



## Tournament Structure, Policies, and Procedures (Time-Limited)

### **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 9:15 p.m.).
- Tournament is structured to end in 3.5 hours.

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

- **Buy-in.** \$20
- **Starting stack.** Each player will receive 20,000 chips to begin the tournament.
- **Re-entries.** Any player who busts out before the second break (within the first two hours) may re-enter for another \$20. There is no limit on re-entries before level 7 begins and re-entry closes.
- **Add-ons.** No add-ons (buying more chips without busting out).
- **Surrender.** No surrenders permitted for this event.

### **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.
- 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 7 players remain, all players will draw seats randomly for the final table.

## Blind and Payout Structure

- **Blind levels.** Blinds increase every 20 minutes, except for Level 10, which will consist of a specific number of hands (likely 10). Breaks will occur after Levels 4, 6, and 9.

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>
1	100	200
2	150	300
3	200	400
4	250	500
5	300	600
6	400	800
7	500	1,000
8	600	1,200
9	800	1,600
10	1,000	2,000

- **Prize pool.** The entire \$20 from each buy-in and re-entry will form the prize pool, which will be awarded to anyone who still has chips at the end of Level 10. Players will receive \$1 for every 1,000 chips in their stack at the end of the tournament.