



## Tournament Structure, Policies, and Procedures (Shootout)

### **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.

### **Buy-In, Re-Entries, and Starting Stacks**

- **Buy-in.** \$40
- **Starting stack.** Each player will receive 20,000 chips to begin the tournament.
- **Re-entries.** No re-entries will be permitted.
- **Add-ons.** No add-ons (buying more chips without busting out).

### **Tables and Seating**

- Tables will play 5-handed maximum (unless the tournament starts with exactly 11 players, in which case one table will start 6-handed).
- 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.
- Tables will **not** be rebalanced as players are eliminated. Play will continue at each table until only a single player remains.
- After each table has played down to a single player, the remaining players will draw seats randomly for the final table.

## Blind and Payout Structure

- **Blind levels.** Blinds increase every 15 minutes. Breaks will occur after Levels 4, 7, and 10. The final table will start at the blind level at which the first table eliminated its final player.

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>
1	75	150
2	125	250
3	200	400
4	300	600
5	500	1,000
6	800	1,600
7	1,200	2,400
8	2,000	4,000
9	3,000	6,000
10	5,000	10,000
11	8,000	16,000
12	12,000	24,000
13	20,000	40,000
14	30,000	60,000
15	50,000	100,000

- **Bounties.** \$10 from each buy-in will be paid as a bounty to any player who knocks out another player.
- **Main prize pool.** The remaining \$30 from each buy-in will form the main prize pool. The winner of each table will advance to the final table and receive a portion of the prize pool (the approximate allocation of prizes for those who make the final table is detailed below). In the event that a table starts 6-handed, the last player eliminated at that table (before the final table is formed) will receive \$30 from the main prize pool. 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 first break.

### APPROXIMATE FINAL TABLE PAYOUTS

<u>Number of Players at Final Table</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>
2	70%	30%		
3	55%	30%	15%	
4	43%	30%	18.5%	8.5%