on an instructional table. Two jackpots will be offered: the Big Hand Jackpot and the Nine High Jackpot.

Qualifying to win a jackpot is based on the Designated Player (Bank) hand. Jackpots will be paid from progressive prize pools, funded by players participating in live games. Artichoke Joe's Casino will provide initial seed money. The House will award jackpot amounts to players when the Designated Player (Bank) hand qualifies for either jackpot. In live games, when the DP hand qualifies for the Big Hand Jackpot, half the jackpot is divided between the active betting spots in the DP position and half the jackpot is divided between the other active betting spots at the table. When the DP hand qualifies for the Nine High Jackpot, the active betting spots in the DP position divide it.

The first Designated Player, the player making the bet on the first betting spot in the DP (Bank) position, will post one dollar for the jackpots. Jackpot dollars will be dropped in a second collection box. Artichoke Joe's will collect, count, and record jackpot monies separately from fees collected by and for the House. The House will maintain the jackpot funds in secure and separate accounts. The House will collect a flat administrative fee of fifteen cents per hand. We will post updated jackpot amounts on a daily basis.

The Big Hand Jackpot will be capped at \$50,000 and the Nine High Jackpot at \$10,000. The posted amount of a jackpot will be the smaller of 50% of the jackpot fund, rounded down to the nearest dollar, and the jackpot cap. When a jackpot is hit, a new jackpot – the smaller of 50% of the remaining fund and the cap -- goes into effect immediately and will be posted as soon as possible.

The House will verify that the DP hand qualifies and that play conformed to our rules before awarding jackpots. All required State and Federal forms will be completed. Amounts awarded and the names of winners will be kept as part of our jackpot records. Once the winning of a jackpot is confirmed and eligible players are identified, regular action for the hand will be concluded and the jackpot will be awarded.

## Jackpot Rules:

1. Any irregularity or discrepancy will void eligibility to win a jackpot.
2. In a live game, there must be at least four active players with at least three of the seven positions having active hands.
3. In a live game, the player betting on the first betting spot in the Designated Player position posts a dollar for the jackpots.
4. Only the DP hand may qualify to win a jackpot.
5. There are three hands that qualify to win the Big Hand Jackpot:
  - a. Four of a Kind for the back hand and, in addition, a Pair of Aces for the front hand. The Joker may **not** be part of this hand.
  - b. A Straight Flush for the back hand and, in addition, a Pair of Aces for the front hand. The Joker may **not** be part of this hand.
  - c. A hand with five Aces and any other pair. Obviously, the Joker must be part of this hand.

6. There are two hands that qualify to win the Nine High Jackpot:
  - a. 2-3-4-5-7-8-9 with no Flush.
  - b. 2-3-4-6-7-8-9 with no Flush.
7. A DP hand qualifying for a jackpot is not changed by how the hand is set. However, once the DP hand is mucked at the completion of the hand, it is too late to claim that the DP hand qualified.
8. Jackpots will be divided as follows:
  - a. Half of the Big Hand Jackpot goes to players in the Designated Player position, divided as evenly as possible between the active betting spots there. The other half of the Big Hand Jackpot is divided as evenly as possible between other active betting spots. When the jackpot is an odd amount, the odd dollar goes to the DP position. Odd dollar chips will be awarded one at a time to active betting spots in the order they would receive action on the hand.
  - b. The Nine High Jackpot goes to players in the Designated Player position, divided as evenly as possible between the active betting spots there. Odd dollar chips will be awarded one at a time to active betting spots in the same order they would receive action on the hand.
  - c. When two or more players combine to make a bet, the jackpot amount for the spot will be divided as equally as possible between them, regardless of how much each contributed to the bet. Odd dollar chips will be awarded one at a time to players based on how much they contributed, starting with the largest amount.
  - d. No individual playing for a Third Party Provider of Proposition Player Services is eligible to win any part of a jackpot. When such an individual acts alone as the DP there cannot be a Nine High Jackpot. When such an individual acts alone as the Designated Player and the DP hand meets the requirements for the Big Hand Jackpot, the other active positions will divide half of the jackpot. Furthermore, participation of a TPPPS player will not disqualify other players in a position. A spot will receive the full share, as described above, so long as there is at least one non-TPPPS player active there.
9. Valid I.D. is required. Necessary Federal or State forms will be completed before jackpots are awarded.
10. Play is by the regular rules of Double Hand Poker and the description and rules given here. By playing a jackpot variation, a player accepts all House decisions as final.
11. No purchase necessary. Jackpots may be played for on an instructional table. Contact a floor manager. No purchase necessary. No fee or wager is required to play for the Big Hand Jackpot and the Nine High Jackpot on an instructional table.
12. The House reserves the right to alter the Big Hand Jackpot and the Nine High Jackpot at any time.

### **Glossary of Terms:**

active betting spot	A betting spot with a bet.
back hand	In Double Hand Poker, players form two hands – a two-card front hand and a stronger, five-card back hand.

cap	The maximum amount Artichoke Joe's will pay as a jackpot.
Designated Player (DP)	The player (or players) against whom all other active players contend. DP is the commonly used abbreviation for Designated Player.
front hand	In Double Hand Poker, players form two hands – a two-card front hand and a stronger, five-card back hand.
instructional table	An empty playing table the House uses to demonstrate to new customers how games are played.
post	To place the proper game fee and/or a dollar for the jackpots in front of a bet in a betting position.
qualifying	Hands that meet the criteria to win a jackpot.

*Please consult the glossary of terms for Double Hand Poker for other game terminology.*

# Tournament Rules For Poker at Artichoke Joe's Casino



10/31/07

Prepared by Landon Bachman,  
Card Room Manager

Poker tournaments at Artichoke Joe's Casino are designed to promote interest in poker and to give players an enjoyable experience. Artichoke Joe's has offered tournaments for Limit Texas Hold 'Em, No-Limit Texas Hold 'Em, Omaha High-Low, and Seven-Card Stud. Players compete for prizes. The funds for prizes generally come from player buy-ins, re-buys, and add-ons. For some events, however, funds for prizes may come from fees accumulated in earlier events or from Artichoke Joe's.

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. House Rules governing player behavior apply at all times. If a player has a problem during play, he should call time and ask for the floorman *while the hand is still in play*. In tournaments, as in live games, the floorman cannot be called upon to make a ruling once a hand is out of play. Any rule being violated will be enforced if the violation is called to the attention of the floorman.

Players may qualify to enter a free roll tournament by a high finish in a previous tournament or by accumulating free roll points in tournaments that are part of a series. Due to the large number of people who qualify for the free roll, we require players to pre-register and then play in a qualifying session. Prizes for a free roll tournament come from a free roll account. Part of the fee players pay to enter each of the tournaments in the series leading to the free roll goes into this account.

For other tournaments, including those leading to a free roll, players enter by making the buy-in including the fee for the tournament. The amounts of the buy-in and the fee are part of the tournament information we post for our customers. Entered players receive tournament chips and play the poker variation offered for the particular tournament. In some tournaments, players may acquire more chips after play has started by making re-buys or making an add-on. Prizes for a tournament come from the sum of buy-ins, re-buys, and add-ons. In addition, part of a prize fund may be put up by the House or, for tournaments leading to a free roll, come from a free roll account.

With the arrival of Lightning Poker™ to Artichoke Joe's we may have "Sit-n-go" tournaments played on a Lightning Poker™ table. These have the same structure as Satellite tournaments – they are one table events, played down to the last player with chips. A Sit-n-go may use any of the variations available with the Lightning Poker™ table. Players in a Sit-n-go may win all or part of the buy-in money. Artichoke Joe's retains entry fees.

Artichoke Joe's will retain records, including tournament structure and tournament outcome. Part of our tournament records will be the amounts of prizes and the names of the winners.

### **General Poker Tournament Rules**

1. Except for Free Roll Tournaments, a player enters a tournament by paying the buy-in with the entry fee for that tournament. Rules for re-buys and add-ons are always included on the tournament sheet for a particular event.
2. All money from the buy-ins, re-buys, and add-ons is pooled to form the prize fund. Artichoke Joe's Casino may add House funds to the prize fund to meet a guarantee. The number of prizes and the amount of each are announced in advance and always displayed on the tournament sheet.
3. Play is with tournament chips. These chips have no cash value.
4. At the start (or sometimes restart) of play the Dealer Button is placed by a high card race off.
5. Each tournament is divided into periods. The tournament sheet specifies the time, blinds, and betting limits for each period. Blinds and betting limits increase as play progresses to limit how long a tournament will last.
6. In tournaments featuring more than one variation, the periods for one variation may be longer than for another. This rule takes into account the fact that play is faster for some variations than for others.
7. Players finish in the inverse order of elimination. The last player with chips wins the tournament and first prize. Second prize goes to the last player eliminated, third prize to the



second to the last player eliminated, and so on. The tournament director may allow players still in the tournament at some point to agree to end play and split the prize pool between them. Agreement between the players must be through open discussion and must be unanimous. Such discussion will not be allowed to delay play.

8. Collusion between players in play is prohibited. Such behavior disqualifies those players and may result in the players being barred.
9. Tournament play is governed by the rules on the tournament sheet and the House rules for the variation being played.
10. All necessary Federal or State forms will be completed before tournament prizes will be awarded. Valid I.D. is required.
11. Off-duty employees are eligible to play in tournaments.
12. By participating in tournaments, the individual accepts all House decisions as final.

Each tournament will feature one or more poker variations. We will make available tournament rules for the variation(s) being used.

### **Rules for Limit Tournaments**

1. A hand has started when the dealer begins the first riffle.
2. Every player will take the blinds. The button will remain fixed until the appropriate blinds are made.
3. Absent players will be dealt in. The appropriate blinds will be posted. The hand remains live until it is that player's turn to act. If the player is not present to act on the hand, then the hand is dead.
4. Players moving to a game will be dealt in.
5. Hold your hand until the player in front of you completes his action.
6. Only a player going all-in may put into the pot less than the amount for a call or raise at that point in the action. If all in action is at least half the amount of the previous bet or raise, in addition to the amount required to call, then the action is a raise.
7. A player who puts a single chip into the pot larger than the bet to him has called, unless he announces raise or specifies an amount before putting in the chip.
8. A player is entitled to full action on the chips he has. A player who posts a short blind and then wins the pot does not have to make up the blind.
9. When all active players are all-in, the players must turn their hands face-up.
10. Generally cards speak. However, if a player overcalls his hand, the hand may be fouled, if another player consequently discards his hand.
11. No splitting of pots, except in case of an actual tie. If there are odd chips when a pot is split, the chips are awarded one at a time to winners, starting with the player closest to the left of the button and then moving clockwise. No player receives more than one chip.
12. Any player who was dealt in may see any hand live at showdown.
13. No rabbit hunting.
14. Before the last table, players going broke on the same hand finish tied. At the last table, players going broke on the same hand finish in order of the amount with which they started the hand. The player who started with more finishes higher.
15. The deck will not be changed at the request of a player. One scramble or extra shuffle will be allowed at a player's request. (Limit: One request per player per round.)
16. Except as covered above, all House rules will apply.

17. Artichoke Joe's Casino reserves the right to disqualify any tournament player whose behavior is detrimental to the game. Foul and abusive language and other misconduct will not be tolerated.

**Tournament Floorman decisions are final.**

### **Rules for No Limit Tournaments**

1. A hand has started when the dealer begins the first riffle.
2. Every player will take the blinds. The button will remain fixed until the appropriate blinds are made.
3. Absent players will be dealt in. The appropriate blinds will be posted. The hand remains live until it is that player's turn to act. If the player is not present to act on the hand, then the hand is dead.
4. Players moving to a game will be dealt in.
5. Hold your hand until the player in front of you completes his action.
6. Only a player going all-in may put into the pot less than the amount for a call or raise at that point in the action. A raise must be at least the amount of the previous bet or raise.
7. If a player says call, raise, or specifies an amount, before putting more than needed into the pot, the verbal declaration applies, so long as the bet is otherwise allowed. Without the prior verbal declaration, when a player puts a single chip into the pot larger than the minimum at that point, the following apply:
  - a. Before the flop, the player has called.
  - b. After the flop, with no bet to him, the player has bet the entire chip.
  - c. After the flop, with a bet to him, the player has called.
8. A player is entitled to full action on the chips he has. A player who posts a short blind and then wins the pot does not have to make up the blind.
9. When all active players are all-in, the players must turn their hands face-up.
10. Generally cards speak. However, if a player overcalls his hand, the hand may be fouled, if another player consequently discards his hand.
11. No splitting of pots, except in case of an actual tie. If there are odd chips when a pot is split, the chips are awarded one at a time to winners, starting with the player closest to the left of the button and then moving clockwise. No player receives more than one chip.
12. Any player who was dealt in may see any hand live at showdown.
13. No rabbit hunting.
14. Before the last table, players going broke on the same hand finish tied. At the last table, players going broke on the same hand finish in order of the amount with which they started the hand. The player who started with more finishes higher.
15. The deck will not be changed at the request of a player. One scramble or extra shuffle will be allowed at a player's request. (Limit: One request per player per round.)
16. Except as covered above, all House rules will apply.
17. Artichoke Joe's Casino reserves the right to disqualify any tournament player whose behavior is detrimental to the game. Foul and abusive language and other misconduct will not be tolerated.

**Tournament Floorman decisions are final.**

## **Rules for Satellite Structure Tournaments**

Satellite Structure Tournaments are governed by the Rules for Limit Tournaments or by the Rules for No Limit Tournaments, depending on the variation being played.

## **Rules for Round-up Tournaments**

Round-up Tournaments are governed by the Rules for Limit Tournaments or by the Rules for No Limit Tournaments, plus the following:

1. If all-in players split a pot, they retain the buttons with which each started the hand.
2. When players split a button, new buttons with proportionately split value result.
3. In case players are tied for the chip lead at the end of play, those players will race off to determine who is the chip leader.

In Round-up Tournaments that are part of a Free Roll qualifying series, the following also applies:

If the previous week's chip leader does not enter, there is no purple chip that week. In such a case, the purple button will be worth \$100 more the following week.

## **Rules for Omaha High/Low**

Omaha High/Low Tournaments are governed by the Rules for Limit Tournaments, plus the following:

1. In Omaha High/Low, no splitting of pots before show down. If, when a pot is split between the winning high and low hands, there is an odd chip, the odd chip is awarded to the high share.
2. A player's hand must be an Eight or better to qualify to win the low hand share of the pot. When no hand qualifies for low, the high hand wins the whole pot.
3. In Omaha High/Low, when either the high share or the low share is split because there is a tie for High or a tie for Low, odd chips are awarded as in rule 11 of Limit Rules. The distribution of odd chips from one share does not affect the possible distribution of odd chips from the other share.

## **Rules for Seven-Card Stud Tournaments (Including Razz and High/Low)**

1. A hand is started when the dealer begins the first riffle.
2. Generally cards speak. However, if a player overcalls his hand, the hand may be fouled, *if another player consequently discards his hand.*
3. A raise must be at least the amount of the limit in that betting round, *assuming the player has enough in chips.* All-in action that is at least half the amount of the limit, in addition to the amount required to call, is a raise.
4. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called, unless he previously announced call or specified an amount.
5. Absent players will be dealt in and the appropriate ante taken. If that hand is so required the forced bet will be made. The hand remains live until it is that player's next turn to act or the betting round is completed. If the player is still absent when required to act again, the hand is dead. (In this case, no card is set aside for the dead hand.) If the player is not required to act again, but is still absent when the round of betting is completed, the hand is dead. (In this case, a card is set aside for the dead hand.)
6. There is no "completing" the forced bet. The force is considered a full bet and a following raise must equal the lower limit. Assuming a following player has enough in chips.
7. Hold your hand until the player in front of you completes his action.

8. A player who turns any of his up cards face down has folded.
9. A player is entitled to full action on the chips he has when a hand starts.
10. In Seven-Card Stud and Razz, there is no splitting of pots, except in case of an actual tie. If in Seven-Card Stud, there are odd chips when a pot is split, the first odd chip goes to the player with the high card (Ace is high); the second odd chip goes to the player with the next highest card; and so on. No tying player receives more than one odd chip. Suits will be used if needed. Suits are ranked from lowest to highest: Clubs, Diamonds, Hearts, and Spades. The procedure for Razz is just the opposite – odd chips are awarded to winners based on the low card in the hand.
11. In Seven-Card Stud High/Low, a player's hand must be an Eight or better to qualify the low hand share of the pot. If no hand qualifies for low, the high hand wins the whole pot.
12. In High/Low, if there is an odd chip when a pot is divided between high and low, the odd chip goes to the high hand share. When the high share or the low share must be split, odd chips are handled as in rule 10, just above.
13. Any player who was dealt in may see any hand live at showdown.
14. No rabbit hunting.
15. When more than one table is still in use, two or more players who go broke on the same hand finish tied. On a final table, the order of finish is determined by the amount with which the players started the hand. Higher place goes to the player who started the hand with more.
16. The deck will not be changed at the request of a player. One scramble or extra shuffle per round will be allowed at a player's request.
17. Except as covered above, Artichoke Joe's rules for the variation being played will apply. In particular, the rules governing limits during a hand apply.
18. Artichoke Joe's reserves the right to disqualify any player whose behavior is detrimental to the game. Foul or abusive language and other misconduct will not be tolerated.

**Tournament Floorman decisions are final.**

## **Glossary of Poker Tournament Terms**

active player	A player who has not been eliminated from a tournament.
add-on	For a specified number of rounds under specified conditions and for a specified amount, an active player may buy more chips.
bounty	A prize awarded to a player for breaking a designated player.
buy-in	The amount a player must put up to enter a tournament. For each tournament requiring a buy-in, the amount of the buy-in paid as a fee and the amount going into the prize fund are specified in advance.
free roll	A tournament for which players qualify by results in previous tournaments. The prize pool comes from the fees accumulated from those previous events.
high card race off	Used to place the Dealer Button on each table at the beginning of tournament play and to place the Dealer Button when play is resumed on a table after remaining players have redrawn for seats. Starting with the first player to his left and going clockwise, the Dealer deals one card face up to each player. High card is determined by rank and, if necessary, by suit. For this purpose the suits are ranked, in order, Clubs (low), Diamonds, Hearts, and Spades (high). The player with the high card starts with the Dealer Button.
qualifying	The value of a hand needed to win the low share of a pot in a split limit game.
rabbit hunting	Showing one or more cards after a hand is completed without a show down.

	The purpose is to see what a hand would have been if players had called rather than folded.
riffle	Shuffling a deck by dividing the pack, lifting the corners of the parts, and releasing the corners so that the two parts are intermixed.
re-buy	At the end of the time during which add-ons are allowed, generally during a break between rounds, an active player may buy a specified amount of chips for a specified amount of money.
rounds	Periods of time in tournament play with set blinds and limits.
satellite	Originally a tournament with the prize being a paid entry into a future, probably richer, tournament. The format is borrowed when play is limited to one table.
scramble	Moving the face down cards of the deck so that a new ordering results.
split	<ol style="list-style-type: none"> <li>1. The division of a pot.</li> <li>2. The way the prize pool is divided.</li> <li>3. A unanimous agreement between the players remaining in a tournament to apportion the prize pool.</li> </ol>

# Artichoke Joe's Sunday

## No Limit Texas Hold 'Em Tournament

### \$3,000 Guaranteed Prize Pool

**Play Starts at 6:45 p.m.**

\$40 + \$9 buy-in. You start with \$500 in tournament chips. Up to the first break, you may make a \$20 re-buy any time you have no more than \$500 in tournament chips. For each re-buy you receive \$500 in tournament chips. At the first break, you may make a \$40 add-on. You receive \$1000 in tournament chips for the add-on.

#### Tournament Structure:

*(Before the final table, each period is 15 minutes.)*

<u>Blinds</u>	<u>Ante</u>	<u>Minimum Bet</u>
20-20	--	20 to go
20-40	--	40 to go
40-60	--	60 to go

*Ten minute break. (Last chance to buy more chips.)*

<u>Blinds</u>	<u>Ante</u>	<u>Minimum Bet</u>
60-100	--	100 to go
100-200	--	200 to go
160-300	20	300 to go
200-400	60	400 to go

*Ten minute break to race off \$20 chips.*

<u>Blinds</u>	<u>Ante</u>	<u>Minimum Bet</u>
400-800	100	800 to go
500-1,000	200	1,000 to go
700-1,500	300	1,500 to go
1,000-2,000	500	2,000 to go
2,000-4,000	1,000	4,000 to go
5,000-10,000	2,000	10,000 to go

*Blinds, ante, and minimum bet double for each additional period.*

When play is down to fewer than eleven, the remaining players redraw for seats at the final table. Final table players race off for the button. Play restarts with the same blinds, ante, and minimum bet in use at the interruption and continues with such for the time remaining in the interrupted period. Remaining periods are 20 minutes.

The prize pool includes \$40 from each buy-in plus all re-buy and add-on money. **Prizes:** 20 players or less: 1<sup>st</sup>-40%, 2<sup>nd</sup>-25%, 3<sup>rd</sup>-15%, 4<sup>th</sup>-12%, and 5<sup>th</sup>-8%; from 21 to 70 players: 1<sup>st</sup>-40%, 2<sup>nd</sup>-20%, 3<sup>rd</sup>-10%, 4<sup>th</sup>-8%, 5<sup>th</sup>-7%, 6<sup>th</sup>-6%, 7<sup>th</sup>-4%, 8<sup>th</sup>-3%, and 9<sup>th</sup>-2%; more than 70 players: 1<sup>st</sup>-40%, 2<sup>nd</sup>-20%, 3<sup>rd</sup>-10%, 4<sup>th</sup>-8%, 5<sup>th</sup>-7%, 6<sup>th</sup>-5%, 7<sup>th</sup>-4%, 8<sup>th</sup>-3%, 9<sup>th</sup>-2%, and 10<sup>th</sup>-1%.

A top-nine finish earns 500 free-roll points for a first time qualifier. Once qualified, 1<sup>st</sup> through 6<sup>th</sup> earn 100 free-roll points and 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> earn 50 free-roll points.

**Management reserves the right to cancel or modify any event at its sole discretion.**

*Problem Gambling? Call 1-800-GAMBLER*

20070925 Sunday No Limit

# Artichoke Joe's Thursday Limit Texas Hold 'Em Tournament

## A Round-up (Modified Bounty) Tournament

**Play Starts at 11:00 a.m.**

\$40 + \$8 buy-in gets \$1,000 in tournament chips. No re-buys or add-ons. Each player starts with a yellow button. In addition, the chip leader from the previous week starts with a purple button. When a player goes all-in, all of the buttons held go into the pot.

### Tournament Structure:

(Before the final table, each period is 15 minutes.)

<u>Blinds</u>	<u>Limits</u>
10-20	20-40
15-30	30-60
25-50	50-100

*Ten minute break to race off \$5 chips.*

<u>Blinds</u>	<u>Limits</u>
60-100	100-200
100-200	200-400
160-300	300-600

*Five minute break to race off \$20 chips.*

<u>Blinds</u>	<u>Limits</u>
300-500	500-1,000
500-1,000	1,000-2,000
1,000-2,000	2,000-4,000

*Blinds and limits double for each additional period.*

When there are fewer than ten players remaining, those players redraw for seats at a final table. Final table players race-off for the button. Play restarts with the same blinds and limits in use at the interruption and continues with such for the time remaining in the interrupted period. Remaining periods are 20 minutes. When starting with four tables or less, play ends when there are fewer than eight players. With more tables, play ends when there are fewer than nine players. Players receive money for the buttons they have at the end. Every yellow button is worth \$40 and the purple button is worth \$100. When starting with four tables or less, 8<sup>th</sup> and 9<sup>th</sup> places each get a free entry for another Thursday tournament. With more tables, 9<sup>th</sup> place gets a free entry for another Thursday tournament.

A top-nine finish earns 500 free-roll points for a first time qualifier. Once qualified, 1<sup>st</sup> through 7<sup>th</sup> earn 100 free-roll points, 8<sup>th</sup> and 9<sup>th</sup> earn 50 free-roll points.

**Management reserves the right to cancel or modify any event at its sole discretion.**

*Problem Gambling? Call 1-800-GAMBLER.*

# Artichoke Joe's Wednesday Hold 'Em and Omaha Tournament

## \$1200 Guarantee

### Play Starts at 6:45 p.m.

### ½ Limit Hold 'Em & ½ Omaha High/Low (8 or Better)

\$40 + \$10 buy-in gets \$500 in tournament chips. Through the first break, a \$20 re-buy may be made any time a player has no more than \$500 in tournament chips. At the first break, any player may make a \$40 add-on. A re-buy gets \$500 in tournament chips and an add-on gets \$1,000 in tournament chips.

#### Tournament Structure

<u>Game</u>	<u>Blinds</u>	<u>Limits</u>	<u>Time</u>
Hold 'Em	20-20	20-40	15 Minutes
Omaha	20-40	40-80	20 Minutes
Hold 'Em	20-60	60-100	15 Minutes

*Ten minute break. (Last chance to buy more chips.)*

<u>Game</u>	<u>Blinds</u>	<u>Limits</u>	<u>Time</u>
Omaha	60-80	80-160	20 Minutes
Hold 'Em	60-100	100-200	15 Minutes
Omaha	100-200	200-400	20 Minutes

*Five minute break to race off \$20 chips.*

<u>Game</u>	<u>Blinds</u>	<u>Limits</u>	<u>Time</u>
Hold 'Em	100-300	300-600	15 Minutes
Omaha	200-400	400-800	20 Minutes
Hold 'Em	300-500	500-1,000	15 Minutes
Omaha	500-1,000	1,000-2,000	20 Minutes

*Blinds and limits double for each additional period.*

When play is down to fewer than ten, the remaining players redraw for seats at the final table. Final table players race-off for the button. Play restarts with the same game, blinds, and limits in use at the interruption and continues with such for the time remaining in the interrupted period. Remaining periods are 20 minutes with Hold 'Em and Omaha continuing to alternate.

The prize pool includes \$20 from each buy-in plus all re-buy and add-on money. **Prizes:** 20 players or less: 1<sup>st</sup>-40%, 2<sup>nd</sup>-25%, 3<sup>rd</sup>-15%, 4<sup>th</sup>-12%, and 5<sup>th</sup>-8%; from 21 to 70 players: 1<sup>st</sup>-40%, 2<sup>nd</sup>-20%, 3<sup>rd</sup>-10%, 4<sup>th</sup>-8%, 5<sup>th</sup>-7%, 6<sup>th</sup>-6%, 7<sup>th</sup>-4%, 8<sup>th</sup>-3%, and 9<sup>th</sup>-2%; more than 70 players: 1<sup>st</sup>-40%, 2<sup>nd</sup>-20%, 3<sup>rd</sup>-10%, 4<sup>th</sup>-8%, 5<sup>th</sup>-7%, 6<sup>th</sup>-5%, 7<sup>th</sup>-4%, 8<sup>th</sup>-3%, 9<sup>th</sup>-2%, and 10<sup>th</sup>-1%.

A top-nine finish earns 500 free-roll points for a first time qualifier. Once qualified, 1<sup>st</sup> through 6<sup>th</sup> earn 100 free-roll points and 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> earn 50 free-roll points.

**Management reserves the right to cancel or modify any event at its sole discretion.**

*Problem Gambling? Call 1-800-GAMBLER*



# Artichoke Joe's Tuesday Limit Texas Hold 'Em Tournament

## Satellite Structure

Play Starts at 11:00 a.m.

\$20 + \$5 buy-in gets \$300 in tournament chips. No re-buys or add-ons.

### Tournament Structure:

(Each period is 15 minutes.)

<u>Blinds</u>	<u>Limits</u>
10-15	15-30
15-30	30-60
30-60	60-120

*Five minute break to race off \$5 chips.*

<u>Blinds</u>	<u>Limits</u>
60-100	100-200
200-400	400-800
2,000-4,000	4,000-8,000

*Blinds and limits double for each additional period.*

This is a winner take all event: the last player left on each table wins \$200. The prize for 2<sup>nd</sup> place on a table is a free entry for another Tuesday tournament.

A top-three finish earns 500 free-roll points for a first time qualifier. Once qualified, a top-three finish earns 100 free-roll points.

**Management reserves the right to cancel or modify any event at its sole discretion.**

***Problem Gambling? Call 1-800-GAMBLER.***

# Artichoke Joe's Monday Limit Texas Hold 'Em Tournament

## \$1,000 Guaranteed Prize Pool

### Play Starts at 11:00 a.m.

\$20 + \$8 buy-in gets \$300 in tournament chips. Through the first break, one \$20 re-buy and one \$20 add-on are available. Up to the first break, a player must re-buy before adding on. A re-buy gets \$500 in tournament chips and an add-on gets \$1,000.

#### Tournament Structure:

(Before the final table, each period is 15 minutes.)

<u>Blinds</u>	<u>Limits</u>
5-10	10-20
10-20	20-40
20-40	40-80

*Ten minute break to race off \$5 chips. (Last chance to buy more chips.)*

<u>Blinds</u>	<u>Limits</u>
60-100	100-200
100-200	200-400
200-400	400-800

*Five minute break to race off \$20 chips.*

<u>Blinds</u>	<u>Limits</u>
400-800	800-1600
1,000-2,000	2,000-4,000
2,000-4,000	4,000-8,000

*Blinds and limits double for each additional period.*

When play is down to fewer than ten, the remaining players redraw for seats at the final table. Final table players race off for the button. Play restarts with the same blinds and limits in use at the interruption and continues with such for the time remaining in the interrupted period. Remaining periods are 20 minutes.

The prize pool includes \$20 from each buy-in plus all re-buy and add-on money. **Prizes:** 20 players or less: 1<sup>st</sup>-40%, 2<sup>nd</sup>-25%, 3<sup>rd</sup>-15%, 4<sup>th</sup>-12%, and 5<sup>th</sup>-8%; from 21 to 70 players: 1<sup>st</sup>-40%, 2<sup>nd</sup>-20%, 3<sup>rd</sup>-10%, 4<sup>th</sup>-8%, 5<sup>th</sup>-7%, 6<sup>th</sup>-6%, 7<sup>th</sup>-4%, 8<sup>th</sup>-3%, and 9<sup>th</sup>-2%; more than 70 players: 1<sup>st</sup>-40%, 2<sup>nd</sup>-20%, 3<sup>rd</sup>-10%, 4<sup>th</sup>-8%, 5<sup>th</sup>-7%, 6<sup>th</sup>-5%, 7<sup>th</sup>-4%, 8<sup>th</sup>-3%, 9<sup>th</sup>-2%, and 10<sup>th</sup>-1%.

A top-nine finish earns 500 free-roll points for a first time qualifier. Once qualified, 1<sup>st</sup> through 6<sup>th</sup> earn 100 free-roll points and 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> earn 50 free-roll points.

**Management reserves the right to cancel or modify any event at its sole discretion.**

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