

DEAD MAN'S HAND POKER

Welcome to Dead Man's Hand Poker. Here are some rules and important information of which you will need to be aware (revised February 2026).

Eligibility

Dead Man's Hand Poker is free for venue customers. To qualify as a customer, players must spend at least \$10 on food or drink. Without meeting this requirement, you won't earn points. Players who repeatedly fail to qualify may be asked not to return.

Player Conduct

All players must behave respectfully at all times, regardless of alcohol consumption. If a player is cut off by the bar, they will also be removed from poker for the night. Abusive or inappropriate behavior—including but not limited to criticizing other players' decisions or engaging in lewd conduct—will not be tolerated and may result in a ban from future events.

Seating

Seating will either be first come, first served (no seat saving) or assigned, randomly or otherwise, at the tournament director's discretion. Please check with the TD upon arrival. The TD may move players before or during the tournament to balance tables. Reasonable accommodations will be made for 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). 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

After Level 5 there's a 10-minute break, and a 5-minute break before the final table. Chips may be colored up during breaks. Players may take short personal breaks, but only one player per table should be absent. Missed hands are folded and blinds forfeited. Missing your turn to deal is discourteous and may result in a penalty if repeated.

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 eight 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 th – 175 pts | 9 th – 75 pts (33+ entries) | 13 th – 30 pts (49+ entries) |
| 2 nd – 300 pts | 6 th – 150 pts | 10 th – 50 pts (37+ entries) | 14 th – 30 pts (53+ entries) |
| 3 rd – 250 pts | 7 th – 125 pts | 11 th – 40 pts (41+ entries) | 15 th – 30 pts (57+ entries) |
| 4 th – 200 pts | 8 th – 100 pts | 12 th – 35 pts (45+ entries) | 16 th – 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. Players should turn in their bounty chips *immediately* upon elimination. Bounties returned at a later date can be redeemed for a card but will not be recorded in the standings.

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

Stay and Play (each table):

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| 1 st – 60 pts | 2 nd – 45 pts | 3 rd – 30 pts | 4 th – 15 pts |
|--------------------------|--------------------------|--------------------------|--------------------------|

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. S&P points count towards the standings for both the main and S&P championships. Players are responsible for recording their own S&P results on the sheets provided. Players that fail to record their results will not receive any points.

New Players

Bring a new player to Dead Man's Hand Poker and receive 100 pts and a 2 reward cards. If that player plays 5 times you'll receive an additional 200 pts and another 5 reward cards. The top 8 new players in the standings at the end of the season will compete in the New Players' Championship.

Hand-for-Hand Play

Once the tournament reaches 10 players, the clock will be paused and hand-for-hand play will begin. All tables will play one hand at a time simultaneously until the final 8 is reached. One minute will be removed from the tournament clock for each hand played and blinds will be raised accordingly.

Seasons

Dead Man's Hand Poker has three seasons a year. They run from January through April (The Cabin Fever Months), May through August (The Dog Days), and September through December (Harvest Moon Showdown). 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 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. 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). You must present your receipt to the tournament director to obtain a reward card.
3. Receive two(2) reward cards for eliminating a bounty player. Each night the league points leader as well as last week's winner at that venue will each have a bounty on their head. It is entirely possible that the same player may meet both of these criteria.
4. Receive two(2) reward cards for getting the high hand of the tournament, before the break. There are no other requirements other than showing your hand and winning. Let the TD know if you think you have won with the high hand.
5. Receive five(5) reward cards for winning the tournament.
6. Redeem some of or all your bounty chips earned after busting for reward cards in lieu of points. This is the player's decision.
7. Earn reward cards for bringing new players to Dead Man's Hand Poker (see above).
8. Receive reward cards if Marty eliminates you from the tournament. One(1) before the break, two(2) after the break, or three(3) at the final table. If you eliminate Marty, you will get his pink chip but you'll also get one(1) reward card for every additional bounty he had accumulated up to that point.

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.
 - b. Reward cards for extra chips must be redeemed before the start of the tournament, as the tournament director comes to your table (which will be no earlier than 710pm). Players absent at this time should leave 1 or 2 reward cards at their seat should they wish to receive extra chips. Once the tournament starts, no more extra chips will be handed out.
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 declare their intent to rebuy immediately. A new stack will be brought, and the player can start playing once 10 cards are redeemed.

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.

