



World Series of Poker Circuit

Bounty Ring Event #10



Event #24

January 08, 6:00 PM

Level	Minutes	BB Ante	Sm Blind	Lg Blind
1	30	200	100	200
2	30	300	200	300
3	30	400	200	400
4	30	500	300	500
5	30	600	300	600
6	30	800	400	800
7	30	1000	500	1000
8	30	1200	600	1200
9	30	1500	1000	1500
10	30	2000	1000	2000
11	30	2500	1500	2500
12	30	3000	2000	3000
13	30	4000	2000	4000
14	30	5000	3000	5000
15	30	6000	3000	6000
16	30	8000	4000	8000
17	30	10000	5000	10000
18	30	12000	6000	12000
19	30	15000	10000	15000
20	30	20000	10000	20000
21	30	25000	15000	25000
22	30	30000	15000	30000
23	30	40000	20000	40000
24	45	50000	25000	50000
25	45	60000	30000	60000
26	45	80000	40000	80000
27	45	100000	50000	100000
28	45	120000	60000	120000
29	45	150000	100000	150000
30	45	200000	100000	200000
31	45	250000	150000	250000
32	45	300000	150000	300000
33	45	400000	200000	400000
34	45	500000	250000	500000
35	45	600000	300000	600000
36	45	800000	400000	800000
37	45	1000000	500000	1000000
38	45	1200000	600000	1200000
39	45	1600000	1000000	1500000

- \$300 Buy-In (\$190 Prize Pool +\$50 Bounty + \$60 Admin Fees)
- Players will start with 20,000 in chips.
- Bounties are \$50. The players are required to always have their bounty chips on the table. Bounties are awarded to the winner of the pot in which a player is eliminated.
- Eliminated players may re-enter during the registration period.
 - Registration remains open until the start of level 9.
 - Any player that has not taken by the start of the first break may be considered a “no-show” and may have their chips removed from play and may not be eligible to participate and may not be eligible for a refund.
 - There will be a break approximately every 2 hours of play.
 - This is scheduled as a 2-day event. However, the tournament director in their sole and absolute discretion may adjust the start time and stop time, adjust the level lengths, and/or add an additional day if necessary.
 - Choctaw Casino reserves the right to void any entry, and/or change, cancel, or modify this tournament at any time.