

EVENT 8 POT-LIMIT HOLD'EM \$1,500 BUY-IN (3-DAY EVENT) MONDAY, JUNE 1, 2015, 12 PM (LATE REGISTRATION FOR 6 LEVELS)

SCHEDULE OF PLAY

LEVEL	BLINDS	CALL	OR MAKE IT
1	25-50	50	100 to 175
2	50-100	100	200 to 350
3	75-150	150	300 to 525
4	100-200	200	400 to 700
5	150-300	300	600 to 1,050
6	200-400	400	800 to 1,400
7	250-500	500	1,000 to 1,750
8	300-600	600	1,200 to 2,100
	Remove	25 Chips	
9	400-800	800	1,600 to 2,800
10	500-1,000	1,000	2,000 to 3,500
11	600-1,200	1,200	2,400 to 4,200
12	800-1,600	1,600	3,200 to 5,600
13	1,000-2,000	2,000	4,000 to 7,000
14	1,200-2,400	2,400	4,800 to 8,400
	Remove	100 Chips	
15	1,500-3,000	3,000	6,000 to 10,500
16	2,000-4,000	4,000	8,000 to 14,000
17	2,500-5,000	5,000	10,000 to 17,500
18	3,000-6,000	6,000	12,000 to 21,000
	Remove	500 Chips	
19	4,000-8,000	8,000	16,000 to 28,000
20	5,000-10,000	10,000	20,000 to 35,000
21	6,000-12,000	12,000	24,000 to 42,000
22	8,000-16,000	16,000	32,000 to 56,000
23	10,000-20,000	20,000	40,000 to 70,000
24	12,000-24,000	24,000	48,000 to 84,000
	Remove	1,000 Chips	
25	15,000-30,000	30,000	60,000 to 105,000
26	20,000-40,000	40,000	80,000 to 140,000
27	25,000-50,000	50,000	100,000 to 175,000
28	30,000-60,000	60,000	120,000 to 210,000
29	40,000-80,000	80,000	160,000 to 280,000
30	50,000-100,000	100,000	200,000 to 350,000
31	60,000-120,000	120,000	240,000 to 420,000

General Rules

- *Additional Levels will be added if needed*
- Players begin with 7,500 in Tournament Chips.
- All levels last 60 minutes.
- Breaks occur after every two levels of play and last 20 minutes.
- Dinner break on day one will be after the completion of level six and last 90 minutes.
- There will be a 60 minute break on days two and three after the completion of 6 levels.
- Day 1 will play ten (10) levels.
- Day 2: play will resume at 1:00 PM and play 10 levels.
- Day 3: play will resume at 1:00 PM, and continue until a winner has been determined.
- 7% of the total entry pool will be withheld for entry fees.
- 3% of the total entry pool will be withheld for tournament staff.