



EVENT 29
LIMIT TEXAS HOLD'EM CHAMPIONSHIP
\$10,000 BUY-IN
Tuesday, June 15, 2010, 5 P.M.
(3 Day Event)

SCHEDULE OF PLAY

LEVEL	BLINDS	LIMITS
1	100-200	200-400
2	150-300	300-600
3	200-400	400-800
4	250-500	500-1,000
Remove 25 Chips		
5	300-600	600-1,200
6	400-800	800-1,600
7	500-1,000	1,000-2,000
8	600-1,200	1,200-2,400
9	800-1,500	1,500-3,000
10	1,000-2,000	2,000-4,000
11	1,300-2,500	2,500-5,000
12	1,500-3,000	3,000-6,000
Remove 100 Chips		
13	2,000-4,000	4,000-8,000
14	2,500-5,000	5,000-10,000
Remove 500 Chips		
15	3,000-6,000	6,000-12,000
16	4,000-8,000	8,000-16,000
17	5,000-10,000	10,000-20,000
18	6,000-12,000	12,000-24,000
19	8,000-15,000	15,000-30,000
20	9,000-18,000	18,000-36,000
21	10,000-20,000	20,000-40,000
22	13,000-25,000	25,000-50,000
Remove 1,000 Chips		
23	15,000-30,000	30,000-60,000
24	20,000-40,000	40,000-80,000
25	25,000-50,000	50,000-100,000
26	30,000-60,000	60,000-120,000
27	40,000-80,000	80,000-160,000
28	50,000-100,000	100,000-200,000
29	60,000-120,000	120,000-240,000
30	80,000-150,000	150,000-300,000
31	90,000-180,000	180,000-360,000
32	100,000-200,000	200,000-400,000

Players begin with 30,000 in Tournament Chips. 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. Day 3: Play will 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. 4.2% of the total entry pool will be withheld for entry fees, and 1.8% of the total entry pool will be withheld for tournament staff.

2009 REIGNING CHAMPION
GREG MUELLER \$460,841
2009 ENTRIES 185