



Tournament Structure, Policies, and Procedures (DEEPSTACK Single 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 7 (approximately 8:30 p.m.).
- Tournament is structured to end within 3.5-4 hours.

Buy-In, Starting Stacks, and Reload/Add-On

- **Buy-in.** \$40
- **Starting stack.** Each player will receive **50,000** chips to begin the tournament.
- **Re-entries.** Any player who busts out before the first break (within the first 1.5 hours) may re-enter one time for another \$40. No re-entries after level 7 begins.
- **Add-ons.** No add-ons (buying more chips without busting out).
- **Surrender.** Before level 7 begins, any player may surrender his or her remaining stack and buy a new stack of 50,000 chips for \$40. Surrendering players will retain their existing bounty chip.

Tables and Seating

- Tables will typically play 6-handed maximum, but the Tournament Director may change the number of players per table at his discretion to facilitate the logistics of the tournament.
- 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 sets at the remaining tables.
- When 7 players remain, all players will draw seats randomly for the final table.

Blind and Payout Structure

- **Blind levels.** Blinds will increase every 15 minutes. Breaks will occur after Levels 4, 7, 10, and 13.

<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	500	1,000	100
6	800	1,600	200
7	1,200	2,400	300
8	2,000	4,000	500
9	3,000	6,000	1,000
10	5,000	10,000	1,500
11	8,000	16,000	2,000
12	12,000	24,000	3,000
13	20,000	40,000	5,000
14	30,000	60,000	8,000
15	50,000	100,000	12,000
16	80,000	160,000	20,000

- **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 funds from each buy-in will form the main prize pool, to be awarded to approximately the top 20% of finishers (approximate schedule below). Prizes will be rounded to the nearest \$5 increment, and the Tournament Director will have discretion to modify the prize structure based on the total prize pool. Final payout details will be published at the start of the tournament.

<u>Number of Players</u>	<u>1st Place</u>	<u>2nd Place</u>	<u>3rd Place</u>	<u>4th Place</u>	<u>5th Place</u>	<u>6th Place</u>
< 5	100%					
6–10	70%	30%				
11–15	55%	30%	15%			
16–20	44%	30%	18%	8%		
21–25	37%	27%	19%	12%	5%	
26–30	32%	25%	18%	13%	8%	4%