



Tournament Structure Sheet

Event 10, 16, and 26

Level	Minutes	Ante	Small Blind	Big Blind
1	12		100	100
2	12		100	200
3	12		200	400
4	12		300	600
5	12	100	400	800
6	12	100	600	1,200
Break	10			
7	12	200	800	1,600
8	12	200	1,200	2,400
9	12	300	1,500	3,000
10	12	400	2,000	4,000
11	12	500	3,000	6,000
12	12	500	4,000	8,000
Break	15	End of Re-entry		
13	12	1,000	5,000	10,000
14	12	1,000	6,000	12,000
15	12	2,000	8,000	16,000
16	12	2,000	12,000	24,000
17	12	3,000	15,000	30,000
18	12	4,000	20,000	40,000
Break	10			
19	12	5,000	25,000	50,000
20	12	5,000	30,000	60,000
21	12	10,000	40,000	80,000
22	12	10,000	60,000	120,000
23	12	20,000	80,000	160,000
24	12	20,000	100,000	200,000
Break	10			
All Levels Past Level 24 By Tournament Director				

Additional Information:

- 1. Late entry and unlimited re-entry is allowed until the end of level 12.
- 2. Chip counts: \$60,000 Chips + \$20,000 Chips (\$10 Optional Staffing Add-On)
- 3. Each player will be awarded a \$25 Bounty for every player they eliminate.