



EVENT 9
SEVEN CARD RAZZ (LIMIT)
\$1,500 BUY-IN (3-DAY EVENT)
MONDAY, JUNE 1, 2015, 4 PM
(LATE REGISTRATION FOR 6 LEVELS)

SCHEDULE OF PLAY

LEVEL	ANTE	HIGH CARD	COMPLETION	LIMITS
1	25	25	100	100-200
2	25	25	100	100-200
3	25	50	150	150-300
4	25	50	150	150-300
5	50	50	200	200-400
6	50	50	200	200-400
7	75	100	300	300-600
8	100	100	400	400-800
Remove 25 Chips				
9	100	200	500	500-1,000
10	100	200	600	600-1,200
11	200	200	800	800-1,600
12	200	300	1,000	1,000-2,000
13	300	300	1,200	1,200-2,400
14	300	500	1,500	1,500-3,000
15	500	500	2,000	2,000-4,000
16	500	700	2,500	2,500-5,000
17	700	1,000	3,000	3,000-6,000
Remove 100 Chips				
18	1,000	1,000	4,000	4,000-8,000
19	1,000	2,000	5,000	5,000-10,000
20	1,500	2,000	6,000	6,000-12,000
21	2,000	2,000	8,000	8,000-16,000
Remove 500 Chips				
22	2,000	3,000	10,000	10,000-20,000
23	3,000	3,000	12,000	12,000-24,000
24	3,000	5,000	15,000	15,000-30,000
25	5,000	5,000	20,000	20,000-40,000
26	5,000	7,000	25,000	25,000-50,000
27	7,000	10,000	30,000	30,000-60,000
Remove 1,000 Chips				
28	10,000	10,000	40,000	40,000-80,000
29	10,000	20,000	50,000	50,000-100,000
30	15,000	20,000	60,000	60,000-120,000
31	20,000	20,000	80,000	80,000-160,000

General Rules

Additional Levels will be added if needed

- **Players begin with 7,500 in Tournament Chips.**
- **All levels last 60 minutes.**
- **Breaks on day one will be 15 minutes.**
- **Breaks on days 2 and 3, excluding dinner, will last 20 minutes.**
- **There will be a 60 minute break on days 2 and 3 after 6 levels.**
- **Day 1: play will continue until the completion of level 10.**
- **Day 2: play will resume at 2:00 PM, and play 10 levels.**
- **Day 3: play will resume at 2:00 PM, and continue until a winner has been determined.**
- **Play may be extended should this event require more than 10 levels to reach a winner on day 3.**
- **7% of the total entry pool will be withheld for entry fees.**
- **3% of the total entry pool will be withheld for tournament staff.**

2014 REIGNING CHAMPION

TED FORREST \$121,196

2014 ENTRIES: 352