## EVENT 7 2-7 TRIPLE DRAW LOWBALL (LIMIT) \$2,500 BUY-IN

Tuesday, June 1, 2010, 5 P.M. (3 Day Event)

## SCHEDULE OF PLAY

LEVEL	SCHEDULE OF PLAY BLINDS	LIMITS
1	50-75	75-150
2	50-100	100-200
3	75-150	150-300
4	100-200	200-400
5	150-300	300-600
6	200-400	400-800
	Remove 25 Chips	
7	300-500	500-1,000
8	300-600	600-1,200
9	400-800	800-1,600
10	500-1,000	1,000-2,000
11	600-1,200	1,200-2,400
12	800-1,500	1,500-3,000
13	1,000-2,000	2,000-4,000
14	1,300-2,500	2,500-5,000
	Remove 100 Chips	
15	1,500-3,000	3,000-6,000
16	2,000-4,000	4,000-8,000
	Remove 500 Chips	
17	3,000-5,000	5,000-10,000
18	3,000-6,000	6,000-12,000
19	4,000-8,000	8,000-16,000
20	5,000-10,000	10,000-20,000
21	6,000-12,000	12,000-24,000
22	8,000-15,000	15,000-30,000
	Remove 1,000 Chips	
23	10,000-20,000	20,000-40,000
24	13,000-25,000	25,000-50,000
25	15,000-30,000	30,000-60,000
26	20,000-40,000	40,000-80,000
27	25,000-50,000	50,000-100,000
28	30,000-60,000	60,000-120,000
29	40,000-80,000	80,000-160,000
30	50,000-100,000	100,000-200,000
31	60,000-120,000	120,000-240,000
32	80,000-150,000	150,000-300,000

Players begin with 7,500 in Tournament Chips. All levels will last 60 minutes. All levels will last 60 minutes. Breaks will occur after every two levels and last 20 minutes. There will be a 60 minute break each day after the completion of 4 levels. Play will continue on Day 1 until the completion of level 8. Day 2: play will resume at 3 PM, and play down to the final table or the completion of 10 levels, whichever comes first. Play will resume at 3 PM and continue until a winner has been determined. If an event is running long, the tournament director reserves the right to suspend play after the completion of 10 levels and resume the following day. 5.6% of the total entry pool will be withheld for entry fees, and 2.4% of the total entry pool will be withheld for tournament staff.

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