

# DEAD MAN'S HAND POKER

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*Welcome to Dead Man's Hand Poker. Here are some rules and important information of which you will need to be aware (revised February 2025).*

## **Eligibility**

Dead Man's Hand Poker is free for *customers* of the venue. Players are obligated to spend \$10 on food and/or drink to be considered a customer. Players that do not meet this requirement are still welcome to play, but the venue will not pay us for our service and as a result you will not receive any points for that appearance. Players repeatedly not meeting this requirement will be asked not to return.

## **Player Conduct**

All players are required to conduct themselves in a civil manner, regardless of alcohol intake. Abusive behaviour or lewd conduct will not be tolerated and may result in you being asked not to return.

## **Seating**

Seating may be first come, first serve or it may be randomized at the tournament director's discretion. Please check with the TD upon arrival. The TD reserves the right to move any player before or during the tournament in order to balance tables. Accommodations will be provided to players with special needs.

## **Chips**

Each player gets 10,000 in chips to start:

10 white – 100 each      8 green - 500 each      5 black – 1000 each

You also get one pink – the bounty chip. Your bounty chip is given to the person who knocks you out the main game.

Later on as you chip up you'll start to get red – 5000 and yellow – 10000

## **Latecomers**

Anyone arriving late will receive a penalty. 500 will immediately be deducted and any stacks at empty seats will be left to blind out. Any latecomers requiring a stack will have the 500 removed plus a small and big blind for each level they are late (approximately the same as a blinded out stack). This equates to: Level 1 arrival – 9300, Level 2 – 9000, Level 3 – 8400, Level 4 – 7500, Level 5 - 6300. No one will be admitted to the main game after the end of the break (approximately 840pm) and all dead stacks will be removed.

## **Blinds**

Blinds start at 100/100 and gradually increase every 15 minutes.

### Breaks

There is a ten minute break after Level 5 and a five minute break before the start of the final table. Players' chips may be coloured up during these breaks.

### Stay and Play (S&P)

Players knocked out of the main game may join an S&P (single table 8 player tournament) to earn points. An S&P will begin when there are four players and empty stacks will be blinded out until more players join.

S&P tables operate on a different chip set, different blind levels, and a hand timer. Blind level times will be determined by the tournament director but usually are set at ten minutes for the first S&P and less for later tables.

After an S&P table is full another S&P may start up. Check with the TD to see if there is time for another S&P and for the blind level times. Anyone knocked out of an S&P can join a later S&P but cannot re-enter the same S&P.

### Points

Main game:

1st – 500 pts	5 <sup>th</sup> – 175 pts	9 <sup>th</sup> – 75 pts (33+ entries)	13 <sup>th</sup> – 30 pts (49+ entries)
2 <sup>nd</sup> – 300 pts	6 <sup>th</sup> – 150 pts	10 <sup>th</sup> – 50 pts (37+ entries)	14 <sup>th</sup> – 30 pts (53+ entries)
3 <sup>rd</sup> – 250 pts	7 <sup>th</sup> – 125 pts	11 <sup>th</sup> – 40 pts (41+ entries)	15 <sup>th</sup> – 30 pts (57+ entries)
4 <sup>th</sup> – 200 pts	8 <sup>th</sup> – 100 pts	12 <sup>th</sup> – 35 pts (45+ entries)	16 <sup>th</sup> – 30 pts (61+ entries)

Placement points will be scaled to # of entries (# of players + rebuys) -- +1% will be added for every entry over 8

Attendance: 30 pts -- Bounties: 30 pts or reward card/each (player's choice)

Only your top 30 performances of the season count towards the standings (Place + Attendance + Bounties)

Stay and Play (each table):

1 <sup>st</sup> – 60 pts	2 <sup>nd</sup> – 45 pts	3 <sup>rd</sup> – 30 pts	4 <sup>th</sup> – 15 pts
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Players can play as many S&P as they like but only your top 2 results any night and top 30 results of the season will count towards the standings.

New Players:

Bring a new player to Dead Man's Hand Poker and receive 50 pts and a reward card. If that player plays 5 times you'll receive an additional 100 pts and another reward card.

### **Seasons**

Dead Man's Hand Poker has three seasons a year. They run from January through April, May through August, and September through December. Each season will have a championship tournament shortly after the end of the season on a date to be determined by venue availability.

### **Games**

Mondays and Thursdays at the Brown Barrel, 1515 Upper Ottawa St., Hamilton

Wednesdays and Sundays at the Carrigan Arms, 2025 Upper Middle Road, Burlington

All games start at 715pm.

### **Stay informed**

Sign up with your e-mail address to receive our weekly newsletter, chock full of important information, the week's winners, rules lessons, weekly standings updates and Marty's rapier wit. Cancellations will also be announced via e-mail. Players that do not sign up with an e-mail address will be in the dark about most of these things. Alternatively, visit our website at [www.deadmanshand.ca](http://www.deadmanshand.ca) for much of the same info, although it may be updated less frequently.

### **Reward Cards**

Here is some detailed information about our reward cards. The reward card system has been a huge hit with most since implementation, but apparently what I thought was self-explanatory on the back of the card required much more clarification.

There are several ways to obtain a reward card:

- 1. Receive one(1) reward card by arriving at the venue on game night BEFORE 7pm on the tournament clock. If you are not in the door by 7pm then you are out of luck.*
- 2. Receive one(1) reward card by spending \$20.00 or more (including tax but not tip) at the venue. Note, that is \$10.00 more than you are obligated to spend to be eligible for the tournament. Therefore, couples on the same bill will receive one(1) reward card for spending \$30.00-\$39.99 and two(2) reward cards for spending \$40.00 or more. Maximum of one(1) reward card per player per event for spending (i.e. you don't get multiple reward cards for spending multiples of \$20.00). I don't want to create a situation where a player can buy themselves into a rebuy on a regular basis. You must present your receipt to the tournament director, after paying, to obtain a reward card.*
- 3. Receive one(1) reward card for eliminating a bounty player. Each night the league points leader, last week's winner at the venue, and a secret player chosen by random will all have a bounty on their head. It is entirely possible that the same player may meet 2 or more of these criteria.*

4. *Receive two(2) reward cards for winning the tournament.*
5. *Redeem some or all of your bounties earned after busting for reward cards in lieu of points. This is the player's decision.*
6. *As stated earlier, bring a new player to Dead Man's Hand Poker and receive 50 pts and a reward card. If that player plays 5 times you'll receive an additional 100 pts and another reward card.*

Additionally, since the reward card also doubles as my business card, I may hand them out to prospective players to draw them to the league.

There are only two ways to redeem reward cards, as stated on the card itself:

1. "PRESENT THIS CARD AT THE START OF ANY REGULAR **DEAD MAN'S HAND POKER** EVENT TO ADD 1000 CHIPS TO YOUR STACK (MAX. 2 CARDS PER EVENT)"

a. *Maximum of two(2) reward cards per event can be used for extra chips. In other words, you can add a maximum of 2000 chips to your stack.*

b. *Reward cards for extra chips must be redeemed at the start of the tournament. Late players will not be able to redeem reward cards for extra chips. You cannot use reward cards to top up during the tournament just because you're getting a little low or for any other reason.*

2. "PRESENT 10 OF THESE CARDS BEFORE THE BREAK AT ANY REGULAR **DEAD MAN'S HAND POKER** EVENT FOR A FULL REBUY (10K CHIPS)"

a. *The rebuy feature can only be used up until (or during) the break.*

b. *You must have 0 chips to use the rebuy feature. If you wish to rebuy and do not have 0 chips, you must forfeit your stack to receive a full 10K stack instead.*

c. *Eliminated players wishing to rebuy must do so immediately. Unless you are in a blind bet position, a grace period of one hand will be allowed in order to not slow the game down.*

d. *The rebuy stack includes an additional bounty chip.*

e. *All rebuys require ten(10) reward cards. No partial rebuys.*

f. *Only one rebuy per player per night.*

Reward cards can be redeemed at any regular event. They are not location specific. They cannot be used at the championship or any other tournament specified by Dead Man's Hand Poker.

You can give your reward cards to someone else if you so choose.

Reward cards are not for sale and have no monetary value.

**ENJOY THE GAME**