



SEASON XVIII

WPT MAIN TOUR TOURNAMENT STRUCTURE

NO LIMIT HOLD 'EM
STARTING STACK: 40,000 CHIPS

LEVEL	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	400	800	800
7	500	1,000	1,000
8	600	1,200	1,200
END OF REGISTRATION REMOVE 100-DENOMINATION CHIPS			
9	1,000	1,500	1,500
10	1,000	2,000	2,000
END OF DAY 1A/B			
11	1,500	2,500	2,500
12	1,500	3,000	3,000
REMOVE 500-DENOMINATION CHIPS			
13	2,000	4,000	4,000
14	3,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
18	6,000	12,000	12,000
REMOVE 1,000-DENOMINATION CHIPS			
19	10,000	15,000	15,000
20	10,000	20,000	20,000
END OF DAY 2			
21	15,000	25,000	25,000
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
25	30,000	60,000	60,000
REMOVE 5,000-DENOMINATION CHIPS			
26	50,000	75,000	75,000
27	50,000	100,000	100,000
28	75,000	125,000	125,000
29	75,000	150,000	150,000
30	100,000	200,000	200,000
31	125,000	250,000	250,000
32	150,000	300,000	300,000
REMOVE 25,000-DENOMINATION CHIPS			
33	200,000	400,000	400,000
34	300,000	500,000	500,000
35	300,000	600,000	600,000
36	400,000	800,000	800,000
37	500,000	1,000,000	1,000,000
38	600,000	1,200,000	1,200,000
39	800,000	1,600,000	1,600,000
40	1,000,000	2,000,000	2,000,000
41	1,200,000	2,400,000	2,400,000
42	1,500,000	3,000,000	3,000,000
43	2,000,000	4,000,000	4,000,000

Levels, per Day

- Day 1A/B: play 10 levels.
- Day 2: play 10 levels.
- Day 3: play until the final six players remain.
- Day 4 (final table): play 60-minute levels until heads-up, then levels become 30 minutes. Play continues until a winner is crowned.

Action Clock: the Action Clock by Protection Poker will be used once the field is down to one table out of the money. Remaining players will have 30 seconds to act on their hand. To begin play in the Action Clock portion of the tournament, each player will receive time-extension chips, each worth a 30-second addition to the player's action. In the case that time expires for a player with remaining time-extension chips, the player's Action Clock will automatically extend an additional 30 seconds. Collection of time-extension chips will take place at the end of the player's action. If a player's Action Clock expires and the player does not have any time-extension chips remaining, the player will be (a) forced to check, if there is no bet pending or (b) fold, if facing a bet or raise. See WPT Action Clock Rules for more details.

Ante Format: single ante will be posted by the player in the big blind, in the amount equivalent to the big blind. Ante is posted before the big blind and players are eligible to collect the entire ante, even when out of the big blind. Ante is maintained until the completion of the tournament.

Duration of Levels: 60-minute levels until heads-up, then levels become 30 minutes.

Late Registration: remains open until the start of Level 9.

Payouts: one in eight entries will be in the money (approximately 12.5%). Residents of foreign countries without a U.S. tax treaty will be subject to withholding.

Player's Card and Player Release: in order to play in the event, each player must have a Choctaw Player's Card and sign the mandatory WPT Player Release Form.

Players, per Table: play will begin 9-handed and move to 8-handed when 10 tables remain. Play will move to 6-handed for the Official WPT Final Table.

Rules: Tournament Directors Association rules will be used, unless House Rules apply. Please, see Choctaw tournament staff for House Rules. Additionally, on the money bubble, play will be round-for-round instead of hand-for-hand. Participation in WPT tournaments is subject to rules and rulings set forth by the applicable venue(s) and/or WPT (e.g., tournament rules, sponsors).

Seating Redraws: a redraw will occur at the end of Day 1 and Day 2. There will also be redraws at 24, 16, and 9 players (or at Tournament Director's discretion). Before the redraw at 9 players to one table, the two remaining tables will be 5-handed and 5-handed.