

Changes for 2007 Season

Most of the changes listed below are explained/shown in the following pages.

- All tournaments will start at 8pm
- Added "Crazy Pineapple" as a game type
- Added "major" as a tournament type
- Added 6 more tournaments to the schedule (3 regular and 3 majors)
- Seabass Invitational has changed from Hold'em to Point Leader's Choice
- Starting chips raised to 500 chips
- Modified blind schedule and ante/minimum bet schedule
- Players on the "clock" now only have 15 seconds to act
- Bonus points formula has changed
- Now all players in the final 8 of a tournament receive bonus points
- Best 11 base points from regular and major tournaments count towards total points for each individual player
- Payouts for regular tournaments have been modified
- Payouts for the Point Leader, KO Leader, and Seabass Invitational have been modified

2007 Schedule

There will be 19 tournaments throughout the 2007 season. The event and tournament types will vary each month. Further explanations of event and game types can be found on the following pages. All tournaments will begin at 8:00pm.

Date	Game	Event Type
Saturday, January 27, 2007	Hold'em	Regular
Saturday, February 10, 2007	Crazy Pineapple	Regular
Saturday, February 24, 2007	Omaha	Regular
Saturday, March 10, 2007	7-Card Stud	Regular
Saturday, March 24, 2007	Hold'em	Regular
Saturday, April 21, 2007	Crazy Pineapple	Regular
Saturday, May 19, 2007	Omaha	Regular
Saturday, June 16, 2007	7-Card Stud	Regular
Saturday, July 14, 2007	Hold'em	Regular
Saturday, August 11, 2007	Crazy Pineapple	Regular
Saturday, August 25, 2007	Crazy Pineapple	Major
Saturday, September 08, 2007	Omaha	Regular
Saturday, September 22, 2007	Omaha	Major
Saturday, October 06, 2007	7-Card Stud	Regular
Saturday, October 20, 2007	7-Card Stud	Major
Saturday, November 03, 2007	Hold'em	Regular
Saturday, November 17, 2007	Hold'em	Regular
Saturday, December 01, 2007	Hold'em	Main Event
Saturday, December 15, 2007	Point Leader's Choice	Seabass Invitational
*Schedule subject to change		

Note: On January 13th there will be a pre-season tournament to introduce Crazy Pineapple. This tournament will also be an introduction to the changes for the 2007 season.

Event Types

There will be four different event types. Here are the basic descriptions:

Regular

- Fourteen regular tournaments on calendar
- 5 - Hold'em, 3 - 7-Card Stud, 3 - Crazy Pineapple, 3 - Omaha
- \$15 buy-in

Major

- Three major tournaments on calendar
- One each of 7-Card Stud, Crazy Pineapple, and Omaha
- Base points multiplied by 1.5
- \$25 buy-in

Main Event

- One Main Event tournament on calendar
- Type is Hold'em
- Base points multiplied by 2
- \$50 buy-in

Seabass Invitational

- One Seabass Invitational tournament on calendar
- Only the top 8 in the points standings are initially invited to participate
- The Point Leader at the time of the Invitational will decide the game type
- Not worth points
- No buy-in

At the start of each tournament, every player will receive 500 chips. The usual distribution will be 10 - "1" blue chips, 8 - "5" red chips, 6 - "25" green chips, 3 - "100" black chips. This distribution might change based on attendance and number of chips available, but each person will receive chips totaling 500.

A player is eliminated from the tournament when they have no chips remaining. There are no add-ons or rebuys.

Game Types

There will be four different event types. Here are the basic descriptions:

Hold'em

Each player is dealt two cards face-down. After a round of betting, three community cards are dealt. After another round of betting, a fourth community card is dealt. After another round of betting, the fifth community card is dealt. One final round of betting occurs and the best 5 card hand of the remaining players wins the pot. Players can use any combination of their 2 hole cards and the 5 community cards to make their hand.

7-Card Stud

Each player is dealt two cards face-down and one card face-up. After a round of betting, each remaining player will be dealt three more cards face-up, with one card dealt at a time and a betting round following each. The player will receive a 7th card (in most cases face-down) and a final round of betting takes place. The remaining player with the best 5 card hand wins the pot. Players can use any combination of their cards to make their hand.

Omaha

Each player is dealt four cards face-down. After a round of betting, three community cards are dealt. After another round of betting, a fourth community card is dealt. After another round of betting, the fifth community card is dealt. One final round of betting occurs and the best 5 card hand of the remaining players wins the pot. Players must use 2 of their 4 hole cards and 3 of the 5 community cards to make their hand.

Crazy Pineapple

Each player is dealt three cards face-down. After a round of betting, three community cards are dealt. After another round of betting, each remaining player must discard 1 of their 3 hole cards, leaving them with 2 hole cards. After each player has discarded 1 card, a fourth community card is dealt. After another round of betting, the fifth community card is dealt. One final round of betting occurs and the best 5 card hand of the remaining players wins the pot. Players can use any combination of their 2 remaining hole cards and the 5 community cards to make their hand.

Note: Full rules for each of these games, as well as general rules regarding tournaments and game play can be found at the MSPL website under the Rules section. By participating in any tournament, you are agreeing to follow these rules as interpreted by league management.

Buy-in Breakdown

- \$10 per person per Regular tournament (\$20 for a Major tournament, \$40 for the Main Event, \$0 for the Seabass Invitational) will go to the tournament prize fund. This money is awarded each tournament to the top finishers of that tournament.
- \$2 per person per event (\$6 for the Main Event) will go to the Individual Bounty prize fund. This money is awarded to those individuals knocking out a "Bounty" during that tournament.
- \$1 per person in the Main Event will go to Special Bounty prize fund. This money is awarded to the individual knocking out the "Special Bounty" during the Main Event.
- \$3 per person per event will go to the End-of-Year Prize Fund. This prize fund will provide prizes for the point leader(s), KO leader, and the Seabass Invitational.

	Regular	Major	Main Event	Seabass Invitational
Tournament Prize Fund	\$10	\$20	\$40	\$0
Individual Bounty Prize Fund	\$2	\$2	\$6	\$0
Special Bounty Prize Fund	\$0	\$0	\$1	\$0
End-of-Year Prize Fund	\$3	\$3	\$3	\$0
Total	\$15	\$25	\$50	\$0

Prize Funds

Tournament Prize Fund

Each tournament will have a prize fund that is divided among the top finishers for that tournament. The number of people receiving payouts from the tournament prize fund as well as the amount of the payout varies based on the total number of people playing in the tournament and the entry fee for the tournament.

A full listing of payouts for each event type and number of players can be found at http://mspl.felarca.com/etc/tournament_payouts.pdf.

Individual Bounty Prize Fund

One person will be randomly selected per starting table in the tournament. Each of those players will have a bounty placed on them equal to the total amount of the Individual Bounty prize fund divided by the number of players with bounties placed on them. Whomever KO's from the tournament any player with a bounty on them will receive the Individual Bounty prize fund.



End-of-Year Prize Fund

This prize fund will be broken up to give prizes to the Points Leader, KO Leader, and the individuals participating in the Seabass Invitational. The actual breakdown may vary slightly, but a rough estimate is in the tables below.

Points Leader	\$250
KO Leader	\$100
Seabass Invitational Individual Bounty	\$40

Based on an individual's finish in the Seabass Invitational, their prize will vary. The following percentages are taken from the difference between the End-of-Year Prize Fund and the prizes in the table above.

Seabass Invitational – 1 st	30%
2 nd	20%
3 rd	15%
4 th -5 th	10%
6 th -8 th	5%

Points Calculations

Players will be ranked by the total qualifying points they have received throughout the season. Qualifying points will be:

- The top 11 Base points received in the 14 regular and 3 major tournaments
- Base points received from the Main Event tournament
- All Bonus points received during the season
- All KO points received during the season

<u>Point Type</u>	<u>Description</u>
Base	<ul style="list-style-type: none">• Equals total number of players in tournament minus position finished plus 1• Multiplied by 1.5 for major tournaments• Multiplied by 2 for the Main Event tournament
Bonus	<ul style="list-style-type: none">• Equals Base points divided by position finished• Only earned by players reaching final table (top 8)• Because you earn more Base points for the major and Main Event tournaments, you will earn more Bonus points as well
KO	<ul style="list-style-type: none">• Equals the number of people you have KOed• There is NO difference between KOing someone in a regular, major, or Main Event tournament• There are NO additional points for KOing an Individual Bounty

Blind, Ante, and Minimum Bet Schedules

For Hold'em, Omaha, and Crazy Pineapple, a small blind and a big blind are used. As time progresses, the blinds increase.

For 7-Card Stud, antes are collected before the beginning of each hand. The amount of the ante is also the amount of the minimum bet. As time progresses, the ante and minimum bet increases.

Blind Schedule		
Round	Small Blind	Big Blind
1	1	2
2	2	4
3	3	6
4	4	8
5	5	10
6	10	20
7	15	30
8	20	40
9	25	50
10	50	100
11	75	150
12	100	200
13	200	400
14	300	600
15	400	800
16	500	1000
17	1000	2000
18	1500	3000
19	2000	4000
20	2500	5000

Ante and Minimum Bet Schedule		
Round	Ante	Minimum Bet
1	1	2
2	2	4
3	3	6
4	4	8
5	5	10
6	10	20
7	15	30
8	20	40
9	25	50
10	50	100
11	75	150
12	100	200
13	200	400
14	300	600
15	400	800
16	500	1000
17	1000	2000
18	1500	3000
19	2000	4000
20	2500	5000

Timing

All rounds will be 15 minutes long. In the interest of fairness, if a player is taking too long in a particular hand, another player at the table, the dealer, or the tournament director may call for a timer on the player. If this happens, the player will have 15 seconds to act. If the player does not act before the 15 seconds are counted down, the hand will be declared dead.

Coloring-up

Coloring-up is done to remove the smallest denomination chip from the table when it is no longer in play. Coloring-up is done before rounds 5, 9, 12, and 16. It is possible to lose some total chips during a color-up, but the total value lost will never be equal to or greater than the next denomination of chip. For example, if you are removing the "1" chips from play, it is possible that a player may lose 1-4 worth of chips, but never 5 or more.