



Tournament Structure, Policies, and Procedures (Win The Button)

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 about 3.5 hours.

Buy-In, Re-Entries, and Starting Stacks

- **Buy-in.** \$20
- **Starting stack.** Each player will receive 10,000 chips to begin the tournament.
- **Re-entries.** Any player who busts out before the first break may re-enter for another \$20. There is no limit on re-entries before level 6 begins and re-entry closes.
- **Surrender.** At the first break, before level 6 begins, any player may surrender his or her remaining stack and buy a new stack of 10,000 chips for \$20. Surrendering players will retain their existing bounty chip.

Tables, Seating, and Position

- Tables will typically play 7-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 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.
- **The winner of each hand will receive the dealer position for the subsequent hand.**

Blind and Payout Structure

- **Blind levels.** Blinds increase every 15 minutes. Breaks will occur after Levels 5, 8, and 12.

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

- **Bounties.** \$5 from each buy-in will be paid as a bounty to any player who knocks out another player.
- **Main prize pool.** The remaining \$15 from each buy-in will form the main prize pool, which will be awarded to approximately the top 20% of finishers. (The number of payouts will be based on the total number of entries.) 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 re-entry period.

<u>Number of Entries</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>
< 6	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%