



Event # 12 – Quantum Tournament (3 Day Event)

\$500,000 Guarantee

20,000 Starting Chips

Saturday, Jan 4th – Saturday, Jan 11th @ 12:00pm /5:00pm

\$375 Buy-in

Players must present their Hustler Casino Rewards Card to register.

TOURNAMENT STRUCTURE			
LEVEL	BIG BLIND ANTE	BLINDS	LENGTH
1	-	100-100	30 minutes
2	-	100-200	30 minutes
3	200	100-200	30 minutes
4	300	200-300	30 minutes
15 Minute Break			
5	400	200-400	30 minutes
6	500	300-500	30 minutes
7	600	300-600	30 minutes
8	800	400-800	30 minutes
15 Minute Break			
9	1,000	500-1,000	30 minutes
10	1,200	600-1,200	30 minutes
11	1,600	800-1,600	30 minutes
12	2,000	1,000-2,000	30 minutes
10 Minute Break - Remove 100 Chips			
13	2,500	1,000-2,500	30 minutes
14	3,000	1,500-3,000	30 minutes
15	4,000	2,000-4,000	30 minutes
16	6,000	3,000-6,000	30 minutes
10 Minute Break			
17	8,000	4,000-8,000	30 minutes
18	10,000	5,000-10,000	30 minutes
19	12,000	6,000-12,000	30 minutes
20	16,000	8,000-16,000	30 minutes
Limits will be raise until the conclusion of the tournament			

Registration closes at the start of level 9 (last chance to re-enter).

Breaks after levels 4, 8, 12, 16.

Double Qualifiers get \$2,500 (\$1,800 bonus + \$700) for each stack removed from Day 2.

Players may directly buy-in to Day 2 for \$2,700 and receive 200,000 in chips.

Day 2 – Sunday, January 12th @ 12:00 pm – blinds start at 3,000-1,500-3,000 (40 min levels).

Day 3 – Monday, January 13th @ 1:00 pm

\$375 total buy-in includes \$325 towards the prize pool, \$35 entry fee, \$15 service charge. 100% of the service charge goes to the dealers and tournament personnel. 3% of the total prize pool will be withheld as an administrative fee.

The Hustler Casino and/or The Tournament Directors Association governs all tournament rules.

Hustler Casino reserves the right to revise, suspend, cancel, or modify tournaments at its sole discretion and without prior notice within the parameters of GEGA-002612. For more information, please see staff. Gambling Problem? 1(800)GAMBLER or www.ProblemGambling.ca.gov