



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 Re-Entries

- **Buy-in.** \$40
- **Starting stack.** Each player will receive **20,000** 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.
- **Surrender.** Before level 7 begins, any player who has not yet re-entered may surrender his or her remaining stack and buy a new stack of 20,000 chips for \$40. Surrendering players will retain their existing bounty chip.

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 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.

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>
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
16	30,000	60,000

- **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 \$30 from each buy-in will form the main prize pool, to 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 discretion to modify the prize structure based on the total prize pool. Final payout details 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%