



## Tournament Structure, Policies, and Procedures (Unlimited Re-Entry Bounty)

### **Schedule**

- Registration (and snacking) begins at 6:30 p.m.
- First hand will be dealt at 7:00 p.m.
- Registration closes at the beginning of Level 5 (approximately 8:05 p.m.).
- Tournament is structured to end within 3–3.5 hours.

### **Entry Fee, Re-Entries, and Starting Stacks**

- **Entry Fee.** \$20
- **Starting stack.** Each player will receive 10,000 chips to begin the tournament.
- **Re-entries.** Any player who busts out before the first break (within the first hour) may re-enter for another \$20. There is no limit on re-entries before level 5 begins and re-entry closes.
- **Add-ons.** No add-ons (buying more chips without busting out).
- **Surrender.** At the first break, before level 5 begins, any player may surrender his or her remaining stack and buy a new stack of 10,000 chips for \$20. Surrendering players will retain their existing bounty chip.

### **Tables and Seating**

- Tables will play 8-handed maximum (unless the tournament starts with exactly 9 entrants, in which case all 9 players will play at a single table).
- Players will generally draw their initial table and seat assignment randomly. However, the Tournament Director may seat or re-seat players to facilitate the goals of fun and friendly competition (e.g. seating new players with people they know).
- In the interest of practicality, a seat may be drawn for late arriving players who have announced their intention to play. However, a player's stack will not be put into play until he or she has paid the entry fee and arrived at the tournament.
- The Tournament Director will have the discretion to move players from one table to another to balance the number of players at each table as players are eliminated and/or new players register.
- As players are eliminated and tables are consolidated, the remaining players at a table being broken will draw randomly for new seats at the remaining tables.
- When 8 players remain, all players will draw seats randomly for the final table.

## Blind and Payout Structure

- **Blind levels.** Blinds increase every 15 minutes. When all remaining tables have 5 or fewer players, blinds will increase every 10 minutes. Breaks will occur after Levels 4, 9, and 12.

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>
1	50	100
2	75	150
3	100	200
4	150	300
5	200	400
6	300	600
7	500	1,000
8	800	1,600
9	1,200	2,400
10	2,000	4,000
11	3,000	6,000
12	5,000	10,000
13	8,000	16,000
14	12,000	24,000
15	20,000	40,000
16	30,000	60,000
17	50,000	100,000

- **Bounties.** \$5 from each buy-in will be paid as a bounty to any player who knocks out another player.
- **Special “Pinnacle’s Most Wanted” bounty on previous winner.** The player who knocks out the winner of the previous tournament will receive a special payout equal to double the regular bounty. If a player wins two tournaments in a row, this special bounty on that player will equal three times the ordinary bounty (and so on in the case of three-time champions, etc.).
- **Main prize pool.** The remaining \$15 from each buy-in will form the main prize pool, which will be awarded to approximately the top 25% of finishers. (The number of payouts will be based on the number of unique players, not the total number of entries.) Prizes will be rounded to the nearest \$5 increment, and the Tournament Director will have the discretion to modify the prize structure based on the total prize pool. The final payout structure will be published at the end of the re-entry period.

<u>Number of Players</u>	<u>1<sup>st</sup> Place</u>	<u>2<sup>nd</sup> Place</u>	<u>3<sup>rd</sup> Place</u>	<u>4<sup>th</sup> Place</u>	<u>5<sup>th</sup> Place</u>	<u>6<sup>th</sup> Place</u>	<u>7<sup>th</sup> Place</u>
< 4	100%						
5–8	70%	30%					
9–12	55%	30%	15%				
13–16	43%	29.5%	19%	8.5%			
17–20	40%	27%	17%	8%	8%		
21–24	36%	27.5%	18.5%	12%	6%		
25–28	33.5%	24.5%	17%	10%	10%	5%	
29–32	28.5%	22%	17%	12.5%	8%	8%	4%

