



Tournament Structure, Policies, and Procedures (Tag-Team Freezeout)

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 6 (approximately 8:20 p.m.).
- Tournament is structured to end within 3–3.5 hours.

Buy-In, Re-Entries, and Starting Stacks

- **Buy-in.** \$20 per player (\$40 per team)
- **Starting stack.** Each team will receive 25,000 chips to begin the tournament.
- **Re-entries.** No re-entries will be permitted.

Team Play

- Each team will consist of two players. Players may choose their own teammates at any time before approximately 6:45 p.m. At that time, all players who have not affirmatively chosen a teammate will be randomly paired.
- Each player on a team must play at least one out of every three levels. In other words, a teammate may not play for any more than two levels in a row.
- Each team will receive two “talk it over” chips to use at any point during the tournament. When a “talk it over” chip is used, the teammates may discuss all betting decisions for the remainder of the hand. The active player remains responsible for declaring all decisions.

Tables and Seating

- Tables will play 8-handed maximum (unless the tournament starts with exactly 9 teams, in which case all 9 teams will play at a single table).
- Teams will draw their initial table and seat assignment randomly.
- The Tournament Director will move teams from one table to another to balance the number of teams at each table as teams are eliminated and/or new teams register.
- When 8 teams remain, all teams will draw seats randomly for the final table.

Blind Structure

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

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>	<u>Ante</u>
1	100	200	25
2	150	300	25
3	200	400	50
4	300	600	75
5	400	800	100
6	600	1,200	100
7	800	1,600	200
8	1,000	2,000	300
9	1,500	3,000	400
10	2,000	4,000	500
11	3,000	6,000	500
12	4,000	8,000	1,000
13	6,000	12,000	1,500
14	8,000	16,000	2,000
15	10,000	20,000	2,500

- **Bounties.** \$10 from each team's buy-in will be paid as a bounty to any team that knocks out another team.
- **Main prize pool.** The remaining \$30 from each team's buy-in will form the main prize pool, which will be awarded to approximately the top 25% of finishers. Prizes will be rounded to the nearest \$10 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 Teams</u>	<u>1st Place</u>	<u>2nd Place</u>	<u>3rd Place</u>	<u>4th Place</u>
< 5	100%			
5–8	70%	30%		
9–12	55%	30%	15%	
13–16	43%	29.5%	19%	8.5%