



Pot Limit

(5pm start time)

Level	Minutes	Small Blind	Big Blind	Raise Options for Initial Raiser
1	20	50	100	200 to 350
2	20	75	150	300 to 525
3	20	100	200	400 to 700
4	20	150	300	600 to 1,050
5	20	200	400	800 to 1,400
6	20	250	500	1,000 to 1,750
Break		Remove 25 chips		
7	20	300	600	1,200 to 2,100
8	20	400	800	1,600 to 2,800
9	20	600	1,200	2,400 to 4,200
10	20	800	1,600	3,200 to 5,600
11	20	1,000	2,000	4,000 to 7,000
12	20	1,200	2,400	4,800 to 8,400
Break		Remove 100 chips		
13	20	1,500	3,000	6,000 to 10,500
14	20	2,000	4,000	8,000 to 14,000
15	20	2,500	5,000	10,000 to 17,500
16	20	3,000	6,000	12,000 to 21,000
17	20	4,000	8,000	16,000 to 28,000
18	20	5,000	10,000	20,000 to 35,000
Break		Remove 500 chips		
19	20	6,000	12,000	24,000 to 42,000
20	20	8,000	16,000	32,000 to 56,000
21	20	10,000	20,000	40,000 to 70,000
22	20	12,000	24,000	48,000 to 84,000
23	20	15,000	30,000	60,000 to 105,000
24	20	20,000	40,000	80,000 to 140,000

- Additional levels will be added as needed.

Fees: \$130 buy-in (\$100 prize pool + \$30 administration) *

\$240 buy-in (\$200 prize pool + \$40 administration) *

\$350 buy-in (\$300 prize pool + \$50 administration) *

\$580 buy-in (\$500 prize pool + \$80 administration) *

*3% of the total prize pool withheld for tournament staffing.

• Players will start with 10,000 in tournament chips. Fee includes any and all staffing/dealer fees, add-ons and rake.

- Registration will remain open until the start of level 7, eliminated players may re-enter until this time. All original fees apply. Players must have zero (0) chips remaining to re-enter. Players may forfeit or surrender their chips to re-enter.
- Any player who has not taken a hand by the start of the first break may be considered a "no show" and may have their chips removed from play and may not be eligible to participate and may not be eligible for a refund.
- This tournament is scheduled as one-day tournament. The Tournament Director in his sole and absolute discretion may adjust the break schedule, adjust the start and stop time, adjust the level lengths, and/or add an additional day if necessary.