

Live! CASINO • HOTEL®

FAT STACKS \$100 w/ \$25 Bounty Thursdays @ 12:15PM

Level	BB Ante	SB	BB
1		100	100
2	200	100	200
3	300	200	300
4	400	200	400
5	500	300	500
6	600	300	600
15 Min Break			
7	800	400	800
8	1,000	500	1,000
9	1,200	600	1,200
10	1,500	1,000	1,500
11	2,000	1,000	2,000
12	2,500	1,500	2,500
15 Min Break / Color up 100 Chips			
13	3,000	1,500	3,000
14	4,000	2,000	4,000
15	5,000	2,500	5,000
16	6,000	3,000	6,000
17	8,000	4,000	8,000
18	10,000	5,000	10,000
15 Min Break / Color up 500 Chips			
19	12,000	6,000	12,000
20	15,000	10,000	15,000
21	20,000	10,000	20,000
22	25,000	15,000	25,000
23	30,000	20,000	30,000
24	40,000	20,000	40,000
15 Min Break / Color up 1000 Chips			
25	50,000	25,000	50,000

Event Details

- ♣ Players start with 25,000 in tournament chips.
- ♦ Levels change every 20 minutes.
- ♥ Late reg and re-entries are allowed for 6 levels.
- ♠ \$59 from each entrant goes to the prize pool, \$10 is house revenue, \$4 is registration staff, \$25 is bounty, \$2 is jackpot.
- ♣ \$10 Dealer add on for 5,000 chips at the table.

House Rules

- ♣ A player's card will be required for tournament registration.
- ♦ Players must use their player's card at the table.
- ♥ Must be 21 years of age or older to play.
- ♠ Live! Casino & Hotel reserves the right to alter, change, or cancel any tournament.
- ♣ Live! Casino & Hotel will follow all TDA rules, any exceptions will be announced.
- ♦ Players start with a full stack. Purchased stacks will be put into play at the end of registration if player is still absent.
- ♥ Winnings over \$5,000 must have a valid I.D.
- ♠ Tournament director's decision is final.
- ♣ Any unauthorized chips introduced into tournament play will be immediately removed upon detection without substitution. Any parties determined to be responsible for the introduction of said chips will be disqualified without refund. It is each and every player's responsibility to bring to our attention unusual chips, circumstances or irregularities.



Follow @NittyJayTD & @LivePokerRoom for tournament news.