



**PIRANHA POKER LEAGUE**  
**Official Rulebook**

## SEASON STRUCTURE

1. The season will consist of exactly 20 satellite tournaments, to be played between August 2016 and May 2017. There may be additional cash tournaments held through the season for qualifying members (anyone who has played at least one regular satellite tournament). All Piranha rules will apply at these events. Cash payouts for live events will closely mirror the Piranha points structure on a percentage basis. The committee may revise cash payouts so that no prize is awarded that is below the entry fee. Dates and structures of these events will be announced as applicable. Results in any cash tournament will have no bearing on the satellite tournament series.
2. Each tournament will have a \$30 per player entry fee, which must be paid in cash to the Tournament Director or the League Treasurer prior to playing a hand in said tournament. No player will be allowed to play in a tournament without paying for that tournament's entry fee, or arranging to have another player pay on their behalf, without exceptions. Players may pay for events in advance if they so choose. Members that Pre-pay for the full season no later than Event #3 will pay a total of \$300 for the season. A player may ask for a prorated refund (\$300 less \$30 per event played) up until Event 10. After Event 10 no refunds will be provided. Any refund request requires a minimum of 7 days notice.
3. A player can play in a maximum of 12 total satellite tournaments during the season. There is no minimum number of tournaments necessary to be part of the team. Players are responsible for making sure they do not play more than 12 satellite tournaments. Any points earned in a satellite tournament beyond the 12<sup>th</sup> one entered will be null and void.
4. In order to qualify for a WSOP seat, a player must pay for exactly 12 tournaments (\$360 or \$300 if pre-paid by Event 3) over the course of the season.
5. In order to qualify for a portion of any team prize money won at the 2017 WSOP, a player must pay for exactly 12 tournaments (\$360 or \$300 if pre-paid by Event 3) over the course of the season.
6. Players will generate points over the course of the season. The points structure per tournament will vary depending on how many participants each tournament has. Refer to Exhibit B "Scoring System" section for a complete breakdown of possible points gained in a given tournament.
7. Each tournament will have on the premises a Tournament Director who is not a participant in said tournament. Any member of the league's Committee can serve as Tournament Director, as well as anyone from the general membership who has been approved by the Committee to handle this task. The Tournament Director role will be assigned to an individual in advance, and his/her name will be listed on the official electronic invitation for said tournament. If circumstances dictate that the Tournament Director will need to play in the event, the Piranha Poker Committee will vote on whether or not that can happen prior to the event starting.
8. The league's total prize pool will be calculated as the total proceeds from all players' tournament fees less expenses related to the twenty tournaments (location rental fees, bottled water, equipment needs, etc.)
  - a. At the end of the season, the league's total prize pool will determine how many prize packages will be awarded. Each prize package will be worth \$2,000, and it will consist of the \$1,500 entry fee to a WSOP 2017 Event and \$500 for, travel, lodging and expenses.
  - b. Flight B (Saturday Flight) of the WSOP Monster Stack Event will be the first choice of event. Should the Monster Stack Event not be offered, an alternative \$1,500 buy in Event will be chosen instead based on suitability (weekend start date, avoiding Electronic Daisy Carnival (EDC) festival, etc).
  - c. For example, if the team's total prize pool equals \$21,000, the top ten point scorers in the standings will be awarded full prize packages (10 x \$2,000 = \$20,000) and the remaining \$1,000 will be given as an option to the eleventh place finisher.



who receive a cash prize may receive tax documentation in the event it is necessary by law. If tax documentation is required, it is the responsibility of the prize package winner to obtain any and all necessary information (tax IDs, full legal names, addresses, etc) and distribute that tax documentation per IRS guidelines and procedures. Full time members due a payout will not receive said payout until providing any and all necessary tax information (should it be required).

## **TOURNAMENT RULES**

11. Every tournament will begin at a set time with no exceptions. A 12:00 PM tournament's first hand will be dealt at 12:00 PM. It is each player's responsibility to arrive at the tournament site early enough to pay for the entry fee and find his/her assigned seat at a table. It is the tournament director's responsibility to make sure all tables and chips are set up prior to the official tournament starting time, and that all entry fees are collected prior to a player taking part in said tournament. Players that are bought in and checked into the event or are in line to do so 15 minutes prior to the start of the event (ie 11:45 AM for a 12:00 PM start) will receive \$500 in bonus chips. To receive bonus chips you must be physically present (ie you do not get bonus chips if another player buys you in but you are not present to check yourself in). \$500 additional "Travel Chips" may be purchased the day of the tournament for \$5. These chips must be purchased prior playing a hand in the tournament.
12. Participants are encouraged to bring new players into the league. If a participant in good standing refers a new player (defined as a player that has never played in a Piranha Poker event before or an existing player that has played previously but never as a full league member and not in the previous season), both the referral and referee can receive bonus "Travel Chips" of \$500 at up to 6 events. The Referee will get 1 free Travel Chip for each event that their referral plays, with a maximum of 6 per referral. The Referral will get 1 free Travel Chip for each event they play, with a maximum of 6.
13. All breaks will begin and end as scheduled.
14. Participants must show their current valid picture identification (driver's license, state identification card, or military identification card) to the Tournament Director along with submitting their signed Player Agreement prior to participating in their first Piranha Poker tournament. If a participant is not a U.S. citizen, a current passport or alien registration card is required.
15. By submitting a signed Player Agreement to a Piranha Poker League Tournament Director, a person agrees to the rules stated within this Rulebook and the rules governing tournament play as outlined by the WSOP and the TDA.
16. Employees of Caesar's Entertainment and its parent, subsidiaries, affiliates, owned, operated or managed properties, contractors hired for the operation of the WSOP or parent companies and immediate family members of such employees are not eligible to play in any WSOP events, unless approved in advance by Caesar's. Immediate Family is defined as: spouse, children and any relative or other person residing in the employee's place of residence.
17. Initial table/seating assignments will be drawn randomly by the tournament director through automated software. All subsequent table changes will also be randomly chosen by automated software.

18. Every player must register for every tournament via the Piranha Poker website. The online invitation e-mails will be sent out at least a week in advance of each tournament. The deadline to register for a tournament is midnight the day before the tournament. Every event invitation on the website will include the name and phone number of each tournament's TD. No unregistered players will be allowed to play in a tournament under any circumstances. No guest invitations will be accepted unless a league player is bringing a new player who has never played in a Piranha Poker event before. The inviting player must contact the Tournament Director in conjunction with utilizing the online invitation in such an event. Any player who invites a guest that doesn't show up or is a late withdrawal will lose this privilege.

19. If a participant who registered for a tournament (and is not pre-paid) is not present prior to the end of the first level of blinds of the tournament (50 minutes), his/her remaining chips will be removed from the tournament. Prior to the 50-minute deadline, all forced antes and blinds bets will be removed from an absent player's stack accordingly. If a player shows up within this window and still has chips remaining, he/she may play his or her chips. If a player has prepaid for this tournament, their chips will remain in play and continue to be blinded out for the first two 50 minute levels. . If a player shows up within this window and still has chips remaining, he/she may play his or her chips. If a player has prepaid for this tournament. At the end of the first two 50 minute levels his/her remaining chips will be removed from the tournament.

The first time a player does not show up to a tournament for which he/she is registered, he/she will receive a warning. This first offense will not result in a game played, and the \$30 entry fee will be forgiven. Every subsequent time this same player violates this rule will count as a game played in the standings, including for players that have pre-paid. The player may pay the fee for that event at the end of the year to become a full member if they so choose. If a player reaches three (3) no shows, that player will be removed from the Piranha email list and not receive invitations to future events. If the player wishes to be returned to the list, that player will need to make a formal, written request to the Piranha Poker Committee, pay the fees for the second and third offenses, and declare that they will not no show for the remainder of the season. Should the player not honor this commitment, they will be removed from the list permanently.

20. It is the Tournament Director's responsibility to make sure all rules are followed during that day's event. Any disputes during play will be resolved by the TD, who may at times reference this Rulebook, the WSOP rulebook, the TDA rulebook, or any attending Committee member not directly involved in the dispute, in order to make an accurate ruling.

21. Players will not verbally abuse fellow players, including those volunteering to deal. For the first offense, any player at the table may indicate that they believe a player is violating this rule. If at least one other player at the table concurs, an official verbal warning is issued. Upon a second offense, if the same player is again found to be abusive (accused by one player and confirmed by at least one other), the offending player will receive a 10 minute penalty. Upon a third offense, if that same player is found to be abusive one more time, that player will be disqualified from the event. Offenses will not be carried forward to other events but a player that is disqualified from a second event for abusing fellow players will be removed from the league and will forfeit all membership rights and privileges. (NOTE: The use of colorful language in and of itself does not warrant an abuse violation. The intent of the language must be directed at another player in an abusive fashion.)

22. Players will not under any circumstances cheat. Cheating includes, but is not limited to the following: marking cards, dealing from the bottom of the deck, bending cards, stealing chips from other players, glancing at the deck while dealing. Any player caught

cheating will be expelled from the league. Any situation in which a player is suspected of cheating will be evaluated by the Tournament Director, who will make a ruling as to whether or not said player shall be disqualified from that tournament. If the TD has determined cheating occurred, the Committee will make a formal investigation and determine the next course of action, including possible removal from the league. A player found to have been cheating will be removed from the team and will forfeit membership rights and privileges as outlined in the Player Agreement.

23. Players will not remove cards that are in play from the table. This includes, but is not limited to looking at hole cards below the table, taking the deck below the table as the dealer, and leaving the table with cards.
24. Dealing: The player designated as the dealer by the dealer button will be responsible for dealing out the cards for the hand. The previous dealer, commonly known as the player in the cutoff seat, will be responsible for shuffling the deck which will be used in the following hand. Once the hand is completed, the deck that has just been shuffled will need to be cut. This can be anyone at the table except the new dealer and the person who shuffled the cards. The person now in the cutoff (dealer from previous hand) will then take the previous deck and begin shuffling. Should there be a player who volunteers to deal all hands (this player may or may not be participating in the event at that time), the players at the table must unanimously approve such a dealing scenario. If this scenario is approved by all players at the table, the player in the cutoff seat will be responsible for shuffling and any player other than the cutoff / shuffler will cut the deck for the assigned dealer. Additionally, if the designated dealer is not a player from the table in question, all other tables must also have the opportunity to have a non-playing designated dealer as well (the table may vote no but must have the option). Any time a new player comes to the table, they must be informed of the dealing situation and must approve continuing it. If they do not approve, standard table dealing will resume as mentioned. If a player is unable or uncomfortable handling dealing duties, they may ask another player at the table to deal on their behalf. If a player is unable or uncomfortable shuffling, they may ask another player at the table to shuffle on their behalf. Dealers should announce a raise when it occurs but not the amount of the raise unless asked by a player who is in line to act. The stack of an all in bet should not be counted unless the dealer is asked by a player who is in line to act.
25. Only the dealer and the player who has bet the chips should ever touch that player's chip stack (for example, in the event of an all in bet and another player asking for a chip count). The dealer is in charge of the pot and should be the only one touching the chips that are a part of the pot. Any player handling another player's chips without permission of that player or at the behest of the dealer may be issued a one (1) round penalty for the first offense, a one (1) orbit penalty for a second offense, and disqualification from the tournament for a third and final offense.
26. Any player that is dealing the hand must place the deck on the table upon dealing out two hole cards to all players at the table. The dealer may pick up the deck to deal out the flop, turn, and river. The deck should be held in the palm of one hand with the back of the hand parallel to the table. The deck should not be tilted sideways. The deck should not be cupped by two hands. The deck should always have a cut card on the bottom. If a player is found to hold the deck in their hand when not dealing out cards or in a manner inconsistent with proper dealing (in palm, back of hand parallel to table, no two handed cupping), any player at the table should consult the Tournament Director immediately to issue a warning. If a player is warned a second time, that player will no longer be responsible for dealing hands on their button and the Tournament Director will assign another player at the table to deal for the offending player.

27. The only players allowed to sit at a tournament table are players still in the tournament and one additional dealer (in conjunction with the stipulations outlined in Rule 23). No one else is allowed to sit at a tournament table still in play. Any observers must either stand, or sit at least five feet from the table in play.
28. Side games / cash games: Players who either did not participate in a tournament or who have been eliminated already may decide to organize a side game / cash game. Side games / cash games should not in any way disrupt from the main tournament in any fashion. If a player in the tournament feels that action in the side game / cash game is disruptive to the tournament in any fashion, that player may ask for the side game / cash game players to refrain from the disruptive action. If for whatever reason resolution cannot be achieved, the side game / cash game should be moved or disbanded so as to not disrupt the tournament any longer. These side / cash games are in no fashion affiliated with the Piranha Poker League. Any disputes that arise as the result of the cash game must be resolved by the players involved in the side / cash game. Some tournament venues may prohibit side / cash games.
29. Chip Race: When it is time to color-up chips (during one of the breaks), they will be raced off with a maximum of one chip going to any player. This action will be performed only by the Tournament Director or assisting committee member no longer in the tournament. The chip race will always start on the dealer button or the closest seat to the left of the dealer button. A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a chip race will be given one chip of the smallest denomination still in play.
30. Side Pots: Each side pot will be split separately
31. Calling for a Clock: Once a reasonable amount of time has passed and a clock is called for, a player will be given a maximum of thirty seconds to make a decision. If action has not been taken before time expires, there will be a 5-second countdown. If a player has not acted by the time the countdown is over, the player's hand will be dead.
32. Penalties and Disqualification: A penalty MAY be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents take place. Penalties are to be awarded by the TD, and they are to be modeled similarly as the structure of Rule 20.
33. At Your Seat: A player must be at his or her seat by the time all players have been dealt complete initial hands in order to have a live hand. Players must be at their seat to call time.
34. There will be no foreign objects on the table except for a maximum of one card cap. Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth.
35. Face Up: All cards will be turned face up once a player is all-in and all betting action is complete. If a player accidentally folds/mucks their hand before cards are turned up, the Tournament Director reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
36. Raise Requirements: If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
37. Oversized Chip: A single oversized chip will be considered a call if the player does not announce a raise. If a player puts an oversized chip into the pot and states raise but

does not state the amount, the raise will be the size of that chip. After the flop, an initial bet of a single oversized chip without comment will constitute the size of the bet. To make a raise with a single oversized chip a verbal declaration must be made before the chip hits the table surface.

38. New Limits: When time has elapsed in a round and a new level is announced by the TD, the new level applies to the next hand dealt. A hand begins with the first card dealt.
39. Higher Denomination Chips Visible: Players must keep their higher denomination chips visible at all times.
40. Declarations: Verbal declarations as to the content of a player's hand are not binding; however, any player deliberately miscalling his or her hand may be penalized by the TD.
41. Rabbit Hunting: No rabbit hunting is allowed unless all players at a table agree to it.
42. Chips Visible: All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view, even during a move to a different tournament table.
43. Breaking Tables: Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button. Players must get their chips to the next table immediately or face possible disqualification from the tournament. Players may ask the Tournament Director for assistance in moving seats.
44. Balancing Tables: Wherever possible, the goal of the Tournament Director is to have full nine-handed tables. When balancing tables, players will be moved from/to the same position. The table from which a player is moved will be specified by the Tournament Director. Play will halt on any table that is two or more players short. Except at venues where a nine-handed table is not possible, the final table will be played as nine-handed.
45. Dead Button: Tournament play will use the dead button rule. Dead Button is defined as a button that can not be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button.
46. Raises: There is no cap on the number of raises in no-limit games. A raise must be at least the size of the previous raise.
47. Misdeals: Exposure of one of the two hole cards is a misdeal if the exposed card occurs in the blinds. The dealer will start over the entire process including shuffling and cutting. If the hole card of a player in any other position is exposed, the deal will continue and the player will get their final card after the dealer gets their final card. If two cards are exposed during the deal, a misdeal has occurred and the dealer will start over the entire process including shuffling and cutting.
48. Unprotected Hands: If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if a player had raised and the raise had not yet been called, the raise will be returned to the player.
49. Killing Winning Hand: Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.



50. Verbal Declarations: Verbal declarations in turn are binding. Action out of turn may be binding and will be binding if the action to that player has not changed. A check, call, or fold is not considered action changing. If a player acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Players may not intentionally act out of turn to influence play before them. Players will receive a warning for the first occurrence of acting out of turn, and will receive a penalty, in accordance with Rule 22 every time thereafter, to be administered by the Tournament Director.
51. Exposing Cards: A player who exposes his cards with action pending may incur a penalty (if decided so by the TD), but will not have a dead hand. The penalty would begin at the end of the hand. All players at the table are entitled to see the exposed card(s), if requested.
52. Methods of Raising: A raise must be made by (1) placing the full amount in the pot in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips into the pot; or (3) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion.
53. Pot Size: Dealers will not count the pot in no-limit games.
54. When on "the bubble", a "Hand-for-Hand" method of play will be utilized if there is more than one table playing. This will begin by completing the current hand in progress at all tables. Once all hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play. This process will continue until at least one more player has been eliminated to reach the "points". During the Hand-for-Hand process, more than one player may be eliminated during the same hand. If two players are eliminated during the same hand, the player who began that hand with the highest chip count will receive the higher place finish.
55. Button in Heads-up: When heads-up, the small blind is on the button and acts first. When beginning heads-up play the button may need to be adjusted to ensure that no player takes the big blind twice in a row.
56. Etiquette Violations: Repeated etiquette violations will result in penalties. Examples include unnecessarily touching other players cards or chips, delay of the game, and excessive chatter. Players are required to act in turn. Players found to violate this rule will be subject to the same penalties as described in Rule 22.
57. Showdown: At the end of last round of betting, the player who made the last aggressive action (bet/raise) in that betting round must show first. If there was no bet the player to the left of the button shows first and so on clockwise.
58. Action Pending: Players must remain at the table if they still have action pending on a hand.
59. String Bets/Raises: Dealers will be responsible for calling string raises, which are not allowed.
60. Playing the Board: A player must show both cards when playing the board in order to get part of the pot.
61. Phone calls at the table are prohibited. Any player either making or receiving a call at the table will have their hand immediately folded, regardless of the action that has taken place. Repeat offenses may result in a penalty and / or expulsion from the tournament. Any player that needs to make a call or receive an incoming call must leave the

immediate area. The current hand will be folded and they will be dealt out of any hands until their return to the table.

62. Text messaging, mobile emailing, and mobile web surfing is allowed at the table only when a player is not in a hand. If a player checks or sends a text message, email or is web surfing while in a hand that hand will be folded, regardless of the action that has taken place. Repeat offenses may result in a penalty and / or expulsion from the tournament.
63. Piranha events are often held at private residences. The owner of that residence may forbid certain activities at the residence both legal (i.e. consumption of alcohol, non-Kosher foods at the residence, etc) and illegal (usage of controlled substances, etc) at their own discretion. Members engaged in illegal activities do so at their own risk.
64. If a situation arises that is not covered by these rules, the Tournament Director shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of the tournament and the maintenance of its integrity and public confidence. The TD may consult the committee member in charge of rules /standards (or other members of the Piranha Poker League Committee if that member is not in attendance or otherwise unavailable) on any such rulings and decisions.

## EXHIBIT A: BLIND STRUCTURE

The starting stack has T5000 in chips.

The first three levels are 50 minutes long:

<b>Level</b>	<b>Blinds</b>	<b>Antes</b>
1	25–50	–
2	50–100	–

10 minute break\*

3	75–150	–
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The remaining levels are 25 minutes long:

<b>Level</b>	<b>Blinds</b>	<b>Antes</b>
4	100–200	–
5	100–200	25

30 minute break\*.

6	150–300	50
7	200–400	50
8	300–600	75
9	400–800	75

5 minute break, Remove T25 chips.

<b>Level</b>	<b>Blinds</b>	<b>Antes</b>
10	500–1,000	100
11	600–1,200	200
12	800–1,600	200
13	1,000–2,000	300

5 minute break, Remove T100 chips.

14	1,500–3,000	500
15	2,000–4,000	500
16	4,000–8,000	1,000

Optional break, Remove T500 chips.

17	5,000–10,000	1,000
18	6,000–12,000	1,000

\*In the event of a catered event, both the first and second break will be 20 minutes and food will be served at both breaks for those that choose to purchase.



25	125	6		46	34	23	12	7	3									
26	130	6		47	34	23	14	8	4									
27	135	6		48	35	24	15	8	5									
28	140	6		49	36	25	16	9	5									
29	145	6		50	37	27	16	9	6									
30	150	7		51	38	27	16	10	6	2								
31	155	7		52	39	27	17	10	7	3								
32	160	7		53	40	28	17	11	7	4								
33	165	7		54	41	29	18	11	8	4								
34	170	8		55	42	29	18	12	8	4	2							
35	175	8		56	43	30	18	12	8	5	3							
36	180	9		57	44	30	18	12	9	5	3	2						
37	185	9		58	45	30	18	13	9	6	4	2						
38	190	9		59	46	31	19	13	9	6	4	3						
39	195	9		61	47	31	20	13	9	6	5	3						
40	200	9		62	48	31	21	14	10	6	5	3						
41	205	9		63	49	31	22	14	10	7	5	4						
42	210	10		64	49	31	22	14	11	7	5	4	3					
43	215	10		65	50	32	23	15	11	7	5	4	3					
44	220	10		66	51	33	23	15	11	8	6	4	3					
45	225	10		67	52	34	24	15	11	8	6	5	3					
<b># of Player s</b>	<b>Prize Points Availabl e</b>	<b>Place s Paid</b>		<b>1st Place Point s</b>	<b>2nd Place Point s</b>	<b>3rd Place Point s</b>	<b>4th Place Point s</b>	<b>5th Place Point s</b>	<b>6th Place Point s</b>	<b>7th Place Point s</b>	<b>8th Place Point s</b>	<b>9th Place Point s</b>	<b>10th Place Point s</b>	<b>11th Place Point s</b>	<b>12th Place Point s</b>	<b>13th Place Point s</b>	<b>14th Place Point s</b>	<b>15th Place Point s</b>
46	230	11		68	52	34	24	16	11	8	6	5	4	2				
47	235	11		69	53	34	25	16	11	8	7	5	4	3				
48	240	11		69	54	35	25	16	12	9	7	6	4	3				
49	245	11		70	55	35	25	16	12	10	8	6	5	3				
50	250	12		70	55	36	26	16	12	10	8	6	5	4	2			
51	255	12		72	56	36	26	17	12	10	8	6	5	4	3			
52	260	12		72	56	37	27	18	13	11	8	6	5	4	3			
53	265	12		73	57	37	27	18	13	11	9	7	6	4	3			
54	270	13		74	57	38	27	18	13	11	9	7	6	5	3	2		
55	275	13		74	57	38	27	20	14	11	9	7	6	5	4	3		
56	280	13		74	58	39	28	20	15	12	9	7	6	5	4	3		
57	285	13		76	58	39	28	20	16	12	10	8	6	5	4	3		
58	290	14		76	58	39	28	21	17	13	10	8	6	5	4	3	2	
59	295	14		77	60	40	29	21	17	13	10	8	6	5	4	3	2	

<b>60</b>	300	14		77	60	41	30	22	18	14	10	8	6	5	4	3	2	
<b>61</b>	305	14		78	60	42	30	22	18	14	10	9	7	6	4	3	2	
<b>62</b>	310	14		78	60	43	31	23	19	15	10	9	7	6	4	3	2	
<b>63</b>	315	14		80	62	44	31	23	19	15	10	9	7	6	4	3	2	
<b>64</b>	320	14		81	63	44	31	23	19	15	10	9	7	6	5	4	3	
<b>65</b>	325	15		82	63	44	31	23	19	15	11	9	7	7	5	4	3	2
<b>66</b>	330	15		82	63	44	31	23	19	16	12	10	8	7	6	4	3	2
<b>67</b>	335	15		83	63	44	32	24	20	16	12	10	8	7	6	5	3	2
<b>68</b>	340	15		84	64	45	32	24	20	17	13	10	8	7	6	5	3	2
<b>69</b>	345	15		85	65	46	33	24	20	17	13	10	8	7	6	5	4	2
<b>70</b>	350	15		85	65	46	33	25	21	18	13	11	8	7	6	5	4	3