



What's New Under The Oaks

**S U P E R 3 4 0**

***“Deep Stack Saturdays”***

**NO LIMIT HOLD’EM**

**--W.S.O.P. Free-roll Qualifying Event--**

**--Earn points by finishing in the money--**

**JANUARY 5TH**

**FEBRUARY 2ND**

**MARCH 2ND**

**\$340 Buy-In**

**\$300 + 30 + 10**

**Buy-In    Entry Fee    Service Fee**

**\$15,000 in Starting Chips--**

**--25 Minute Rounds--**

**--Start time: 11 A. M.--**

**This is a Re-Entry Tournament. Players going broke  
in the 1<sup>st</sup> four rounds of play may purchase another entry.**

**--SIGN-UPS STARTING AT 9:30 A.M.**

**--Oaks Club Jacket to the winner!**

**GEGA 000428**

Play it smart. Play at Oaks.

**OAKS CARD CLUB**

♠ 4097 San Pablo Ave. ♥ Emeryville, CA ♠

**(510) 653-4456**

*Gamble responsibly. 1-800-GAMBLER*

## TOURNAMENT INFORMATION

Blind & Ante Structure:

100/100  
100/100  
100/200 100 ante  
200/300 200 ante  
Break 10 minutes

200/400 400 ante  
300/600 600 ante  
400/800 800 ante  
600/1200 1200 ante  
Break 5 minutes

800/1600 1600 ante  
1000/2000 2000 ante  
1500/3000 3000 ante  
2000/4000 4000 ante  
Break 5 minutes

3k/6k 6k ante  
4k/8k 8k ante  
6k/12k 12k ante  
8k/16k 16k ante  
Break 5 min

10k/20k 20k ante  
15k/30k 30k ante  
20k/40k 40k ante  
30k/60k 60k ante

## GENERAL RULES

1. Players will draw for seating assignments. No changing seats except when instructed.
2. Players are always dealt a hand, even if they are not present at the table. Their blinds will be posted for them by the dealer from their chip stack. A player must be at his or her seat by the time the first card is dealt on the initial deal or they will have a dead hand. Players not at their seat when the first card is dealt, may not look at their cards and the hand is immediately killed after the initial deal. Players must be at their seat to call "time." "At your seat" means within reach of your chair.
3. A hand has started when the dealer begins the first riffle.
4. The dealer button remains in position until the appropriate blinds are taken. Players must post both blinds every round.
5. When consolidating games, reseated players must move and be dealt in immediately. Players going from a broken table to fill in seats assume the rights and responsibilities of the seat. The only place they cannot receive a hand is between the small blind and the button.
6. When it is necessary to move a player in order to keep games balanced, the player due for the big blind will be moved to the short-handed game. Player will be moved into the big blind or the open seat closest to the big blind, in clockwise order.
7. Registration is open until the end of the first break. Late registrants will be allowed entry to the tournament for one additional level of play after the first break, based on seating availability. Late entrants will be given a full stack starting after the 2<sup>nd</sup> level. Players who have called in and do not arrive until after the break will have chips put down in an open seat and will be blinded off.
8. When a player is unable to fulfill the amount of the blind, the blind plays short. Action will continue at the established betting limit. If the player wins the hand, the short amount does not have to be made up. If a player is short in the Big Blind, the ante is paid first and the remainder in the Big blind.
9. When there is no more betting action because a player is all-in, players must turn hands face-up.
10. At the final table, if two or more players are eliminated on the same hand, the player with the greater number of chips at the start of the hand will be awarded the higher prize.
11. 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 take place. Penalties **WILL** be invoked in cases of soft play, abuse, or disruptive behavior. Penalties will include verbal warnings and "missed hand" penalties. A missed hand penalty will be assessed as follows: The offender will miss one hand for every player who is at the table when the penalty is given multiplied by the number of rounds specified in the penalty; for the period of the penalty the offender shall remain away from the table. Tournament staff can assess one, two, three, or four round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties.
12. Re-Entry tournaments: Players going broke within the first four rounds may re-enter the tournament by purchasing another entry into the event. Players are allowed to re-enter an event an unlimited number of times when seating is available to do so. Players re-entering an event will be seated at a different table and seat unless the only available open seat is the seat the player just vacated.
13. Tournament rules prevail wherever applicable, including selected rules from the TDA. In all other cases, standard Oaks Club Rules apply.
14. Management reserves the right to reschedule or cancel any tournament event if the number of registered participants is deemed inadequate, or for any other valid reason. If an event is canceled all entry fees and buy-ins will be refunded.

### No Limit Holdem Rules:

1. A raise must be at least the amount of the previous bet or raise. Less than a full raise does not reopen the betting to a player who already has acted.
2. When raising, a player must either put the amount of the raise out in one motion or state the raise amount. By stating the word raise, a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.
3. When facing a bet (or blind) on any betting round, an oversized chip placed in the pot without any verbal declaration constitutes a call. After the flop, an oversized chip placed in the pot by the initial bettor without any kind of verbal declaration will constitute the size of the bet.