

GRAND VICTORIA CASINO



Event #13 (1 Day Official Ring Event) \$330 + \$70

No Limit Hold'em (Re-Entry)

November 19, 2022 4:00 PM

Level	Minutes	Ante	Small Blind	Big Blind
1	20	200	100	200
2	20	300	200	300
3	20	400	200	400
4	20	500	300	500
5	20	600	300	600
6	20	800	400	800
7	20	1,000	500	1,000
8	20	1,200	600	1,200
9	20	1,500	1,000	1,500
10	20	2,000	1,000	2,000
11	20	2,500	1,500	2,500
12	20	3,000	1,500	3,000
13	20	4,000	2,000	4,000
14	20	5,000	3,000	5,000
15	20	6,000	3,000	6,000
16	20	8,000	4,000	8,000
17	20	10,000	5,000	10,000
18	20	12,000	6,000	12,000
19	20	15,000	10,000	15,000
20	20	20,000	10,000	20,000
21	20	25,000	15,000	25,000
22	20	30,000	15,000	30,000
23	20	40,000	20,000	40,000
24	20	50,000	25,000	50,000
25	20	60,000	30,000	60,000
26	20	80,000	40,000	80,000
27	20	100,000	50,000	100,000
28	20	120,000	60,000	120,000
29	20	150,000	100,000	150,000

-Additional levels will be added as needed.

\$400 buy-in (\$330 prize pool + \$70 administrative fee)

- Players will start with 15,000 in tournament chips.
- Administrative fee includes any and all staffing/dealer fees, and rake.
- This is a WSOPC "Ring" Event. The Winner will receive a seat into the 2023 Tournament of Champions
- This is a re-entry event. If a player is eliminated during registration period that player may re-enter same event.
- There will be a 10 minute Break after levels 4, 8, 12, 16, 20, and 24.
- In the event the tournament is unable to reach a conclusion on Day 1, the Tournament Director, in his sole and absolute discretion, may add an additional day if necessary.
- Registration will be open until the beginning of level 9.

Individual tournaments subject to change or cancelation with 72 hour notice due to inclement weather. Subject to change. Must be 21 or older to enter casino floor and to gamble, and must present a valid state or federal photo ID upon request. Know When To Stop Before You Start.® Gambling Problem? Call 1-800-522-4700. An Enterprise of the Eastern Band of the Cherokee Nation. ©2022, Caesars License Company, LLC.