



Tournament Structure, Policies, and Procedures (Main Event Championship)

Schedule

- Food will be available starting at 6:30 p.m.
- Short awards presentation begins at 7:00 p.m.
- Main Event Championship begins approximately 7:15 p.m. and is structured to end within about 3.5 hours.
- Registration closes at the beginning of Level 6 (approximately 8:30 p.m.).

Buy-In, Re-Entries, and Starting Stacks

- **Buy-in.** None
- **Starting stack.** Each player will receive 25,000 chips to begin the tournament, plus 1,000 bonus chips for each point earned during the 2025 season.
- **Re-entries.** No re-entries will be permitted.

Tables and Seating

- 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 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.

Blind Structure

- Blinds increase every 15 minutes.
- Breaks will occur after Levels 4, 8, and 12.

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>
1	100	200
2	150	300
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