



## Top Gun Poker Club

### Player Rules

#### Chip Ups-

3,500 starting stack

- **Food and Drink:**

500 appetizer/pastry/side dish

1000 entrée

500 single cocktail/beer/seltzer/coffee/soda (one time)/

1,000 double cocktail/32oz beers

Bottle of wine: 4,000, one per game limit.

Pitchers of beer: 2,000 any kind, two per game limit.

Tower of beer: 4,000, two per game limit.

**There will be no Chip Ups after the 1000/2000 Blind Level**

- **Gear:** Players who win a bar, region or bounty hunter for the previous season will get chipped up 1,000 for Bar Winners coin and Bounty Hunters badge and 2,000 for Regional Winners coin for the current season, including the Bar Leaders Tournament.
- **New Players:** 2,000 for new players, 1,000 to any player who brings a new player.
- **Check In:** Text/Register Check In at least 1 hours prior to the game for 1,000 extra chips.

Players that arrive after the game has begun will join the game, space permitting, get chipped up and begin play. **Players can join up until 30 minutes after the game is scheduled to begin.**

- **Pre-Game:** If you arrive an hour before the game starts, you will get 1000 extra chips (1 hour pre-game). If you arrive 30 minutes prior to the game starts, you will get 500 extra chips (30 min pre-game)
- **Shots:** Rounds of shots available for 4,000 chips only during 200/400 and 500/1000 blind levels. Shots may be purchased during that blind level only. \$3 shot specials can only be purchased as a round of 10 shots. One round of shots per player per shot round.
- **Birthday:** Players will earn a 1,000 chip for every game played ON their birthday.

### **Gratuity:**

All gratuities are kept by dealers. Suggested gratuity is \$10 per main game and \$5 for Cons game.

### **Cons Game:**

- Minimum of 5 players but can start with 4 if a 5<sup>th</sup> player can play
- Starting chip stack 4,000
- Blinds will be 6-8 minutes
- No re-entry chip
- No Chip Ups
- Cannot have more players than final table

### **Bounty:**

- A Bounty Chip will be given to the high card when dealing for the button at the start of the game.
- If there are 10 players at one table, a second Bounty Chip will be distributed to the second high card when dealing for the button.
- The number of Bounty Chips distributed should equal the number of Gift Cards to be distributed at the end of a game.
- If a player wins the tournament and retains the Bounty Chip, they earn two Bounty Points.
- If a player takes a Bounty Chip from the player that started with it, that player will earn one Bounty Point.
- In the event that two or more players tie a hand where the Bounty Chip is in play (other than the player that HAS the Chip), those players will play one hand "UP" to determine the winner of the Bounty Chip.

### **Other:**

- Players not at the table, regardless of being a blind, will be folded as they are not there to defend their blind.
- Players that leave the bar for the night will have their chips racked.
- Re-Entry Chip is worth 3,500 until the last hand before the break. At that point it is worth 5,000 for the duration of the tournament.
- Players not at Final table for ten (10) minutes will have their chips racked.

### **Prizes:**

- **Quarterly:**  
Bar Winner and Region Winner– Coin and \$100 Bally's voucher.  
Bar Leaders Tournament – \$100 Bally's vouchers (number of vouchers to be determined)  
Bounty Hunter - Badge

Q1-Jan 1- March 31

Q2- April 1-June 30

Q3- July 1-Sept 30

Q4- Oct 1-Dec 31

- **Nightly:**

5-9 players (One Gift Card) \$20 gift card to venue

10-18 players (Two Gift Cards) \$25 1<sup>st</sup>, \$15 2<sup>nd</sup>

19-27 players (Three Gift Cards) \$30 1<sup>st</sup>, \$20 2<sup>nd</sup>, \$15 3<sup>rd</sup>

28-36 players (Four Gift Cards) \$35 1<sup>st</sup>, \$25 2<sup>nd</sup>, \$20 3<sup>rd</sup>, \$15 4<sup>th</sup>

37-45 players (Five Gift Cards) \$40 1<sup>st</sup>, \$30 2<sup>nd</sup>, \$25 3<sup>rd</sup>, \$20 4<sup>th</sup>, \$15 5<sup>th</sup>

Cons game gift cards are \$10 per game for first place only.