

Rules for the Mixed Games Hat Tournament

Basics:

- Every player will receive 2000 chips for a \$20 buy-in.
- 1st, 2nd, and 3rd place players will receive 50%, 30%, and 20% of the prize pool, respectively.
- Each level will last 30 minutes. All games that will potentially be played will be written on slips of paper and placed in a hat. At the beginning of every level, a new game will be selected. Once a game is selected, it is removed from consideration until all other games are played.
- All games will be played limit. The blinds (antes, etc.) will depend on whether or not the game is a 7-card stud variant or not.
- There will be a 10-minute break after every four levels.
- Level lengths are open for negotiation after level 6 to move the tournament along. Once the level length has been changed, it cannot be changed again (e.g. to shorten the length of a less desirable game).
- The table of level limits is below.

Level	Holdem and Triple Draw Games			Seven-Card Stud Games			
	Small Blind	Big Blind	Limits	Antes	Bring-In	Complete	Limits
1	15	25	25-50	5	10	25	25-50
2	25	50	50-100	10	15	50	50-100
3	50	75	75-150	15	25	75	75-150
4	50	100	100-200	15	25	100	100-200
10-minute break (race off \$5 chips)							
5	75	150	150-300	25	50	150	150-300
6	100	200	200-400	25	50	200	200-400
7	150	300	300-600	50	100	300	300-600
8	200	400	400-800	50	100	400	400-800
10-minute break (race off \$25 chips)							
9	300	600	600-1200	100	200	600	600-1200
10	400	800	800-1600	100	200	800	800-1600
11	500	1000	1000-2000	100	300	1000	1000-2000
12	500	1500	1500-3000	200	500	1500	1500-3000
13	1000	2000	2000-4000	200	500	2000	2000-4000
14	1500	3000	3000-6000	300	1000	3000	3000-6000
15	2000	4000	4000-8000	500	1000	4000	4000-8000

For Holdem and Triple Draw Games

- The player two spots before the dealer pays the small blind.
- The player one spot before the dealer pays the big blind.
- Bets and raises for pre-flop and post flop betting (or pre and post the first draw in triple draw) are in increments equal to the big blind.
- Bets and raises after the turn and river (or after the 2nd and 3rd draw in triple draw) are in increments equal to twice the big blind.
- There will be a maximum of 4 raises per betting round (an opening bet is not considered a raise, so if the limit is 50, 250 is the largest bet for that round).

For 7-card Stud Games

- All players pay the ante to the pot.
- The player with the lowest card (highest card for Razz) is forced to open the betting. Ties are broken using the bridge suit ranking (clubs lowest, then diamonds, hearts, and spades). Thus, 2C is the lowest card, KS the highest for Razz. The forced bettor has the option of opening for the bring-in or to complete the bet.
- Subsequent players can fold, match the previous bet, or complete/raise the previous bet.
- Bets and raises for 3rd and 4th street are in increments equal to the complete bet.
- Bets and raises for 5th through 7th street are in increments equal to twice the complete bet.

The Games:

Flop Games: All players receive the same number of cards, followed by a round of betting. Three community cards are dealt (the *flop*), followed by a round of betting. A 4th card is dealt (the *turn*), followed by a round of betting. A 5th card is dealt (the *river*), followed by a round of betting.

Texas Holdem: All players receive two cards and may use zero, one, or two of their cards, along with the five community cards to make their best possible hand.

Omaha: All players receive four cards and must use exactly two of their cards along with exactly three community cards to make their best possible hand.

Crazy Pineapple: All players receive three cards. They must discard one after the betting post-flop. The game then plays like Texas Holdem.

Aviation: All players receive four cards. They must discard one after the betting pre-flop. The game then plays like Crazy Pineapple.

Hi-Lo: All of these games have a hi-lo variant. These are split-pot games, meaning that the pot gets split with ½ going to the best high hand and ½ going to the best low hand (if one exists). The low hand has an 8-or-better qualifier, meaning that in order to have a low hand, the player must be able to create a hand consisting of five cards 8 or lower (including aces). A player may use different cards for high and low hands, and *cards speak*, meaning that there is no need for a player to declare if they are attempting to win the high or low hand. Straights and flushes do not affect low hands, and low hands are evaluated from highest card downwards, meaning that the worst low hand is 8-7-6-5-4, and the best is 5-4-3-2-A, called the wheel. When the pot is split, it should be split as evenly as possible. An extra chip should go to the high hand. If there is a tie for the high or low hand, then any extra chip from that split pot should go to the player nearest the dealer in the clockwise direction.

Triple-Draw Lowball: This is a draw poker game with four betting rounds. One betting round comes after the initial deal of five cards to each player (if more than six players are still playing, we can play this as a double deck game), with subsequent betting rounds after each redraw. For each redraw, players may discard all of their cards, if desired. The goal is to make the best low hand (for consistency, we will play this A-5, where straights and flushes do not count, and aces are low only). There is no qualifier for this game.

7-card Stud variants:

There are three variants of seven-card stud in this tournament: regular 7-card stud, 7-card stud hi-lo, and Razz. Each player begins with two cards dealt face down and one card face up. The player with the lowest up card (highest in Razz) begins the betting (as described earlier). For subsequent rounds, the player with the best high hand (low hand in Razz) opens the betting. In case of a tie, the player closest to the dealer has first option for the betting. On 7th street, if there are not enough cards to deal everyone a card, a card is dealt face up in the middle of the table and used as a community card.

7-stud: Best 5-card high hand wins.

Stud-8: This is a split-pot game. Best 5-card high hand wins half of the pot, and the best 5-card low hand (with an 8-or-better qualifier, as above) wins half the pot.

Razz: Best 5-card low hand wins. Aces are always low, and straights and flushes do not count. The wheel (5-4-3-2-A) is the best possible hand.

Games in the hat (10): Texas Holdem, Omaha, Omaha Hi-Lo, Crazy Pineapple, Crazy Pineapple Hi-Lo, Aviation, Triple Draw Lowball, 7-card Stud, 7-card Stud Hi-Lo, Razz.