

## **EVENT #10**

## **\$500,000 GUARANTEE**

## 20,000 STARTING CHIPS

## Buy-In \$300, Entry Fee \$35, S/C \$15

THURSDAY (Day 10A), OCTOBER  $22^{ND}$  @ 12:30pm THURSDAY (Day 10B), OCTOBER  $22^{ND}$  @ 5:00pm FRIDAY (Day 10C), OCTOBER  $23^{RD}$  @ 12:30pm FRIDAY (Day 10D), OCTOBER  $23^{RD}$  @ 5:00pm SATURDAY (Day 10E), OCTOBER  $24^{TH}$  @ 12:30pm SATURDAY (Day 10F), OCTOBER  $24^{TH}$  @ 5:00pm SUNDAY (Day 10G), OCTOBER  $25^{TH}$  @ 12:30pm SUNDAY (Day 10H), OCTOBER  $25^{TH}$  @ 5:00pm MONDAY (Day 10I), OCTOBER  $26^{TH}$  @ 12:30pm MONDAY (Day 10J), OCTOBER  $26^{TH}$  @ 5:00pm MONDAY (Day 10J), OCTOBER  $26^{TH}$  @ 5:00pm TUESDAY (FINALS), OCTOBER  $27^{TH}$  @ 3pm

TOURNAMENT STRUCTURE			
Levels	Blinds	Antes	Time
1	50-100		30 minutes
2	75-150		30 minutes
3	75-150	25	30 minutes
4	100-200	25	30 minutes
5	150-300	50	30 minutes
6	200-400	50	30 minutes
7	250-500	75	60 minutes
8	300-600	100	30 minutes
9	400-800	100	30 minutes
10	500-1,000	100	30 minutes
11	600-1,200	200	30 minutes
12	800-1,600	200	30 minutes
13	1,000-2,000	300	30 minutes
14	1,200-2,400	400	30 minutes
15	1,500-3,000	500	30 minutes
16	2,000-4,000	500	30 minutes
17	3,000-6,000	1,000	30 minutes
18	4,000-8,000	1,000	30 minutes
19	5,000-10,000	1,000	30 minutes
20	6,000-12,000	2,000	30 minutes
21	8,000-16,000	2,000	30 minutes

**REGISTRATION OPEN FOR 7 LEVELS** 

10% of each session is guaranteed cash. Thursday 10% Friday 9% Saturday, Sunday & Monday 8% of players advance to day 2. You may re-enter the first 7 levels of the tournament. If you qualify for day 2 more than once you will play the highest chip stack and the smaller chip stack will be removed and you will receive \$2000 for each chip stack that is removed. Day 2 will have approximately 12 hours of play then come back on Wednesday to finish with 1 hour levels at 3pm. 3% of the prize pool will be withheld for administration fees. Free Hustler Player Cards are required for tournament entry. 100% of the \$15 S/C goes to dealers and tournament personnel. GEGA-002619. All floor person decisions are final.