



2013 CARNIVALE OF POKER
\$5,000 OPEN FACE CHINESE POKER
OFFICIAL MEDALLION EVENT
SATURDAY, JULY 13, 2013 @ 5PM

Each Level = 9 hands		ROYALTIES			
Level	Point Values	Extra (bonus) points are awarded as follows:			
1	50	TOP HAND			
2	100	66	1 point		
3	200	77	2 points		
4	300	88	3 points		
5	450	99	4 points		
Remove 25's		TT	5 points		
6	700	JJ	6 points		
Remove 100's		QQ	7 points		
7	1,000	KK	8 points		
8	1,500	AA	9 points		
9	2,000	222	10 points		
10	3,000	333	11 points		
11	4,500	444	12 points		
Remove 500's		555	13 points		
12	7,000	666	14 points		
Remove 1,000's		777	15 points		
13	10,000	888	16 points		
14	15,000	999	17 points		
15	20,000	TTT	18 points		
16	30,000	JJJ	19 points		
17	45,000	QQQ	20 points		
18	70,000	KKK	21 points		
Remove 5,000's		AAA	22 points		
19	100,000	MIDDLE HAND		BOTTOM HAND	
20	150,000	Straight	4 points	Straight	2 points
21	200,000	Flush	8 points	Flush	4 points
22	300,000	Full House	12 points	Full House	6 points
23	450,000	Quads	20 points	Quads	10 points
24	700,000	Straight Flush	30 points	Straight Flush	15 points
25	1,000,000	Royal Flush	50 points	Royal Flush	25 points

- **Players will start with 15,000 in tournament chips.**
- **Levels last 9 hands.**
- **This is a two day tournament. Day 2 will resume at 2 PM the following day.**
- **All "medallion" events qualify to earn points for the Carnivale of Poker Leaderboard.**

RULES

Dealing: All players will receive five cards, starting from the left of the button and they put each card in the front, middle, or back. Each player shows the setting of his/her starting five cards, beginning with the player to the left of the button. Then each player gets one card at a time and continues placing the cards until each player has a Chinese poker hand with three cards in the front, five in the middle, and five in the back.

Scoring: Players compare each of their three sub-hands (front, middle, and back) to each of the other players. One point is awarded to the player who wins each comparison. If a player wins all three against another player, he is awarded three extra points for the scoop.

Foul hand: A hand is considered fouled if the front is a higher ranking poker hand than the middle or the middle is higher ranking than the back. A fouled hand is considered scooped against a non-fouled hand.

Bonuses only count in non-fouled hands. However, bonuses don't get cancelled out if beaten by an opponent's higher bonus as in regular Chinese poker.

Paying out: If a table is three-handed or four-handed, players pay the player to the left of the button first. In the case of short stacks, chips that are won are separated, and the remaining chips are used for comparing against the remaining players.

For example, if a player has 10 points worth of chips, and he scoops the player to the left of the button, but gets scooped by the next player, he'll get 6 points from the first player, but only have 4 points worth of chips that haven't gotten action. He/she pays off those 4 points, but still has 12 points worth of chips after the hand is over.

If a player busts on hand 6 at one table, but another player busts at hand 5 later in time because the play was slow at this table, the player who busted on hand 6 gets the better place.

Tables will be broken in normal breaking order at the end of a played hand, whenever possible. This may cause players from the broken table to play extra or fewer hands depending on whether their table was faster or slower than the table they get moved to.

Calling the clock: Any player may call the clock after 30 seconds have lapsed. The slow player will be given 30 seconds to act. If no action is taken at that time, the card is placed in the front-most sub-hand that doesn't cause a guaranteed foul.

Final Table: When going from 5 players to 4, a four-handed unofficial final table will be formed.