

EVENT 14 TEXAS HOLD'EM SHOOTOUT (NO-LIMIT) \$1,500 BUY-IN

WEDNESDAY, JUNE 6, 2012, 12 PM (2,000 PLAYER MAX) (3-DAY EVENT)

DAY ONE SCHEDULE OF PLAY 4,500 STARTING CHIPS

LEVEL	ANTE	BLINDS
1		25-25
2		25-50
3	-	50-100
4	-	100-200
5	25	150-300
6	50	200-400
7	75	300-600
8	100	400-800
9	200	600-1,200
10	200	800-1,600

DAY TWO SCHEDULE OF PLAY WINNERS CHIPS ADVANCE FROM ROUND ONE

LEVEL	ANTE	BLINDS
1	50	200-400
2	75	300-600
	Remove 25 Chips	
3	100	400-800
4	200	600-1,200
5	200	800-1,600
6	300	1000-2,000
	Remove 100 Chips	
7	500	1,500-3,000
8	500	2,000-4,000
	Remove 500 Chips	
9	1,000	3,000-6,000
10	1,000	5,000-10,000
11	2,000	8,000-16,000

DAY THREE FINAL TABLE SCHEDULE OF PLAY WINNERS CHIPS ADVANCE FROM ROUND TWO

WINNERS CHIFS ADVANCE FROM ROUND TWO		
LEVEL	ANTE	BLINDS
1	1,000	3,000-6,000
2	1,000	4,000-8,000
3	2,000	6,000-12,000
4	2,000	8,000-16,000
5	3,000	10,000-20,000
6	4,000	12,000-24,000
	Remove 1,000 Chips	
7	5,000	15,000-30,000
8	5,000	20,000-40,000
9	10,000	30,000-60,000
10	10,000	40,000-80,000
11	15,000	60,000-120,000
12	20,000	80,000-160,000

All levels last 60 minutes.

Breaks occur after every two levels of play and last 20 minutes.

Dinner break on day one will be after the completion of level 6 and last 90 minutes.

There will be a 60-minute break on days two and three after the completion of 6 levels.

Day 1: play will continue down to one winner per table.

Day 2: the remaining field will be randomly drawn evenly into 10 tables, and continue down to one winner per table for a final table of 10 on day 3

Day 3: play will resume at 1:00 PM, and continue until a winner has been determined.

7% of the total entry pool will be withheld for entry fees.

3% of the total entry pool will be withheld for tournament staff.

<u>2011 REIGNING CHAMPION</u> ANDREW BADECKER \$369,371 2011 ENTRIES 1,440