

"Arizona Poker" — Ring Game Tournaments

Concept

An "any time-any game" single table ring game experience in a mini-tournament.



"Arizona Poker" is the only way, and even then, only the closest we can get, to a true ring game experience in a tournament as amusement gambling in Arizona. Our current play testing goal is to replace most rules of tournament play with as many ring game allowances as we can, in the "Time's Up" tournament format developed by the Commerce Casino in Los Angeles.

Initial Terms* for Play Testing Sessions — "Arizona Poker"

- 1) \$60 entry fee includes 5K for main event or 54 chips for Arizona Poker.
- 2) Unlimited \$60/54 reloads if <200 chips (\$240/216 max starting stack).
- 3) \$300 minimum guaranteed prize pool, projected to \$1,000 with 9 players.
- 4) Forced "Time's Up" equity chop after 30 minutes of play. Tournament may be extended an additional 30 minutes with unanimous consent.
- 5) If play is extended past the initial 30 minutes, all players automatically agree to an equity chop at any time a player at the table requests it.
- 6) Players that wish to continue playing after any chop may keep their chips on the table. No need to cash out and re-purchase chips. No going south.
- 7) After an equity chop, a new 30 minute tournament begins. If an equity chop was requested prior to a scheduled "Time's Up", the balance of remaining time should be played out as a new "short session". This helps maintain synchronicity between 30m dealer downs and "Time's Up".
- 8) Event staff shall keep a board/sheet updated as entries and chops occur, so players know how much is in the prize pool at all times. Arizona Poker is meant to play as a single table freezeout, but can pay more places or percentages too, based on preferences. The "Time's Up" equity chop is the default payout method, unless players unanimously agree otherwise.

Maybe a 1 hour limit game 1-1 blinds and \$120 reloads if <400 chips?



Or a 2 hour Omaha game w/ 30m blinds, 1-2, 1-3, 2-3, 2-4?

Get four players to agree! We can do it!

* These are *suggested/default* starting terms for play testing. The game (Hold'em) and all potential variables must be established through consensus prior to the start of the tournament. Once started, any changes will require *unanimous* consent from all remaining players (as in any tournament).

For play testing, we have a self-imposed max of \$240/216 chips and reload cap at 200. "Reloading to the chip leader" creates an overly-aggressive game and should not be allowed under any circumstances. We may consider a cap on reloads allowed each player, even if it is ridiculously high. Demonstrative self-regulation through member consensus on just "how much amusement" a member can reasonably be expected to handle responsibly at any one time is good.

All \$60 fees include an 8.7% amusement tax and 80¢ for club equipment reserves. "Last Call" at the bar signifies one more hand to allow staff time to close down and clean up. Please offer your feedback and suggestions during play testing. Discussions and free flow of ideas about the format at the table are highly encouraged! Arizona Poker chips have no cash value and should not be allowed to leave the table or venue. Real Poker does not compensate the volunteer dealers during play testing and they appreciate your tips on any post-flop scoops.