



## Tournament Structure, Policies, and Procedures (Bounty-Only with Special Team 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 4 (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
- **Starting stack.** Each player will receive 6,000 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 4 begins and re-entry closes.
- **Add-ons.** No add-ons (buying more chips without busting out).
- **Surrender.** Immediately before level 4 begins, any player may surrender his or her remaining stack and buy a new stack of 6,000 chips for \$20. Surrendering players will retain their existing bounty chip.

### Tables and Seating

- Tables will play 6-handed maximum (unless the tournament starts with exactly 7 entrants, in which case all 7 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.
- **Upon seating, players will be assigned to either Team Black or Team Green for the purpose of the Special "Dance of Dragons Team Bounty" described below.**
- 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 increase every 15 minutes (except for Levels 1 and 2, which will be 30 minutes each). Breaks will occur after Levels 2, 5, 9, and 12.

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>
<b>1 (30 min)</b>	75	150
<b>2 (30 min)</b>	100	200
<b>3</b>	125	250
<b>4</b>	150	300
<b>5</b>	200	400
<b>6</b>	300	600
<b>7</b>	500	1,000
<b>8</b>	800	1,600
<b>9</b>	1,200	2,400
<b>10</b>	2,000	4,000
<b>11</b>	3,000	6,000
<b>12</b>	5,000	10,000
<b>13</b>	8,000	16,000
<b>14</b>	12,000	24,000
<b>15</b>	20,000	40,000
<b>16</b>	30,000	60,000
<b>17</b>	50,000	100,000

- **Bounties.** \$10 from each buy-in will be paid as a bounty to any player who knocks out another player.
- **Special “Dance of Dragons” Team Bounty.** The remaining \$10 from each buy-in will form a special Team Bounty Prize Pool. Players at each table will be assigned as evenly as possible to either Team Green or Team Black (in honor of House of the Dragon). Players who re-enter are not eliminated and remain on their team. When the only players remaining belong to the same team, the Team Bounty prize pool will be divided equally among the surviving players (rounded down to the nearest \$5 increment). The remainder of the Team Bounty prize pool will go to the survivor who eliminated the most members of the **opposing team**.