## HEADS UP RULES

1. Games will start with a pool of players; each player will play against each other. Points will be given at the end of the game. It will be a timed game of 30 minutes with a break of 10 minutes. All players will get a chance to play all players in there pool.
2. Players will be given 5000 chip amount with three blind levels starting at 25/50.
3. Top three players in the pool will go on to single elimination round with the first place finisher getting a first round bye.
4. First tie breaker; will start with record against player/players (if a player should score 7 points and have more chips it will still be considered a tie).
Second tie breaker; will be total chips players had during the 7 rounds, the player with the higher amount of chips will be ranked higher.
Third tie breaker; will be points amount against TOP 3 players in the pool. If tied then higher chip amount will move higher position.
Forth tie breaker; will simply be cutting of the cards with the high card taking the higher position.
5. If player A is late for their match, will be deduced 100 chips from there stack. If the player B should take all of player A chips, then Player B will be given the 100 chip for the full 14 points. If player A should take player B chips then will only get 13 points. If player should no show up for the second round of blinds, that player will forfeit his match.
6. All players are expected to play all matches.
7. Elimination round will be one game, with the winner moving on.
8. First elimination round; players will be given 5000 chips each with 10 minute blinds.

Second elimination round; players will be given 5000 chips each with 10 minute blinds.
All other elimination round; players will be given 6000 chips each with 10 minute blinds.
Semi-final and final round; players will be given 6000 chips each with 10 minute blinds.

## ROUND ROBIN SCHEDULE

|  |  | TIME (min) | 10 min | 10 min | 10 min |
| :---: | :---: | :---: | :---: | :---: | :---: |
| round | 1 | 30 | 25/50 | 50/100 | 75/150 |
| BREAK |  | 10 |  |  |  |
| round | 2 | 30 | 25/50 | 50/100 | 75/150 |
| BREAK |  | 10 |  |  |  |
| round | 3 | 30 | 25/50 | 50/100 | 75/150 |
| BREAK |  | 10 |  |  |  |
| round | 4 | 30 | 25/50 | 50/100 | 75/150 |
| BREAK |  | 10 |  |  |  |
| round | 5 | 30 | 25/50 | 50/100 | 75/150 |
| BREAK |  | 10 |  |  |  |
| round | 6 | 30 | 25/50 | 50/100 | 75/150 |
| BREAK |  | 10 |  |  |  |
| round | 7 | 30 | 25/50 | 50/100 | 75/150 |
| Total round robin |  | 4.5 | hours |  |  |
| DINNER |  |  |  |  |  |
| BREAK |  | 30 | minutes |  |  |

ELIMINATION
ROUND

| round | $\mathbf{1}$ | tbd |
| :--- | :--- | :--- |
| round | $\mathbf{2}$ | tbd |
| SEMI- |  |  |
| FINALS | tbd |  |
| FINALS | tbd |  |


| ELIMINATION ROUND |  |  |
| :---: | :---: | :---: |
| SCHEDLE |  |  |
| SM |  |  | BIG 0 MINUTES | BLIND | BLIND |  |
| :---: | :---: | :---: |
| 10 | 25 | 50 |
| 10 | 50 | 100 |
| 10 | 75 | 150 |
| 10 | 100 | 200 |
| 10 | 125 | 250 |
| 10 | 150 | 300 |
| 10 | 200 | 400 |
| 10 | 250 | 500 |
| 10 | 300 | 600 |
| CAPPED | 300 | 600 |


| CHIPS |  | POINTS |
| :---: | :---: | :---: |
|  | 10000 | 14 |
| 9975 | 9200 | 13 |
| 9175 | 8400 | 12 |
| 8375 | 7600 | 11 |
| 7575 | 6800 | 10 |
| 6775 | 6000 | 9 |
| 5975 | 5200 | 8 |
| 5175 | 4825 | 7 |
| 4800 | 4025 | 6 |
| 4000 | 3225 | 5 |
| 3200 | 2425 | 4 |
| 2400 | 1625 | 3 |
| 1600 | 825 | 2 |
| 800 | 25 | 1 |
| 0 |  | 0 |

Sample of round robin schedule

## POINTS CHIPS

## CHIPS POINTS

| B1 | VS | B5 |
| :---: | :---: | :---: |
| B2 | VS | B6 |
| B3 | VS | B7 |
| B4 | VS | B8 |
| B1 | VS | B8 |
| B2 | VS | B5 |
| B3 | VS | B6 |
| B4 | VS | B7 |
| B1 | VS | B7 |
| B2 | VS | B8 |
| B3 | VS | B5 |
| B4 | VS | B6 |
| B1 | VS | B6 |
| B2 | VS | B7 |
| B3 | VS | B8 |
| B4 | VS | B5 |
| B1 | VS | B2 |
| B3 | VS | B4 |
| B5 | VS | B6 |
| B7 | VS | B8 |
| B1 | VS | B3 |
| B2 | VS | B4 |
| B5 | VS | B7 |
| B6 | VS | B8 |
| B1 | VS | B4 |
| B2 | VS | B3 |
| B5 | VS | B8 |
| B6 | VS | B7 |

