

Terms and conditions

Asia Pacific Poker Tour presents the 2008 Big Game Poker Championships

Tournaments

- 1 The Asia Pacific Poker Tour presents the 2008 Big Game Poker Championships ("**Championships**") will be held at Star City Casino commencing Wednesday 26th November 2008 and concluding Sunday 7th December 2008.
- 2 The Championships will comprise the tournaments ("**Tournaments**") specified in Schedule A to these terms and conditions ("**Championship Conditions**"). The Tournaments will be held on dates and at times in accordance with Schedule A.

Tournament entry

- 3 Entry into each Tournament is by application only.
- 4 Entry into each Tournament requires the payment of an entry fee and a buy-in fee ("**Fees**"). The Fees for each Tournament are specified in Schedule A.
- 5 In order to apply to enter into a Tournament, an applicant must:
 - (a) be aged 18 years or over;
 - (b) not be excluded from Star City Casino;
 - (c) be a Star City Total Star Rewards member or Sovereign Room cardholder;
 - (d) satisfy the identification requirements stipulated in clause 6;
 - (e) accurately and completely fill out an entry application form;
 - (f) submit the application to the Poker Buy-In Desk or the Casino Cashier at Star City Casino;
 - (g) sign a document provided to the applicant by the Promoter acknowledging they have read, unconditionally accept and will abide by:
 - (i) these Championship Conditions; and
 - (ii) the Official Rules of NSW Casino Games: Poker, approved by the NSW Casino Liquor and Gaming Control Authority ("**the Rules**");

Note: The document may be the application referred to in clause (e).

(h) sign a document entitled Deed Poll of Acknowledgement, Consent and Release, or similar document, ("**Deed**") provided to the applicant by the Promoter;

Note: The Deed relates primarily to promotional activities, filming of Tournaments and player sponsorships.

(i) pay the Fees in full at the Poker Buy-In Desk or the Casino Cashier; and

(j) satisfy the above requirements at least 30 minutes prior to the scheduled commencement of a Tournament.

6 The identification requirements are that an applicant:

(a) produce their current and valid Total Star Rewards membership card or Sovereign Room card; and

(b) produce identification in the form of a current passport, Australian driver's licence or other form of photographic identification in which the photograph is clear and undamaged and that is otherwise acceptable to the Promoter.

7 The Promoter may waive or vary the requirements in clause 5(j) and 6.

8 The Promoter may refuse any application.

9 An applicant whose application to enter a Tournament is accepted by the Promoter is entitled to enter that Tournament as a player (including as an alternate player), subject to all relevant laws, including these Championship Conditions.

10 Without limiting clause 83, in order to apply to remain entitled to participate in a Tournament, a player must, insofar as is or will be the case during the Tournament:

(a) not be excluded from Star City Casino; and

(b) be a Star City Total Star Rewards member or Sovereign Room cardholder.

Cancellations, transfers and refunds

11 The Promoter may refuse a request to transfer an entry from one player to another.

12 On a player's request, the Promoter may transfer an entry from a Tournament to another tournament. If the fees for the other tournament exceed the Fees, the player must pay the balance of those fees in accordance with the terms and conditions of the other tournament.

Note: Ordinarily, the Promoter will not consider a request to transfer an entry unless the circumstances are exceptional, and may in any event refuse the request.

- 13 Subject to clauses 14 and 16, the Promoter may refuse to refund an applicant's / player's entry fee. Unless an applicant / player withdraws their application / entry more than 5 calendar days prior to the commencement of the relevant Tournament, the Promoter may refuse to refund any part of the applicant's / player's buy-in.
- 14 The Promoter must refund the Fees to an applicant whose application is refused, including pursuant to clause 8.
- 15 If fewer than 88 applications to a Tournament are successful, the Promoter may cancel the Tournament.
- 16 If the Promoter cancels a Tournament pursuant to clause 15, the Promoter must refund all Fees for that Tournament.

Tables, players and allocation

- 17 The following clauses 18 to 26 are subject to any rules relating to any particular Tournament and stipulated in Schedule C.
- 18 A maximum of 370 players may play simultaneously on any single day of a Tournament.
- 19 A Tournament will utilise a maximum of 30 tables.
- 20 In relation to numbers of players at tables:
- (a) a maximum of 11 players may play simultaneously on any single table;
 - (b) each table will hold 10 players simultaneously, or as near to 10 as possible, for the duration the first or only day of a Tournament;
 - (c) if the scheduled duration of a Tournament is more than one day:
 - (i) each table will hold 9 players simultaneously at the earliest opportunity on the second day; and
 - (ii) each table will hold 8 players simultaneously when 80 players remain; and
 - (d) if the final table is being filmed for the purposes of a television program, a maximum of 9 players will contest the final table; otherwise, a maximum of 10 players will contest the final table.
- 21 The Promoter may allocate players to particular seats at any table ("**seating positions**") using a manual or electronic system prior to the commencement of a Tournament. If the system is a manual system, the Promoter will allocate seating positions by identifying a player and then randomly drawing from a barrel or similar receptacle a card identifying a seating position. The identified player will be allocated to the drawn seating position. If the system is an electronic system, the system will electronically replicate the manual system for allocating players to seating positions.
- 22 Without limiting clause 21, and subject to clause 23, the Promoter may allocate or re-allocate players to seating positions, including for the purposes of maximising the balance of players across tables and separating players who have an association with other players.
- 23 If the Promoter re-allocates players for the purpose of balancing the number of players across the tables, the Promoter must first take the player whose seating position is closest to the left of the big blind on a table and re-allocate that player to the seating position closest to the left of the big blind on a table with fewer players.

- 24 The Promoter must ensure that by the commencement of the next day (if any) of any Tournament, all active players have played the same number of levels of play.
- 25 Subject to clause 26, a re-allocated player commences play at the commencement of the next round of play on the new table and assumes all responsibilities of the seating position to which the player has been re-allocated.
- 26 If a re-allocated player is allocated to a seating position between the small blind and the button, the player cannot commence play until the button has passed that re-allocated player.

Alternates

- 27 The Promoter may also permit alternate players ("**Alternates**") to play in a Tournament in the place of players who have already been eliminated from the Tournament or if the Promoter provides tables to accommodate the participation of additional players.
- 28 If the Promoter decides to permit Alternates to participate in a Tournament, the Promoter will notify that decision to players before the commencement of play in the Tournament.
- 29 Subject to clause 30, Alternates will participate on the same rules, terms and conditions as applicable to players.
- 30 Alternates cannot commence participation after the fourth level of play.
- 31 Unless expressly stated otherwise in these Championship Conditions, a reference to "player" includes Alternates, as applicable.

Re-buys and add-ons

- 32 Clauses 33 to 35 apply only to Tournaments that permit re-buys and / or add-ons. A Tournament does not permit re-buys or add-ons unless stipulated otherwise in Schedule A.
- 33 The value of re-buys and add-ons, and the number of times players may acquire re-buys and add-ons, in each Tournament is stipulated in Schedule A.
- 34 To acquire re-buys, players must purchase additional chips from the Promoter during designated purchasing levels of play stipulated in Schedule A. Players cannot acquire re-buys unless their current (including starting) chip bank balance is equal to or less than their starting chip bank balance.
- 35 To acquire add-ons, players must purchase additional chips from the Promoter at the conclusion of the level of play stipulated in Schedule A. Players may acquire only single or double add-ons. Players may acquire add-ons regardless of their chip bank balance.

Rules of play

- 36 Subject to the Rules and any rules relating to any particular Tournament and stipulated in Schedule C, and without limiting clause 86, the provisions of clauses 37 to 60 will govern all Poker play in the Tournaments.

Note: These provisions of the Championship Conditions are intended only to supplement the Rules. All players should also study the Rules.

Player attendance at the table

- 37 The following clauses 38 to 40 do not limit the operation of clauses 83 to 85 ("**the Penalty Clauses**").
- 38 In any round of play, a player must sit in their seat before the dealer completes the initial deal (ie has dealt a hand to all seating positions at the table). If a player fails to sit in their seat in time, the player's hand will be folded. With one exception being the Big Blind, their hand will be folded if they are not in their seat when it is time to make a decision on their hand (the action is on them).
- 39 Subject to clause 38, if a player continues to fail to sit in their seat, the play at the table will continue as though the player were sitting in their seat, ie hands will be dealt to the player's seating position, the player may be eliminated, the Promoter may penalise the player, antes, blinds and forced bets will be deducted from the player's chip bank and the player will retain such entitlements in the play as an absent player is afforded pursuant to these Championship Conditions and the Rules.
- 40 If, during a Tournament, a player fails to sit in their seat at all before the conclusion of the third level of play, the Promoter may, without limiting the Penalty Clauses, disqualify the player.

Chips

- 41 All play will be conducted using non-value tournament chips supplied by the Promoter. In these Championship Conditions, when the word "value" is used in relation to chips, bets, the pot and the like, the word refers only to the notional 'tournament' value that the chips, bets, pot and the like carry solely for the purposes the Tournaments.
- 42 The value of each starting chip bank that the Promoter will provide to players is stipulated in Schedule B.
- 43 From time to time, the Promoter will substitute players' chips of lower denominations with chips of higher denominations ("**Chip Race**"). To the extent that a player's lower denomination chips fail to evenly amount to the value of the new higher denomination chip (respectively, "**Odd Chips**", "**New Chip**"), the Chip Race will proceed as follows:
- (a) The total value of all Odd Chips on the table is tallied.
 - (b) As many New Chips as together wholly equate to the value of the Odd Chip tally are set aside for play and as many of the Odd Chips as equate to the value of those New Chips are removed from play.
 - (c) If the value of the remaining Odd Chips (if any) equates to less than 50% of the value of a single New Chip, those Odd Chips are removed from play and no further New Chips are set aside for play. If the value of the remaining Odd Chips equates to 50% or more of the value of a single New Chip, a single New Chip is also set aside for play and those remaining Odd Chips are removed from play. Any total will result in the amount being rounded up. Totals of \$425, \$450, \$475 would all equal 5x \$100 chips for the race.
 - (d) A "race-off" is conducted to award the New Chips to players who possessed Odd Chips. Starting at the first seating position to the left of the dealer, the dealer will deal cards to players face-up.
 - (e) Each player will be dealt a number of cards corresponding to the value of Odd Chips they possess.

- (f) In sequence, each player with the next highest card value receives a New Chip until there are no further New Chips in the race-off. If 2 players have the same value card and there is one chip left an additional card will be dealt to each of these players.
- (g) If, following a race-off, a player has no chips of any denomination, that player will receive a single chip of the lowest denomination in play.

Action generally

44 All declarations of action:

- (a) must be made orally;
- (b) must be made in-turn;
- (c) are binding; and
- (d) once made, cannot be withdrawn or modified.

45 If a player (“**Player B**”) bets, calls or raises out-of-turn, then the player(s) whose turn it was but for the out-of-turn action (“**Player A**”) now has the turn. In that case, if Player A then:

- (a) bets less than Player B’s bet, Player B must call, by retrieving so much of their initial bet from the pot as is the difference in value between their bet and Player A’s bet;
- (b) raises Player B’s bet, Player B must:
 - (i) call, by supplementing their initial bet with such amount as is the difference in value between their bet and Player A’s bet;
 - (ii) re-raise by supplementing their initial bet with such amount as exceeds the difference between their bet and Player A’s bet; or
 - (iii) fold, in which case their initial bet remains in the pot; or
- (c) checks, Player B must:
 - (i) check; or
 - (ii) fold, in which case the initial bet remains in the pot.

46 If Player B checks out-of-turn and then Player A checks, Player B must also check or fold.

47 If Player B calls out-of-turn and then Player A calls, Player B must also call.

Action: bets, blinds and calls

48 The value of blinds will be determined by Schedule C. Prior to the commencement of a Tournament, the Promoter may vary Schedule C by inserting or removing one or more additional levels of play. The Promoter must take reasonable steps to notify players of any such variation prior to the commencement of play.

49 The Promoter may vary the duration of a level of play stipulated in Schedule C. The Promoter must take reasonable steps to notify players of any such variation prior to the round of play in which the variation will take effect.

50 The Promoter may “wind back” the level of play.

Note: If at all, the Promoter will usually do this only prior to the commencement of play on the final table or on any scheduled day of play after the first day.

51 If a player bets less than the amount required to call, they must make up the difference in value between the bet and the call by adding chips to their initial bet. If the player fails to make up that difference, the player must fold and the initial bet will be surrendered to the pot.

52 If a player plays a single oversized chip, without expressly declaring the intention of the action, the action will:

- (a) in a first betting round, constitute a call; and
- (b) in subsequent betting rounds, and only if the action would be the first bet of that betting round, constitute a bet to the value of the oversized chip or to the value of the maximum amount of a bet permitted at the table at the time, whichever is the lesser; and
- (c) in subsequent betting rounds, and only if the action would not be the first bet of that betting round, constitute a call.

(ii) If a player plays two chip of the same denomination which is less than the minimum raise and (one chip is less than the value of the bet) without expressly declaring their intentions this will be a call.

Action: raises

53 To raise, a player must:

- (a) perform the raise in one ‘clean’ motion; and / or
- (b) declare the value of the raise prior to acting.

54 If a player raises, without simultaneously declaring “raise”, and:

- (a) the value of the chips constituting the raise is 50% or more of the value of the preceding bet or raise, then the player must contribute so many additional chips to the raise as are necessary to equate to 100% of the preceding bet or raise, or go all-in (if a lesser amount); or
- (b) the value of the chips constituting the raise is less than 50% of the value of the preceding bet or raise, then the player’s action constitutes a call and the additional chips will be returned to the player.

55 The value of a raise:

(a) cannot be less than that particular table's minimum amount of a raise (if any);

(b) cannot be less than any initial bet, or previous raise, made in that round of play;

Note: A player going all-in for a less than the minimum value required to make an otherwise valid raise, is deemed not to have raised.

(c) in No-Limit play, can be any value above any minimum amount;

(d) in Pot-Limit play, can be any value above any minimum amount and up to the value of the pot, the value of the pot including the raising player's own call.

56 Subject to clauses 54 and 55, the value of a raise:

(a) made pursuant to clause 53(a) is the value of the chips moved in the single motion;

(b) made pursuant to clause 53(b) is the value declared;

(c) in No-Limit or Pot-Limit play, and where a player performs the raise with an oversized chip, and simultaneously declaring "raise", is the value of the oversized chip or the maximum amount permissible in accordance with clause 55(d) (if applicable), whichever is the lesser.

57 There is no maximum number of times a player may raise during a round of play.

Other

58 Upon going all-in or the conclusion of all action in a round of play, a player must reveal their hand by turning all their cards face-up. As well as all other players in contention for the pot.

59 In the event of a split pot, the odd chip in the pot will be broken down to the lowest denomination chip in play on the table at that time and will be given to the first player to the left of the big blind in contention for the pot.

60 Play will continue on the final table until only one player remains active in a Tournament.

Time

61 When it is a player's turn to play, the Promoter may impose (and must notify the player accordingly) a 70 second time limit on that player to decide and act. When 40 seconds remain before the time limit expires, the Promoter will advise the player. The Promoter will then count down the final 10 seconds of the time limit.

62 If a player fails to decide and act before the time limit expires, the player must fold their hand.

63 If play extends beyond 02:00 at the end of any day of play, the Promoter or Tournament director may suspend play for a period of time or until the next day if required.

Service of alcohol

64 The Promoter may decline to serve alcoholic beverages to any player and / or table.

Note: This provision is intended to permit the Promoter to comply with its legal obligations in relation to the responsible service of alcohol and, if a Tournament is being filmed, the depiction of the consumption of alcohol while gambling.

Player ranking

65 The Promoter may deal “hand for hand” if the number of players remaining in a Tournament exceeds by one the number of rankings to whom prizes will be awarded. The Promoter may deal “round for round” if the number of players remaining in a Tournament exceeds by two the number of rankings to whom prizes will be awarded.

66 The player referred to in clause 60 is the winner of that Tournament. The player who was the second-last player remaining active in that Tournament, is the runner-up. Thereafter, players who were the third-last remaining, fourth-last remaining and so on, attain a corresponding Tournament ranking of third, fourth and so on.

67 If two or more players are eliminated from the same table in a single round of play, those players will attain a Tournament ranking according to the value of each of their chip banks as at the commencement of that round of play. If those chip banks are of equal value, those players will attain an equal tournament ranking.

68 Without limiting clause 67, if two or more players are eliminated from two different tables on a corresponding round of play, those players will attain an equal Tournament ranking, regardless of the value of each of their Tournament chip banks as at the commencement of that round of play.

Prizes

69 The prize pool for each Tournament will comprise a cash amount in at least the value of the buy-in, re-buy and add-on amounts multiplied by the number of buy-ins, re-buys and add-ons ultimately accepted by the Promoter during the course of that Tournament.

For example, if 500 buy-ins each worth \$6,000 are ultimately accepted, the prize pool will be $500 \times \$6,000 = \$3,000,000$.

70 The Promoter may contribute further prizes to the prize pool, including in the form of cash, goods or services.

71 Prizes will be awarded to players according to their Tournament ranking as determined under clauses 66 to 68. That is, the winner of the Tournament will be entitled to the first prize, the runner-up will be entitled to the second prize, and so on.

72 The value of each prize will be determined in accordance with the pay-out breakdowns in Schedule D.

73 Prize money corresponding to the ranking of the players referred in clauses 67 and 68 will be shared equally between those players.

74 If the value of a prize is determined to be not equal to a whole-dollar amount, the Promoter may round the value of the prize to the nearest dollar.

75 All cash prizes will be paid to players by way of cheque by the Promoter after the Tournament has concluded.

76 To claim their prize, all prize winners must again satisfy the identification requirements in clause 6.

77 Except as expressly provided in these Championship Conditions, entries, chips and prizes cannot be transferred or redeemed for cash, goods or services. For the avoidance of doubt, the prizes awarded under the pay-out breakdown are cash prizes, and chips used for Tournament play cannot be redeemed for cash, goods or services.

Player conduct – during a round of play

78 During a round of play, players must ensure that at all times their chips are arranged so that each chip is clearly visible and its denomination clearly discernible to all players and the Promoter. In relation to the chip(s) carrying the highest denomination of a player's chips that chip must sit in the position relative to the player's other chips that is most prominent from the point of view of other players and the Promoter.

79 Players seated at a table at which a round of play has not concluded must not:

- (a) use or refer to any tool, instrument or artificial aid, including electronic devices, except their own wristwatch, and only insofar as the watch is used only for displaying the time;
- (b) obtain or seek the advice or assistance of other players, bystanders or the Promoter when making decisions about their play (ie "one player to a hand");
- (c) place foreign chips on the table, other than a maximum of one foreign chip that is being used as a card protector;
- (d) alter, supplement or tamper with the whole or part of any chips on any table, except pursuant to an authorised re-buy or add-on;
- (e) disclose or reveal a live or folded hand, or a hand that has not yet been tabled;
- (f) miscall a hand;
- (g) weaken or forfeit their own prospects in a round of play in order to benefit themselves or any other player (ie "chip dumping");
- (h) refrain from competing against any other player for the purpose of benefiting any player (ie "soft play");
- (i) advise, criticise or otherwise comment on play;
- (j) leave their seat while their action is pending;
- (k) fail to perform a compulsory ante, blind or minimum bet;
- (l) attempt to increase table stakes other than as expressly permitted in these Championship Conditions and the Rules; or
- (m) deliberately conceal, pocket or otherwise hide chips.

Player conduct – all times during a Tournament

80 At all times during a Tournament, players must not carry or otherwise remove any chips from a table unless:

- (a) the player is following the Promoter's express instructions to take a seating position at a different table; or

(b) the tournament director (ie not merely any representative of the Promoter) expressly authorises the player to do so.

(c) Under these circumstances a chip tray (rack) must be used to transfer the chips

Note: All chips used for play during the Championships are the property of the Promoter.

81 At all times during a Tournament, players must not:

(a) offer unsolicited advice to players participating in a round;

(b) ask the dealer to reveal the cards that would have come if a player had decided to play their hand (ie “rabbit hunt”);

(c) behave unlawfully;

(d) abuse other players or the Promoter or otherwise behave disruptively, anti-socially or in such a manner as to bring any player, the Promoter or the Tournament into disrepute;

(e) engage in collusive activity relating to the Tournament;

(f) speak any language other than English during a round of play;

(g) display any thing, including advertising material or a thing forming part of their apparel, that the Promoter regards as inappropriate;

(h) without limiting paragraph (g) or the Deed, display any logo pursuant to a sponsorship arrangement that has not been notified to the Promoter;
or

(i) avoid paying a blind when moving from a broken table.

Investigations and penalties

82 The Promoter may undertake any lawful act to investigate whether these Championship Conditions, the Rules or any law has been contravened by any player or bystander in relation to any Tournament. For the avoidance of doubt, the Promoter may count a player’s chips or read any unexposed cards.

83 It is a condition of a player’s ongoing entitlement (if any) to participate in a Tournament that the player performs all their obligations contained in these Championship Conditions, especially clauses in clauses 78 to 81, for the duration of that Tournament. Subject to the express provisions of these Championship Conditions and the Rules, the Promoter may remedy the absence (if any) of a player’s ongoing entitlement to participate in a Tournament by imposing a range of penalties on the player, including penalties that have effect retrospectively.

84 The penalties that the Promoter may impose pursuant to clause 83 include immediate disqualification from the Tournament, which includes the forfeiture of all chips, Fees and prizes (or entitlements to them).

85 Without limiting clause 84, the Promoter may impose penalties from the following range of penalties. The penalised player’s blinds, antes and / or forced bets will be forfeited for:

- (a) one round;
- (b) 2 rounds;
- (c) 3 rounds; or
- (d) 4 rounds.
- (e) 10 minutes

In each case, the forfeiture remains in effect until the button returns to the same position it was in when the penalty was imposed after the applicable number of rounds has passed.

General

- 86 The conduct of the Tournament will be governed by these Championship Conditions (as amended), the current edition of the Rules and, where applicable, the laws of New South Wales. In the event of an irreconcilable inconsistency between these Championship Conditions and the Rules, the Rules will prevail to the extent of the inconsistency.
- 87 The Promoter may amend these Championship Conditions. The Promoter must take reasonable steps to notify applicants / players of material amendments.
- 88 Except insofar as these Championship Conditions expressly provide otherwise, any decision that the Promoter may or must make in relation to the Tournament, including pursuant to any provision of these Championship Conditions, will be made by the Promoter at its sole and absolute discretion in every respect (including timing) and without imposing any obligation on the Promoter to have or provide reasons for the Promoter's conduct in this regard.
- 89 To the extent that circumstances arise for which these Championship Conditions or the Rules make no provision or in relation to which the relevant provisions of the Championship Conditions or Rules are unclear, the Promoter may make a decision regarding those circumstances.
- 90 All decisions made by the Promoter are final and binding. No correspondence will be entered into.
- 91 To the maximum extent permitted by law, and without affecting any rights that cannot be excluded by law, the Promoter is not liable for any loss, damage or injury suffered or sustained (including direct or consequential loss or loss arising from negligence) arising directly or indirectly out of or in connection with the conduct of the Championships, including the making, substance and merits of any decision of the Promoter.
- 92 Subject to the Deed, by entering a Tournament, each player authorises the Promoter, subsidiary companies or a third party to unconditionally use of the player's name, address, image and likeness (including as embodied or communicated in any photograph, cinematograph film, broadcast or any other medium) for the purpose of promoting and advertising the Promoter, the Promoter's subsidiaries, the Promoter's venues or any third party, without further consideration, notice, review or consent.
- 93 In these Championship Conditions:
- (a) all monetary values expressed in this document are expressed in Australian currency;

- (b) words used in the singular do not exclude the plural, and vice versa; and
- (c) italicised notes do not have operative effect.
- (d) **"The Promoter"** of the Tournament is Star City Pty Ltd ABN 25 060 510 410 of 80 Pymont Street, Pymont NSW 2009

Schedule A – Championships Tournament schedule

Date	Time*	Event	Tournament	Buy-in	Prize pool amt	Entry fee	Each re-buy amount	Single add-on amount
Wed 26 Nov	8.15pm	1	Ladies No Limit Holdem	\$200	\$180	\$20	No re-buy or add-ons	
Thurs 27 Nov	12.30pm	2	No Limit Holdem Opening Event (2day)	\$750	\$700	\$50		
Fri 28 Nov	12.30pm	3	Eric Assadourian Pot Limit Omaha Second Chance Challenge (2day)	\$1,100	\$1,000	\$100		
Sat 29 Nov	12.30pm	4	No Limit Holdem Feature Event (2day)	\$1600	\$1500	\$100		
Sun 30 Nov	12.30pm	5	Manila 2 card	\$750	\$700	\$50		
Mon 1 Dec	12.30pm	6	No Limit Holdem 6 handed (2 day)	\$2200	\$2000	\$200		
Tues 2 Dec	12.30pm	7	APPT Grand Final Day 1 - Flight 1	\$6000	\$6000	\$300		
Wed 3 Dec	12.30pm		APPT Grand Final Day 1 - Flight 2	\$6,000	\$6,000	\$300		
Thu 4 Dec	12.30pm		APPT Grand Final Day 1 - Flight 3	\$6,000	\$6,000	\$300		
Fri 5 Dec	12.30pm		Main Event Day 2					
Fri 5 Dec	6.15pm	8	Teams Event No Limit Holdem	\$1100	\$1000	\$100		
Sat 6 Dec	12.30pm		Main Event Day 3(attempt to play to final table)					
Sat 6 Dec	1.30pm	9	No Limit Holdem (2 day)	\$1100	\$1000	\$100		
Sat 6 Dec	6.15pm	10	High Rollers Challenge	\$15300	\$15000	\$300		
Sun 7 Dec	1.30pm		APPT Grand Final - final table					
Sun 7 Dec								

*Note: The Promoter may vary times.

Schedule B – Tournament chips issued

Date	Event	Tournament	Non-Value Tournament chips	Re-Buy and Add-on chips
Wed 26 Nov	1	Ladies No Limit Holdem	5000	0
Thurs 27 Nov	2	No Limit Holdem Opening Event (2day)	5,000	0
Fri 28 Nov	3	Eric Assadourian Pot Limit Omaha Second Chance Challenge (2day)	8,000 (4,000 + 4,000)	0
Sat 29 Nov	4	No Limit Holdem Feature Event (2day)	6000	0
Sun 30 Nov	5	Manila 2 card	5000	0
Mon 1 Dec	6	No Limit Holdem 6 handed (2 day)	8,000	0
Tues 2 Dec	7	APPT Grand Final Day 1 - Flight 1		0
Wed 3 Dec		APPT Grand Final Day 1 - Flight 2		0
Thu 4 Dec		APPT Grand Final Day 1 - Flight 3		0
Fri 5 Dec		Main Event Day 2	Remaining from day 1	0
Fri 5 Dec	8	No Limit Holdem Teams Event	6,000	0
Sat 6 Dec		Main Event Day 3(attempt to play to final table)	Remaining from day 2	
Sat 6 Dec	9	No Limit Holdem (2 day)	8000	0
Sat 6 Dec	10	High Rollers Challenge	20 000	0
Sun 7 Dec		APPT Grand Final - final table	20 000	0

Schedule C - Championships blind – level of play structure

Event 1: Ladies No Limit Hold'em

Fees: \$200 (\$180 + \$20)
Starting Chips: \$5000
Blind Level Duration: 25 minutes

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	150	300
5	200	400
6	300	600
7	500	1000
8	700	1400
9	1000	2000
10	1500	3000
11	2000	4000
12	3000	6000
13	5000	10000
14	7000	14000
15	10000	20000

Note:

- This tournament will be a 10 table tournament.
- Play will be a max of 11 players.
- There will be a maximum of 150 players inclusive of 40 reserves
- The final table will consist of 10 players
- Redraws will be conducted with two and one table(s) remaining.

Event 2: No Limit Hold'em Opening Event

Fees: \$750 (\$700 + \$50)
Starting Chips: 5,000
Blind Level Duration: 40 minutes
Final Table blinds 60 minutes

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	150	300
5	200	400
6	300	600
7	400	800
8	500	1000
9	600	1200
10	800	1600
11	1000	2000
12	1500	3000
13	2000	4000
14	3000	6000
15	4000	8000
16	6000	12000
17	8000	16000
18	10000	20000
19	15000	30000
20	20000	40000
21	30000	60000
22	40000	80000
23	50000	100000

Note:

- Play will be 10-handed all the way.
- Redraws will be conducted with two and one table(s) remaining.

Event 3: Pot Limit Omaha Second Chance Tournament

Fees: \$1100 (\$1000 + \$100)

Starting Chips: 8,000 (4,000 + 4,000)

Blind Level Duration: 30 minutes for first 4 levels and 40 minutes thereafter.

Final Table Blind levels 60 minutes

Level	Small Blind	Big Blind
1	25	25
2	25	50
3	50	100
4	75	150
End of second chance period		
5	100	200
6	150	300
7	200	400
8	300	600
9	400	800
10	500	1000
11	600	1200
12	800	1600
13	1000	2000
14	1500	3000
15	2000	4000
16	3000	6000
17	4000	8000
18	6000	12000
19	8000	16000
20	10000	20000
21	15000	30000
22	20000	40000
23	30000	60000

Note:

- Players receive 4,000 initially and receive additional 4,000 on tapping out or at any time during first four levels. Any player who has not received additional 4,000 at end of 4th level will receive 4,000 at that time.
- Play will be 10-handed all the way.
- Redraws will be conducted with two and one table(s) remaining.

Event 4 No Limit Hold'em Feature Event

Fees: \$1600 (\$1500 + \$100)

Starting Chips: 6,000

Blind Level Duration: 40 minutes

Final Table Blind levels 60 minutes

Level	Small Blind	Big Blind	Ante
1	25	50	
2	50	100	
3	100	200	
4	100	200	25
5	150	300	25
6	200	400	50
7	300	600	75
8	400	800	100
9	500	1000	100
10	600	1200	200
11	800	1600	200
12	1000	2000	300
13	1500	3000	400
14	2000	4000	500
15	3000	6000	500
16	4000	8000	1000
17	6000	12000	1000
18	8000	16000	2000
19	10000	20000	3000
20	15000	30000	5000
21	20000	40000	5000
22	30000	60000	5000
23	40000	80000	5000
24	50000	100000	10000

Note:

- Play will be 10-handed all the way.
- Tournament will play as normal multi table format until there are 50 players remaining. The 50 players will redraw for seats with the top 5 chip stacks allocated to different tables. These five tables will proceed as a shootout format with the top two proceeding to the final table with their chip stacks.
- Overall rankings for 11th onwards will be according to ranking on individual shootout tables. For example, the five players to finish 3rd on the five shootout tables will finish equal 11th place overall. The five players finishing 4th will finish equal 16th place overall.

Event 5: Manila 2 card

Fees: \$750 (\$700 +\$50)

Starting Chips: \$ 5000

Blind Level Duration: 30 minutes

Final Table Blind levels 45 minutes

Level	Blind
1	25
2	50
3	75
4	100
5	150
6	200
7	300
8	400
9	500
10	600
11	800
12	1000
13	1500
14	2000
15	3000
16	4000
17	6000
18	8000
19	10000

Note:

- Play will be 11-handed all the way.
- Redraws will be conducted with two and one table(s) remaining.
- The game format is 2 Card Manila played with a single blind and traditional Manila blind structure

Event 6 : 6 Handed No Limit Hold'em Event

Fees: \$ 2200 (\$2000+\$200)

Starting Chips: 8,000

Blind Level Duration: 40 minutes

Final Table Blind levels 60 minutes

Level	Small Blind	Big Blind	Ante
1	25	50	
2	50	100	
3	100	200	
4	100	200	25
5	150	300	25
6	200	400	50
7	300	600	75
8	400	800	100
9	500	1000	100
10	600	1200	200
11	800	1600	200
12	1000	2000	300
13	1500	3000	400
14	2000	4000	500
15	3000	6000	500
16	4000	8000	500
17	5000	10000	1000
18	6000	12000	1000
19	8000	16000	2000
20	10000	20000	3000
21	15000	30000	5000
22	20000	40000	5000
23	30000	60000	5000
24	40000	80000	5000

Note:

- Play will be 6-handed all the way.
- Redraws will be conducted with two and one table(s) remaining.

Main Event: Event 7: APPT Grand Final - No Limit Hold'em Freezeout Tournament

Fees: \$6300 (\$6000 + \$300)

Starting Chips: 20,000

Blind Level Duration: 75 minutes

Level	Small Blind	Big Blind	Ante
1	50	100	
2	100	200	
3	100	200	25
4	150	300	25
5	200	400	25
6	250	500	50
7	300	600	75
8	400	800	100
9	500	1000	100
10	600	1200	200
11	800	1600	200
12	1000	2000	300
13	1200	2400	400
14	1500	3000	500
15	2000	4000	500
16	3000	6000	500
17	4000	8000	500
18	5000	10000	1000
19	6000	12000	1000
20	8000	16000	2000
21	10000	20000	3000
22	12000	24000	4000
23	15000	30000	5000
24	20000	40000	5000
25	30000	60000	5000
26	40000	80000	5000
27	50000	100000	10000
28	60000	120000	15000
29	80000	160000	20000
30	100000	200000	30000

Note:

- Play will be to a maximum of 9 levels on Day 1 and Day 2 and will play to final table on Day 3
- The final table is proposed to commence 1.30pm on Day 3.
- Play will be 10 handed on Day 1, move to 9 handed as soon as practicable, become 8 handed with 10 tables remaining and break to a final table of 9.
- Redraws will be conducted at the start of day 2 and day 3 with four, and two and one table/s remaining.

Event 8: No Limit Hold'em Teams Event

Fees: \$1100 (\$1000+\$100)
Starting Chips: 6,000
Blind Level Duration: 40 minutes

Final Table Blind levels 60 minutes

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	150	300
5	200	400
6	300	600
7	400	800
8	500	1000
9	600	1200
10	800	1600
11	1000	2000
12	1500	3000
13	2000	4000
14	3000	6000
15	4000	8000
16	6000	12000
17	8000	16000
18	10000	20000
19	15000	30000
20	20000	40000
21	30000	60000
22	40000	80000
23	50000	100000

Note:

- Each team will comprise of two members, and pays one entry fee and one buy in and shares one chip bank.
- Play will be 10-handed all the way.
- Redraws will be conducted with two and one table(s) remaining.
- Team members alternate every level up to the final table and every round on the final table.
- The first team member will commence the first level of play with 3,000 in chips. In the event the first team member is eliminated during the first level, he/she will be replaced by the second team member who comes in with an additional 3,000 in chips and plays both the remainder of the first level and the second level ensuring the order of participation remains consistent. In the event the first team member is not eliminated during the first level of play, the team will receive an additional 3,000 upon the second team member starting the second level of play.

Event 9: No Limit Hold'em Event 2 day

Fees: \$1100 (\$1000+\$100)
Starting Chips: 8,000
Blind Level Duration: 40 minutes
Final Table Blind levels 60 minutes

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	150	300
5	200	400
6	300	600
7	400	800
8	500	1000
9	600	1200
10	800	1600
11	1000	2000
12	1500	3000
13	2000	4000
14	3000	6000
15	4000	8000
16	6000	12000
17	8000	16000
18	10000	20000
19	15000	30000
20	20000	40000
21	30000	60000
22	40000	80000
23	50000	100000

Note:

- Play will be 10-handed all the way.
- Redraws will be conducted with two and one table(s) remaining.

Celebrity Media Event (Invitation only)

Fees: \$0
Starting Chips: 2,000
Blind Level Duration: 15 minutes

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	200	400
5	300	600
6	500	1000
7	700	1400
8	1000	2000
9	1500	3000
10	2000	4000
11	3000	6000
12	5000	10000
13	7000	14000
14	10000	20000

Note:

- Play will be 10-handed
- Entry will be by invitation only

Tournament of champions (Invitation only) Charity event

Fees: \$0
Starting Chips: 5,000
Blind Level Duration: 25 minutes

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	200	400
5	300	600
6	500	1000
7	700	1400
8	1000	2000
9	1500	3000
10	2000	4000
11	3000	6000
12	5000	10000
13	7000	14000
14	10000	20000

Note:

- Play will be 10-handed
- Entry will be by invitation only

Event: APPT High Roller Event

Fees: \$15300 (15000 + 300)

Starting Chips: 20,000

Blind Level Duration: 45 minutes

Final Table Blind levels 60 minutes

Level	Small Blind	Big Blind	Ante
1	50	100	
2	100	200	
3	100	200	25
4	150	300	25
5	200	400	25
6	250	500	50
7	300	600	75
8	400	800	100
9	500	1000	100
10	600	1200	200
11	800	1600	200
12	1000	2000	300
13	1200	2400	400
14	1500	3000	500
15	2000	4000	500
16	3000	6000	500
17	4000	8000	500
18	5000	10000	1000
19	6000	12000	1000
20	8000	16000	2000
21	10000	20000	3000
22	12000	24000	4000
23	15000	30000	5000
24	20000	40000	5000
25	30000	60000	5000
26	40000	80000	5000
27	50000	100000	10000
28	60000	120000	15000
29	80000	160000	20000
30	100000	200000	30000

Note:

- Play will be 8 handed all the way breaking to a final table of 8 players.
- Antes will commence in Level 3

Schedule D – Prize Pool Distributions

Main Event: APPT Grand Final - No Limit Hold'em Freezeout Tournament

Entrants	400 or less	401 – 500*	501 - 600	601 - 700	701 - 800	801 - 900	901 - 1000	1001 - 1100	1101 - 1200
1st	33.5%	33.5%	\$1,000,000	\$1,000,000	24%	24%	24%	24%	24%
2nd	17.5%	17%	27%	27%	15%	16%	15%	15%	15%
3rd	10%	9.5%	14%	14%	10%	10%	10%	10%	10%
4th	6.70%	6.50%	10%	10%	8.00%	7.50%	7.50%	7.50%	7.00%
5th	5%	5%	6.90%	6.90%	5.00%	5.00%	5.00%	5.00%	4.50%
6th	3.70%	3.60%	5%	5%	4.00%	4.00%	4.00%	4.00%	3.50%
7th	2.60%	2.60%	4%	4%	3.00%	3.00%	3.00%	3.00%	2.80%
8th	2%	1.90%	3%	3%	2.00%	2.00%	2.00%	2.00%	1.90%
9th	1.50%	1.40%	2%	2%	1.40%	1.50%	1.50%	1.50%	1.45%
10th	1.10%	1%	1.50%	1.50%	1.00%	1.00%	1.00%	1.00%	0.95%
11th	1.10%	1%	1.50%	1.50%	1.00%	1.00%	1.00%	1.00%	0.95%
12th	1.10%	1%	1.50%	1.50%	1.00%	1.00%	1.00%	1.00%	0.95%
13th-16th	0.75%	0.70%	1%	1%	0.80%	0.80%	0.80%	0.80%	0.75%
17th-24th	0.55%	0.55%	0.80%	0.80%	0.55%	0.55%	0.55%	0.55%	0.55%
25th-32nd	0.45%	0.45%	0.65%	0.65%	0.45%	0.45%	0.45%	0.45%	0.43%
33rd-40th	0.40%	0.35%	0.50%	0.55%	0.40%	0.35%	0.35%	0.35%	0.34%
41st-48th		0.30%	0.50%	0.45%	0.35%	0.30%	0.30%	0.30%	0.28%
49th-56th			\$8,000	\$9,500	0.30%	0.25%	0.25%	0.24%	0.23%
57th-64th				\$8,000	0.25%	0.20%	0.20%	0.20%	0.19%
65th-72nd					0.20%	0.18%	0.18%	0.18%	0.17%
73rd-80th					0.18%	0.17%	0.16%	0.16%	0.16%
81st-88th						0.16%	0.15%	0.15%	0.15%
89th-96th							0.14%	0.14%	0.14%
97th-104th								0.13%	0.13%
105th-112th									0.12%
113th-120th									0.11%

* - The Promoter may fix the first prize as \$1,000,000 and adjust other placings according to proportionate percentages.

Event :High Roller Event- Payout schedule

Ranking	1-8	9-18
1 st	50%	40%
2 nd	30%	30%
3 rd	20%	20%
4 th		10%
5 th		

Event 8: 6 Handed No Limit Hold'em Event

Ranking	<100	100 - 149	150+
1 st	35%	32%	31%
2 nd	23%	20%	19%
3 rd	15%	11.5%	10.5%
4 th	11%	9%	8%
5 th	9%	7.5%	6%
6 th	7%	5%	4.5%
7 th -9 th		3%	3%
10 th -12 th		2%	2%
13 th -18 th			1%

All other Championship Events

Ranking	<125	125 - 224	225+
1 st	32%	31%	30%
2 nd	20%	19%	19%
3 rd	11.5%	10%	10%
4 th	9%	7.5%	7%
5 th	7.5%	6%	5.4%
6 th	6%	5%	4.3%
7 th	5%	4%	3.3%
8 th	4%	3%	2.5%
9 th	3%	2%	2%
10 th	2%	1.5%	1.5%
11 th -15 th		1.2%	1%
16 th -20 th		1%	0.8%
21 st -25 th			0.6%
26 th -30 th			0.6%