

Deaf Bay Area Poker Series Guidelines

Season #9

- ♠ Any changes to these guidelines will be determined and approved by the majority of the poker players that attended past series at the free roll (no quorum required) at the end of every season during the month of June.
- ♠ The name of the informal poker organization and tournament shall be Deaf Bay Area Poker Series or BAPS.
- ♠ BAPS is organized exclusively for the Deaf poker community and is open to any player that would like to participate.
- ♠ There shall not be any membership fees to be part of the series.
- ♠ The series will be limited to host site capacity players per tournament. For the FOG host, we will provide carpet or linoleum cleaning twice a year.
- ♠ There shall be a BAPS committee of 5 or more individuals to carry out these duties:
 - Webmaster (Event Communications - email, Facebook)
 - Tournament Location, Host and Set-up
 - Tournament Director (Operations and Prizes)
 - National Deaf Poker Tour Liaison
 - Tournament Statistics and Finance
 - Auditors
- ♠ Tournament dates will be for the second Saturday on certain months starting at 4:00pm (early registrants will receive \$1000 add-on):
 - August (8/13/16), September (9/10/16), October (10/8/16)* November (11/12/16), February (2/11/17), March (3/12/17), May (5/6/17), and June (free roll tournament) - (6/10/17) - *SFDC Tournament and Points to be counted -
 - All players must be physically at the location before 5:00p in order to participate in the event. Late arrivals (even if the tournament haven't started) will not be allowed.

- Pre-paid players are allowed and the fee agreement is between the person who is paying for the player that is arriving late. After first three levels, empty seats will be closed (removing the pre-paid player's chips).
 - Doors opens at 4:30p. No early admittance. The committee needs to focus in preparing the event.
 - All players will receive bonus chip between 4:30p and 5:00p. Early admittance will NOT receive a bonus chip.
 - Pre-paid players will not receive bonus chips unless they are physically present at the site at the beginning of the tournament.
- ♠ There will be Free-Roll tournaments to extinguish 80% of the remaining cash purse after all prizes are given away.
- Players will need to attend at least 4 tournaments to qualify for a free roll tournament
 - 80% of the remaining cash purse will be given away at the free roll tournament
 - Add-ons will be considered by the participants at the free roll event
 - 20% of the cash purse will be saved towards the next series (supplies, special prizes, etc.)
- ♠ BAPS will provide tables and cards. Chips are to be provided by the host until we are able to purchase our own set.
- ♠ There is a \$40 BAPS buy-in at every tournament:
- \$30 goes to the prize purse of the night
 - \$9 goes to the 'year-end prizes'
 - \$1 goes to the Side Pot (it automatically resets when someone wins a pot)
- ♠ Royal Flush Pot and Bad Beat Guidelines
- Royal Flush Jackpot will be capped at \$500
 - Bad Beat Jackpot will be capped at \$300. To win the jackpot, any four kind being beat by any 4 kind or better.
 - Straight Flush Jackpot will be capped at \$200

- Limit of three \$50 Jackpot for AAAJJ full house per season
- Back up pot will collect monies and re-up empty jackpot.
- ♠ BAPS will follow the FTP point system (see points distribution spreadsheet)
 - Points from all six (7) events will be counted
 - All players will collect points
- ♠ BAPS official year-end prizes: Need to discuss
 - \$9 per player will be withheld for the following prizes:
 - Entry to NDPT Main Event, ASL and Madness Events (Player of the Year – value of \$550)
 - Entry to NDPT Main and ASL or Madness Events (Runner-up Player of the Year – value of \$400)
 - Entry to ASL and Madness Event (Consolation Player of the Year – value of \$300)
 - Entry to ASL or Madness Event (value of \$150)
 - Entry to ASL or Madness Event (value of \$150)
- ♠ BAPS will be following this 20 minute blind structure at all of our events along with a starting stack of 9,000 (final table will be established by drawing cards for seating position with an 'A' as the dealer). If there are 60+ players in attendance, we will reduce the 20 minute levels to 15 minute levels:

\$25-50	\$1000-2000
\$50-100	\$2000-4000
\$100-200	\$3000-6000
\$200-400	\$4000-8000
\$300-600	\$5000-10000
\$400-800	\$10000-20000
\$500-1000	\$15000-30000
\$600-1200	\$30000-60000

\$800-1600	\$40000-80000
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♠ Prizes of the night will be calculated by this pay-out chart and all 9 players on a final table will win a prize. 9th place will always be at \$40.

PLACE/Players	10-14	15-24	25-34	34-40
1st	55%	50%	45%	40%
2nd	30%	30%	25%	20%
3rd	15%	15%	15%	15%
4th		5%	10%	12%
5th			5%	8%
6th				5%

♠ BAPS point distribution (based on FTP formula):

P/P	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20
1	40.0	39.5	39.0	38.5	37.9	37.4	36.9	36.3	35.8	35.2	34.6	34.1	33.5	32.9	32.2	31.6	31.0	30.3	29.7	29.0	28.3
2	28.3	27.9	27.6	27.2	26.8	26.5	26.1	25.7	25.3	24.9	24.5	24.1	23.7	23.2	22.8	22.4	21.9	21.4	21.0	20.5	20.0
3	23.1	22.8	22.5	22.2	21.9	21.6	21.3	21.0	20.7	20.3	20.0	19.7	19.3	19.0	18.6	18.3	17.9	17.5	17.1	16.7	16.3
4	20.0	19.7	19.5	19.2	19.0	18.7	18.4	18.2	17.9	17.6	17.3	17.0	16.7	16.4	16.1	15.8	15.5	15.2	14.8	14.5	14.1
5	17.9	17.7	17.4	17.2	17.0	16.7	16.5	16.2	16.0	15.7	15.5	15.2	15.0	14.7	14.4	14.1	13.9	13.6	13.3	13.0	12.6
6	16.3	16.1	15.9	15.7	15.5	15.3	15.1	14.8	14.6	14.4	14.1	13.9	13.7	13.4	13.2	12.9	12.6	12.4	12.1	11.8	11.5
7	15.1	14.9	14.7	14.5	14.3	14.1	13.9	13.7	13.5	13.3	13.1	12.9	12.6	12.4	12.2	12.0	11.7	11.5	11.2	11.0	10.7
8	14.1	14.0	13.8	13.6	13.4	13.2	13.0	12.8	12.6	12.4	12.2	12.0	11.8	11.6	11.4	11.2	11.0	10.7	10.5	10.2	10.0
9	13.3	13.2	13.0	12.8	12.6	12.5	12.3	12.1	11.9	11.7	11.5	11.4	11.2	11.0	10.7	10.5	10.3	10.1	9.9	9.7	9.4
10	12.6	12.5	12.3	12.2	12.0	11.8	11.7	11.5	11.3	11.1	11.0	10.8	10.6	10.4	10.2	10.0	9.8	9.6	9.4	9.2	8.9
11	12.1	11.9	11.8	11.6	11.4	11.3	11.1	11.0	10.8	10.6	10.4	10.3	10.1	9.9	9.7	9.5	9.3	9.1	8.9	8.7	8.5
12	11.5	11.4	11.3	11.1	11.0	10.8	10.6	10.5	10.3	10.2	10.0	9.8	9.7	9.5	9.3	9.1	8.9	8.8	8.6	8.4	8.2
13	11.1	11.0	10.8	10.7	10.5	10.4	10.2	10.1	9.9	9.8	9.6	9.4	9.3	9.1	8.9	8.8	8.6	8.4	8.2	8.0	7.8
14	10.7	10.6	10.4	10.3	10.1	10.0	9.9	9.7	9.6	9.4	9.3	9.1	8.9	8.8	8.6	8.5	8.3	8.1	7.9	7.7	7.6
15	10.3	10.2	10.1	9.9	9.8	9.7	9.5	9.4	9.2	9.1	8.9	8.8	8.6	8.5	8.3	8.2	8.0	7.8	7.7	7.5	7.3
16	10.0	9.9	9.7	9.6	9.5	9.4	9.2	9.1	8.9	8.8	8.7	8.5	8.4	8.2	8.1	7.9	7.7	7.6	7.4	7.2	7.1
17	9.7	9.6	9.5	9.3	9.2	9.1	8.9	8.8	8.7	8.5	8.4	8.3	8.1	8.0	7.8	7.7	7.5	7.4	7.2	7.0	6.9
18	9.4	9.3	9.2	9.1	8.9	8.8	8.7	8.6	8.4	8.3	8.2	8.0	7.9	7.7	7.6	7.5	7.3	7.1	7.0	6.8	6.7
19	9.2	9.1	8.9	8.8	8.7	8.6	8.5	8.3	8.2	8.1	7.9	7.8	7.7	7.5	7.4	7.3	7.1	7.0	6.8	6.6	6.5
20	8.9	8.8	8.7	8.6	8.5	8.4	8.2	8.1	8.0	7.9	7.7	7.6	7.5	7.3	7.2	7.1	6.9	6.8	6.6	6.5	6.3
21	8.7	8.6	8.5	8.4	8.3	8.2	8.0	7.9	7.8	7.7	7.6	7.4	7.3	7.2	7.0	6.9	6.8	6.6	6.5	6.3	
22	8.5	8.4	8.3	8.2	8.1	8.0	7.9	7.7	7.6	7.5	7.4	7.3	7.1	7.0	6.9	6.7	6.6	6.5	6.3		
23	8.3	8.2	8.1	8.0	7.9	7.8	7.7	7.6	7.5	7.3	7.2	7.1	7.0	6.9	6.7	6.6	6.5	6.3			
24	8.2	8.1	8.0	7.9	7.7	7.6	7.5	7.4	7.3	7.2	7.1	7.0	6.8	6.7	6.6	6.5	6.3				
25	8.0	7.9	7.8	7.7	7.6	7.5	7.4	7.3	7.2	7.0	6.9	6.8	6.7	6.6	6.4	6.3					
26	7.8	7.7	7.6	7.5	7.4	7.3	7.2	7.1	7.0	6.9	6.8	6.7	6.6	6.4	6.3						

27	7.7	7.6	7.5	7.4	7.3	7.2	7.1	7.0	6.9	6.8	6.7	6.6	6.4	6.3	
28	7.6	7.5	7.4	7.3	7.2	7.1	7.0	6.9	6.8	6.7	6.5	6.4	6.3		
29	7.4	7.3	7.2	7.1	7.0	6.9	6.8	6.7	6.6	6.5	6.4	6.3			
30	7.3	7.2	7.1	7.0	6.9	6.8	6.7	6.6	6.5	6.4	6.3				
31	7.2	7.1	7.0	6.9	6.8	6.7	6.6	6.5	6.4	6.3					
32	7.1	7.0	6.9	6.8	6.7	6.6	6.5	6.4	6.3						
33	7.0	6.9	6.8	6.7	6.6	6.5	6.4	6.3							
34	6.9	6.8	6.7	6.6	6.5	6.4	6.3								
35	6.8	6.7	6.6	6.5	6.4	6.3									
36	6.7	6.6	6.5	6.4	6.3										
37	6.6	6.5	6.4	6.3											
38	6.5	6.4	6.3												
39	6.4	6.3													
40	6.3														

♠ Players will adhere to and respect the host's property rules.

- Property owner has the right to request a player to leave his/her premises
- Property owner has the right not to invite certain individuals

♠ All players attending the series are expected to demonstrate positive gaming sportsmanship.

- 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 occur.
- Penalties **will** be invoked in cases of soft play, abuse, disruptive behavior, or cheating.
- Penalties available to the tournament director include verbal warnings, "missed hand" penalties, and disqualification.
- Except for a one-hand penalty, missed hand penalties will be assessed as follows: The offender will miss one hand for every player, including the offender, 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 but will continue to be dealt in.
- Tournament staff can assess a 1-hand penalty, 1-, or 2-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.