



No Limit Six Plus Holdem Tournament Structure

Six Plus Holdem is a variant where card ranks Deuce through Five are removed. In Six Plus Holdem, a flush ranks higher than a full house and three of a kind ranks higher than a straight. As in standard Holdem, you may use zero, one, or two cards from your hand to make your best five card hand.

Time: Thursday, 2/8/2018 @ 7:00 pm
Initial Chips: T15000
Rounds: All levels are 18 minutes, 9 handed tables

Late registration will be allowed until the end of the first break (or later at the discretion of the organizers).

Level	Blinds	Ante	Level	Blinds	Ante
1	50–100	–	21	20,000–40,000	4,000
2	75–150	–	22	30,000–60,000	6,000
3	100–200	–	23	40,000–80,000	8,000
4	100–200	25	24	60,000–120,000	12,000
5	150–300	25	25	80,000–160,000	16,000

Break for 10 minutes.

6	200–400	50
7	300–600	75
8	400–800	100
9	600–1,200	150
10	800–1,600	200

Break for 10 minutes. Remove T25 chips.

11	1,200–2,400	300
12	1,600–3,200	400
13	2,000–4,000	500
14	3,000–6,000	700
15	4,000–8,000	1,000

Break for 10 minutes, Remove T100 chips.

16	6,000–12,000	1,500
17	8,000–16,000	2,000
18	10,000–20,000	2,500
19	12,000–24,000	3,000
20	15,000–30,000	3,500

Break for 10 minutes. Remove T500 chips.

For All EMBARGO Poker Tournaments:

To facilitate table balancing and fairness, a player chosen to move to balance a table will be selected based on position from the button instead of from a random draw.

Chip Races:

No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.



World Chowaha Championship Tournament Structure

Time: Friday, 2/9/2018 @ 1:30 pm
Initial Chips: T5000
Rounds: All levels are 20 minutes, 9 handed tables

Late registration will be allowed until the end of the first break (or later at the discretion of the organizers).

Level	Limits	Blinds
1	25–50	25–25
2	50–100	25–50
3	75–150	50–75
4	100–200	50–100
5	150–300	75–150
6	200–400	100–200

Break for 10 minutes, Remove T25 chips.

7	300–600	200–300
8	400–800	200–400
9	600–1,200	300–600
10	900–1,800	500–900
11	1,200–2,400	600–1,200
12	1,500–3,000	1,000–1,500

Break for 10 minutes, Remove T100 chips

13	2,000–4,000	1,000–2,000
14	3,000–6,000	1,500–3,000
15	4,000–8,000	2,000–4,000
16	6,000–12,000	3,000–6,000
17	9,000–18,000	5,000–9,000
18	12,000–24,000	6,000–12,000

Break for 10 minutes, Remove T500 chips

19	15,000–30,000	8,000–15,000
20	20,000–40,000	10,000–20,000
21	30,000–60,000	15,000–30,000
22	40,000–80,000	20,000–40,000
23	60,000–120,000	30,000–60,000
24	90,000–180,000	45,000–90,000



Pot Limit Very Big O Eight or Better (with lammers) Tournament Structure

Time: Friday, 2/9/2018 @ 7:00 pm

Initial Chips: T5000 + 2 lammers worth T5000 each for T15000 total.

Any number of lammers may be converted to tournament chips between hands. For example, they may all be cashed in at the beginning of the tournament to create a T15000 stack, or they may be cashed in one at a time after the player loses his or her stack, or any combination in between. If not used earlier, all lammers must be cashed in at the end of level 12.

This tournament will play like ordinary pot limit Omaha Eight or Better, except that each player will be dealt six cards

Rounds: All levels are 18 minutes. 4 handed tables

Late registration will be allowed until the end of the first break (or later at the discretion of the organizers).

Level	Blinds	Call	Or Raise To*	
1	50-100	100	200-350	*The "Raise To" column assumes that you are first to enter the pot after the blinds pre-flop. The maximum raise is determined by the size of the pot, after first adding your implied call of the action to you. The minimum raise is two times the last blind or raise.
2	75-150	150	300-525	
3	100-200	200	400-700	
4	150-300	300	600-1,050	
5	200-400	400	800-1,400	
6	300-600	600	1,200-2,100	

Break for 10 minutes. Remove T25 chips.

7	400-800	800	1,600-2,800
8	600-1,200	1,200	2,400-4,200
9	800-1,600	1,600	3,200-5,600
10	1,000-2,000	2,000	4,000-7,000
11	1,500-3,000	3,000	6,000-10,500
12	2,000-4,000	4,000	8,000-14,000

Break for 10 minutes, Remove T100 and T500 chips.

All unused lammers must be redeemed.

13	3,000-6,000	6,000	12,000-21,000
14	4,000-8,000	8,000	16,000-28,000
15	6,000-12,000	12,000	24,000-42,000
16	8,000-16,000	16,000	32,000-56,000
17	10,000-20,000	20,000	40,000-70,000
18	15,000-30,000	30,000	60,000-105,000

Break for 10 minutes.

19	20,000-40,000	40,000	80,000-140,000
20	30,000-60,000	60,000	120,000-210,000
21	40,000-80,000	80,000	160,000-280,000
22	60,000-120,000	120,000	240,000-420,000
23	80,000-160,000	160,000	320,000-560,000
24	100,000-200,000	200,000	400,000-700,000



No Limit Holdem (with big blind ante) Tournament Structure

Ante will come from the big blind only. If the player in the big blind does not have enough chips to post both the ante and the big blind, the big blind will be posted before the ante. If five or fewer players are dealt into the hand, the big blind shall post half the ante amount listed below. When heads-up, the big blind shall post one-quarter the ante amount listed below.

Time: Saturday, 2/10/2018 @11:00 am
Initial Chips: T20000
Rounds: All levels are 20 minutes, 9 handed tables

Late registration will be allowed until the end of the first break (or later at the discretion of the organizers).

Level	Blinds	Ante (BB)	Level	Blinds	Ante (BB)
1	100–100	100	21	12,000–24,000	20,000
2	100–200	200	22	15,000–30,000	28,000
3	200–300	300	23	20,000–40,000	32,000
4	200–400	400	24	25,000–50,000	40,000
5	300–600	500	25	30,000–60,000	48,000

Break for 20 minutes.

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

Break for 10 minutes. Remove T100 chips.

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

Break for 10 minutes. Remove T500 chips.

16	4,000–8,000	6,000
17	5,000–10,000	8,000
18	6,000–12,000	10,000
19	8,000–16,000	12,000
20	10,000–20,000	16,000

Break for 10 minutes.

Break for 10 minutes.

26	40,000–80,000	60,000
27	50,000–100,000	80,000
28	60,000–120,000	100,000
29	80,000–160,000	140,000
30	100,000–200,000	180,000

Break for 10 minutes.

31	120,000–240,000	200,000
32	150,000–300,000	260,000
33	200,000–400,000	300,000
34	300,000–600,000	400,000
35	400,000–800,000	500,000

For All EMBARGO Poker Tournaments:

To facilitate table balancing and fairness, a player chosen to move to balance a table will be selected based on position from the button instead of from a random draw.

Chip Races:

No one will be allowed to bust out because of the chip race. Anyone in such danger will receive one higher denomination chip.



Six Handed HASTE Tournament Structure

This tournament consists of five limit games: Holdem, Archie, Stud, deuce to seven Triple draw, and stud Eight or better. Archie is a split pot triple draw game with qualifiers of a pair of nines or better for high and an eight or better for low (aces are low). Archie low hands are A-5 lowball style, and flushes/straights do not count. If there is no qualifying hand at showdown, the pot is awarded to the highest hand. During the stud rounds the button will freeze in place. **Players have 20 seconds to act on their hand, after which it is killed. Players will receive three tokens that they may use for an additional 20 seconds that may be used at any time in the tournament. More than one token may be used during the same hand.**

Time: Saturday, 2/10/2018 @ 7:00 pm

Initial Chips: T10000

Rounds: All levels are 20 minutes. 6 handed tables. Games change every 6 hands.
All games are played fixed limit.

Late registration will be allowed until the end of the first break (or later at the discretion of the organizers).

Level	Limits	Blinds	Antes	Bring-in
1	100-200	50-100	25	25
2	150-300	75-150	50	50
3	200-400	100-200	50	75
4	300-600	150-300	75	100
5	400-800	200-400	100	150
6	600-1,200	300-600	150	200

Break for 10 minutes, Remove T25 chips

7	800-1,600	400-800	200	300
8	1,000-2,000	500-1,000	300	300
9	1,200-2,400	600-1,200	300	400
10	1,500-3,000	800-1,500	400	500
11	2,000-4,000	1,000-2,000	500	500
12	3,000-6,000	1,500-3,000	700	1,000

Break for 10 minutes. Remove T100 chips

13	4,000-8,000	2,000-4,000	1,000	1,500
14	6,000-12,000	3,000-6,000	1,500	2,000
15	8,000-16,000	4,000-8,000	2,000	2,500
16	10,000-20,000	5,000-10,000	2,500	3,000
17	12,000-24,000	6,000-12,000	3,000	4,000
18	15,000-30,000	7,500-15,000	3,500	5,000

Break for 10 minutes, Remove T500 chips

19	20,000-40,000	10,000-20,000	5,000	6,000
20	30,000-60,000	15,000-30,000	7,000	10,000
21	40,000-80,000	20,000-40,000	10,000	15,000
22	60,000-120,000	30,000-60,000	15,000	20,000
23	80,000-160,000	40,000-80,000	20,000	25,000
24	100,000-200,000	50,000-100,000	25,000	30,000



EMBARGO Unified Poker Tournament Payouts

Place	Entries												
	2-4	5-8	9-15	16-24	25-35	36-47	48-60	61-80	81-100	101-120	121-140	141-160	161-200
1st	100%	70%	50%	42%	36%	31%	28%	27%	26%	25%	25%	25%	24.5%
2nd		30%	30%	26%	24%	22%	21%	20%	19%	19%	19%	18%	18%
3rd			20%	18%	17%	17%	16%	15%	15%	14%	14%	14%	13.5%
4th				14%	13%	13%	13%	12%	12%	11%	11%	11%	11%
5th					10%	10%	10%	10%	9%	9%	8%	8%	7%
6th						7%	7%	7%	7%	7%	6%	6%	5%
7th							5%	5%	5%	5%	4%	4%	4%
8th								4%	3%	3%	3%	3%	3%
9th									2%	2%	2%	2%	2%
10th									2%	2%	2%	2%	2%
11th										1.50%	1.50%	1.50%	1.50%
12th										1.50%	1.50%	1.50%	1.50%
13th											1%	1%	1%
14th											1%	1%	1%
15th											1%	1%	1%
16th												1%	1%
17th													0.75%
18th													0.75%
19th													0.75%
20th													0.75%

The table above is designed with the following necessary constraints:

- The last paying place always assures the participant of getting at least his money back.
- A higher place never pays less than a lower place in a given tournament.

The table above is also designed with the following arbitrary constraints:

- As the number of players increases, the percent of the field being paid is reduced, heading asymptotically to 10%.
- As the number of players increases, the percentage of the payout for a given place must not increase.
- As the paying place becomes worse, the number of players receiving the same payout will not decrease.
- For a given place, the gap between that payout level and the one above it must never be lower than the gap between a given payout and the one below it.
- For a given place as the number of participants goes up, when the payout percentage drops, the amount it drops must not be a greater amount than for any previous drop for a smaller number of entrants.