



# TOURNAMENT SCHEDULE

		HOUSE FEE	BUY IN	START TIME	STARTING CHIPS	LEVELS	ADD-ON	ADD-ON CHIPS
SUN.	NO LIMIT HOLD'EM <i>(Final Sunday of the Month)</i>	\$15	\$55	12:15PM	6,000	20 MIN	\$10	6,000
	NO LIMIT HOLD'EM DEEP STACK TURBO <i>(Every Sunday Night)</i>	\$15	\$55	6:15PM	15,000	10 MIN	\$10	10,000
	DEEP STACK NO LIMIT HOLD'EM <i>(1st and 3rd Sunday of the Month)</i>	\$31	\$230	12:15PM	15,000	30 MIN	\$10	10,000
	NO LIMIT HOLD'EM BOUNTY <i>(2nd Sunday of the Month)</i>	\$17	\$150	12:15PM	15,000	20 MIN	\$10	15,000
MON.	Shirley's Seniors NO LIMIT HOLD'EM <i>(50+)</i>	\$10	\$30	11:15AM	3,500	15 MIN	\$5	3,500
	NO LIMIT HOLD'EM TURBO	\$9	\$40	6:15PM	10,000	10 MIN	\$5	10,000
TUES.	NO LIMIT HOLD'EM DEEP STACK TURBO	\$15	\$55	12:15PM	15,000	10 MIN	\$10	10,000
	OMAHA NO LIMIT HIGH/LOW BOUNTY	\$12	\$80	6:15PM	10,000	15 MIN	\$5	10,000
WED.	NO LIMIT HOLD'EM \$10 BOUNTY	\$10	\$40	12:15PM	3,500	15 MIN	\$5	3,500
	GREEN CHIP BOUNTY	\$23	\$125	6:15PM	10,000	20 MIN	\$10	10,000
THUR.	DEUCE'S WILD NO LIMIT HOLD'EM	\$10	\$40	10:00AM	3,500	15 MIN	\$5	3,500
	DOUBLE BOARD BOMB POT BOUNTY	\$10	\$60	3:15PM	10,000	20 MIN	\$5	10,000
	NO LIMIT HOLD'EM DEEP STACK TURBO	\$15	\$55	6:15PM	15,000	10 MIN	\$10	10,000
FRI.	NO LIMIT HOLD'EM	\$10	\$30	10:15 AM	3,500	15 MIN	\$5	3,500
	GREEN CHIP BOUNTY	\$23	\$125	7:15 PM	10,000	20 MIN	\$10	10,000
SAT.	NO LIMIT HOLD'EM	\$23	\$100	10:15AM	10,000	20 MIN	\$10	10,000
	CRAZY PINEAPPLE	\$16	\$60	7:15PM	8,000	20 MIN	\$10	8,000

LEVEL	ANTES	SMALL BLIND	BIG BLIND
1		100	100
2		100	200
3	100	100	200
4	200	200	400
15 MIN	BREAK	BREAK	BREAK
5	300	300	600
6	400	400	800
7	600	600	1,200
8	800	800	1,600
10 MIN	BREAK	COLOR-UP	\$100 CHIPS
9	1,000	1,000	2,000
10	1,500	1,500	3,000
11	2,000	2,000	4,000
12	3,000	3,000	6,000
10 MIN	BREAK	COLOR-UP	500

LEVEL	ANTES	SMALL BLIND	BIG BLIND
13	4,000	4,000	8,000
14	6,000	6,000	12,000
15	8,000	8,000	16,000
16	10,000	10,000	20,000
10 MIN	BREAK	COLOR-UP	\$1000 CHIPS
17	15,000	15,000	30,000
18	25,000	25,000	50,000
19	30,000	30,000	60,000
20	40,000	40,000	80,000
10 MIN	BREAK	BREAK	BREAK
21	50,000	50,000	100,000
22	60,000	60,000	120,000
23	80,000	80,000	160,000
24	100,000	100,000	200,000
10 MIN	BREAK	BREAK	BREAK

# OXFORD HOUSE RULES

	10-29	30-59	60-69	70-79	80-89	90-99	100-119	120-139	140-159	160-179
1st	50.0%	44.0%	41.0%	39.0%	36.0%	36.0%	36.0%	36.0%	35.0%	34.0%
2nd	30.0%	22.0%	21.0%	20.0%	20.0%	20.0%	18.0%	17.0%	16.0%	16.0%
3rd	20.0%	14.0%	13.0%	11.0%	11.0%	11.0%	11.0%	10.0%	10.0%	10.0%
4th		11.0%	10.0%	9.0%	9.0%	8.0%	8.0%	8.0%	8.0%	8.0%
5th		9.0%	8.0%	8.0%	8.0%	7.0%	7.0%	7.0%	7.0%	7.0%
6th			7.0%	7.0%	7.0%	6.0%	6.0%	6.0%	6.0%	6.0%
7th				6.0%	5.0%	5.0%	5.0%	5.0%	5.0%	5.0%
8th					4.0%	4.0%	4.0%	4.0%	4.0%	4.0%
9th						3.0%	3.0%	3.0%	3.0%	3.0%
10th							2.0%	2.0%	2.0%	2.0%
11th								1.0%	1.0%	1.0%
12th								1.0%	1.0%	1.0%
13th									1.0%	1.0%
14th									1.0%	1.0%
15th										1.0%

1. All Oxford Downs House Rules will apply, except where specifically noted. Tournaments and satellite seats will be randomly assigned.
2. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button.
3. In flop and mixed games when balancing tables, players will be moved from the big blind to the worst position, including taking a single big blind twice. Worst position is never the small blind.
4. All cards will be turned face up once a player is all-in and all betting action is complete.
5. Player are entitled to a reasonable estimation of an opponent's chip count: thus chips should be kept in countable stacks. Players must keep higher denomination chips visible and identifiable at all times.
6. Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and may face disqualification. The forfeited chips will be taken out of play.
7. Players are obligated to protect the other players in the tournament at all times. Therefore, players, whether in the hand or not, may not: Disclose contents of live or folded hands, advise or criticize play at any time, read a hand that hasn't been tabled.
8. When the need for a small denomination chip is eliminated, all chips of the denomination will be colored-up to the higher denomination chip in play.
9. A player must be at his or her seat by the time all players have been dealt complete. Initial hand in order to have a live hand. A player must be at his/her seat to call time.
10. Players must protect their own hands at all times. If a hand is fouled or a dealer kills a hand by mistake, the player has no redress and is not entitled to a refund of called bet or raise will be returned to him.
11. In heads-up play, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row
12. A penalty may be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents occur. Penalties will be invoked for soft play, abuse, disruptive behavior, or cheating. Penalty options include verbal warnings, "missed hands", "missed rounds," and disqualification. During a penalty, the offender must remain away from the table. Cards are dealt to his seat, the blinds and antes are posted, and the hand is killed after each initial deal. In stud-type games if he is dealt the bring-in card he must post the bring-in.
13. Chips of a disqualified player shall be removed from play.
14. All add-on's will be done at the teable before you see your first hand. All add-on's go directly to the dealers tips