



**2018 WORLD SERIES OF POKER  
EVENT #30: \$1,500 POT-LIMIT OMAHA  
THURSDAY - JUNE 14, 2018 AT 11 AM (3 DAY EVENT)**

**Starting Chips:** 7,500  
**Level Duration:** 60 minutes  
**Late Registration:** 6 levels (≈ 6:55 p.m.)

**Day 1:**  
11:00 a.m. Start  
Play 10 levels  
20-min breaks every 2 levels  
75-min dinner break after 6th level (≈ 5:40 p.m.)

**Day 2:**  
12:00 p.m. Restart  
Play 10 levels  
15-min breaks every 2 levels  
60-min dinner break after 6th level (≈ 6:30 p.m.)

**Day 3:**  
12:00 p.m. Restart  
Play down to a winner  
15-min breaks every 2 levels  
60-min dinner break after 6th level (≈ 6:30 p.m.)

LEVEL	BLINDS	CALL OR MAKE IT
1	25-50	50 to 175
2	50-100	100 to 350
3	75-150	150 to 525
4	100-200	200 to 700
5	150-300	300 to 1,050
6	200-400	400 to 1,400
7	250-500	500 to 1,750
8	300-600	600 to 2,100
<b>Remove 25 Chips</b>		
9	400-800	800 to 2,800
10	500-1,000	1,000 to 3,500
11	600-1,200	1,200 to 4,200
12	800-1,600	1,600 to 5,600
13	1,000-2,000	2,000 to 7,000
14	1,200-2,400	2,400 to 8,400
<b>Remove 100 Chips</b>		
15	1,500-3,000	3,000 to 10,500
16	2,000-4,000	4,000 to 14,000
17	2,500-5,000	5,000 to 17,500
18	3,000-6,000	6,000 to 21,000
<b>Remove 500 Chips</b>		
19	4,000-8,000	8,000 to 28,000
20	5,000-10,000	10,000 to 35,000
21	6,000-12,000	12,000 to 42,000
22	8,000-16,000	16,000 to 56,000
23	10,000-20,000	20,000 to 70,000
24	12,000-24,000	24,000 to 84,000
<b>Remove 1,000 Chips</b>		
25	15,000-30,000	30,000 to 105,000
26	20,000-40,000	40,000 to 140,000
27	25,000-50,000	50,000 to 175,000
28	30,000-60,000	60,000 to 210,000
29	40,000-80,000	80,000 to 280,000
30	50,000-100,000	100,000 to 350,000
31	60,000-120,000	120,000 to 420,000
32	80,000-160,000	160,000 to 560,000

**REIGNING CHAMPION**



**Loren Klein - \$231,483**

To register online or purchase WSOP Tournament Buy-In Credits, please visit: <http://www.wsop.com/registration/>

7% of total entry pool withheld for entry fees. 3% withheld for tournament dealers & staff.  
Event governed by [the 2018 WSOP Official Tournament Rules](#)