

# Manitoba Poker Championship

## Event Rules

1. All play will be in accordance with the Liquor, Gaming and Cannabis Authority of Manitoba Standard Rules of Play supplemented by the Poker Tournament Directors Association Standard Rules as published in September 2022.
2. The designated language for this tournament is English.
3. Obnoxious or belligerent behavior will not be tolerated and only one warning will be given. Subsequent incidents will be subject to penalties and/or disqualification.
4. The entry fee will be \$600 for 250,000 in tournament chips. A maximum of 250 players will be allowed to start. Late entries are allowed for the first sixteen blind levels on a space-available basis. Pre-paid players arriving late must be at their seat for the start of level 17.
5. Chip colors and value are as follows: White – 100, Blue – 500, Red - 1000, - Green – 5000, Black – 10,000, Pink – 25,000 Grey – 100,000, and Yellow – 250,000.
6. The starting stack will be comprised of 10 White, 4 Blue, 7 Red, and 5 Green. 4 Black, 3 Pink and 1 Grey.
7. Tickets for this event can be purchased from members of the Lucania Football Club, the Never Alone Foundation, their designated representatives, or at the registration desk.
8. The blind and ante structure is in accordance with the attached table. The ante will be posted by the Big Blind. If play goes beyond level 46 the blind structure will be extended with the big blind increasing by 2,000,000 for each additional level. All levels will be 30 minutes in duration.
9. Players will receive prizes in accordance with the payout matrix attached to these rules and will be based on the total number of entries.
10. Play will continue until level 20 on day 1. Players will count and bag their chips in a tamper proof bag marked with their name and player number. Bags will be secured overnight and returned to the player at the registration desk at 10 am on Day 2.
11. Play will restart at 11 am and continue until a finish.
12. There will be a redraw for seating at the start of day 2 and for the final table.
13. Prizes will be awarded in reverse order of finish, ie, the last player remaining will receive first place, the second last player will receive second place etc. Players are eliminated when they have lost all their tournament chips. The prize pool will consist of 70% of all entry, rebuy, and add-on revenue.
14. If two or more players are eliminated on the same hand the player(s) with the highest value of chips at the start of the hand will finish in the higher position(s). If two players are tied for a paid position then that position and the next one will be combined and averaged out with each player receiving an equal amount.
15. Players may leave the table unless they have action pending and must be back at their seat when the last card for a hand is dealt. Players not at their seat will have their hands mucked. The dealer will post any blinds or antes until the player returns.

16. Lower valued chips will be removed when no longer needed in the blind structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. Players will then receive one additional chip for any remaining chips
17. Raises must be at least the greater of the big blind or the amount of the raise facing the player.
18. If a split pot does not split evenly the odd chip(s) will be awarded starting with the first player in rotation from the dealer button.
19. Players may register for the Bounty Challenge for \$100.00. Specific rules are attached to this document.

<b>NO LIMIT STRUCTURE</b>			
LEVELS	SMALL BLIND	BIG BLIND	ANTE
1	100	200	
2	200	400	
3	300	600	
4	400	800	
Break 15 min			
5	500	1000	
6	600	1200	
7	700	1400	
8	800	1600	
Break 15 min – Color up White			
9	1000	2000	
10	1500	3000	
11	2000	4000	
12	2500	5000	
Supper Break 40 min – Color up Blue			
13	3000	6,000	
14	4000	8,000	
15	5000	10,000	
16	6000	12000	
Break 10 min			
17	8000	16000	
18	10,000	20000	
19	12.000	24,000	
20	15,000	30,000	
Color Red before Bagging Chips			

End of Day 1. Chips to be bagged and tagged.

Begin Day 2 – 1100 am start.

21	20,000	40,000	40000
22	25,000	50,000	50000
23	30000	60000	60000
24	35000	70000	70000
25	40000	80000	80000
26	45000	90000	90000
Break 10 min – Color Green			
27	50000	100000	100000
28	60000	120000	120000
29	70000	140000	140000
30	80000	160000	160000
Break 10 min			
31	100000	200000	200000
32	120000	240000	240000
33	150000	300000	300000
34	200000	400000	400000
Supper Break – 40 min – Change to 20min Blinds			
35	250000	500000	500000
36	300000	600000	600000
37	400000	800000	800000
38	500000	1,000,000	1,000,000
Break – 10 min			
39	600000	1,200,000	1,200,000
40	800000	1,600,000	1,600,000
41	1,000,000	2,000,000	2,000,000
42	1,500,000	3,000,000	3,000,000
Break – 10 min			
43	2,000,000	4,000,000	4,000,000
44	2,500,000	5,000,000	5,000,000
45	3,000,000	6,000,000	6,000,000
46	4,000,000	8,000,000	8,000,000

Percentage Payout Matrix

Players	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>	11 <sup>th</sup> to 15 <sup>th</sup>	16 <sup>th</sup> to 20 <sup>th</sup>	21 <sup>st</sup> to 25 <sup>th</sup>
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Up to 15	70	30											
16 to 25	50	30	20										
26 to 35	40	25	20	15									
36 to 45	37	25	15	12	11								
46 to 60	35	22	15	11	9	8							
61 to 75	31	21	13	10	8.5	6.5	5.5	4.5					
76 to 100	30	20	12	9.5	8	6	5	4	3	2.5			
101 to 150	28	17	10.6	8.6	7.6	5.3	4.3	3.3	2.7	2.1	2.1		
151 to 200	27	16	10	8	7	4.9	3.9	2.9	2.4	1.9	1.9	1.3	
201 to 250	26.5	15.5	9.8	7.8	6.8	4.6	3.6	2.8	2.2	1.65	1.65	1.1	1

# BOUNTY CHALLENGE

Bounties are a way for players to be rewarded for knocking other players out of a tournament.

Participation in the Bounty Challenge is optional and players must register before the tournament begins by:

- Signing the Bounty Participant Register; and
- Paying the \$100 fee into the Bounty Pool in exchange for a Bounty Token.

Each Bounty Challenge is free standing for each event and will not be carried over. Bounties that remain unclaimed at the end of the event will be deemed to have been donated to the charity.

In order to win a Bounty you must take part in a poker tournament according to the conditions listed above and take all of the chips of another player who is also participating in the Bounty Pool. The losing player must relinquish their Bounty Token to the winning player. The eliminated player will retain and redeem any Bounty Tokens that they may have won from other players.

Tokens must be redeemed before the poker venue closes. *Bounties cannot be carried over for redemption at any other event.*