



Tournament Structure Sheet

Event 1: Super Satellite to Irish Derby

Level	Minutes	Ante	Small Blind	Big Blind
1	10		25	25
2	10		25	50
3	10		50	75
4	10		50	100
5	10		75	150
6	10		100	200
Break	10			
7	10	25	100	200
8	10	25	125	250
9	10	25	150	300
10	10	50	200	400
11	10	50	250	500
12	10	75	300	600
Break	15	End of the Rebuy Period		
13	15	100	500	1,000
14	15	100	600	1,200
15	15	200	800	1,600
16	15	200	1,000	2,000
17	15	300	1,200	2,400
18	15	400	1,500	3,000
Break	10			
19	15	500	2,000	4,000
20	15	500	2,500	5,000
21	15	1,000	3,000	6,000
22	15	1,000	4,000	8,000
23	15	2,000	5,000	10,000
24	15	2,000	6,000	12,000
Break	10			
25	15	2,000	8,000	16,000
26	15	3,000	10,000	20,000
27	15	3,000	12,000	24,000
28	15	4,000	15,000	30,000
29	15	5,000	20,000	40,000
30	15	5,000	30,000	60,000
Break	10			
	All Leve	ls Past Level 3	O By Tournament Director	r





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Additional Information:

- 1. Late entry and unlimited re-entry is allowed until the end of level 12.
- 2. Chip count: \$2,500 Chips + \$500 Chips (\$5 Optional Staffing Add-On)
- 3. All late entrants and players re-entering **must** make at least one re-buy upon being seated into the event.
- 4. Re-buys will be \$5, no admin fee, and receive 1,000 in tournament chips.
- 5. A player can re-buy any time they have equal to or less than the 5,000 in chips.
- 6. A player may re-buy up to three times at the start of the tournament.
- 7. At the end of the re-buy period, all players may make an optional add-on of 5,000 tournament chips for \$15 regardless of the number of chips they have in play.
- 8. For every \$130 in the prize pool, an entry to Event #2, The Irish Derby, will be awarded.