



MAIN SPONSOR



MAIN EVENT

USD 1,500,000 GTD

KRW 2,200,000,000

1st - 10th May 2026

LES A Casino, Jeju South Korea

PLAYER GUIDE

OFFICIAL VENUE :





LES A *Casino*
利陞娱乐场 | レスエーカジ

SCHEDULE






Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
1 May 2026, Friday							
1/A	11:00	Jeju Open (KRW 100M GTD) - Day 1A - Play Down To 15%	810,000(737,100+72,900)	574	30,000	25	LEVEL 10 @ 15:40
2/A	13:00	QQPK Masters - Day 1A - Play Down To 15%	3,000,000(2,790,000+210,000)	2,125	300,000	40	LEVEL 10 @ 21:10
3	14:00	NLH - Heads Up (32 Cap)	4,500,000(4,185,000+315,000)	3,188	REFER TO PLAYER GUIDE	15	PRIOR TO SEAT DRAW
1/B	16:00	Jeju Open (KRW 100M GTD) - Day 1B - Play Down To 15%	810,000(737,100+72,900)	574	30,000	25	LEVEL 10 @ 20:40
4	16:30	7-Card Stud (Stud, Razz)	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
2/B	19:00	QQPK Masters - Day 1B - Turbo - Play Down To 15%	3,000,000(2,790,000+210,000)	2,125	300,000	25	LEVEL 10 @ 23:40
1/C	20:00	Jeju Open (KRW 100M GTD) - Day 1C - Turbo - Play Down To 15%	810,000(737,100+72,900)	574	30,000	15	LEVEL 10 @ 22:45
5	21:00	NLH - Knockout (KRW 200K Bounty) - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 23:00
6	21:30	PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	400,000(356,000+44,000)	283	15,000	15	LEVEL 7 @ 23:30
S1	23:00	Milestone Satellite to QQPK Masters Day 1C (Win Your Seat at 60K)	660,000(600,600+59,400)	468	10,000	15	LEVEL 7 @ 01:00
1/D	23:00	Jeju Open (KRW 100M GTD) - Day 1D - Flipout - 1 in 10	540,000(491,400+48,600)	383	20,000	N/A	TD Discretion
7	23:59	Atomic Pineapple - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 01:19
2 May 2026, Saturday							
8/A	11:00	Mystery Big Bounty (KRW 100M GTD) - Day 1A - Play Down To 15%	810,000(737,100+72,900)	574	30,000	25	LEVEL 10 @ 15:40
1	12:00	Jeju Open - Final Day	N/A	N/A	N/A	30	Closed
2/C	13:00	QQPK Masters - Day 1C - Play Down To 15%	3,000,000(2,790,000+210,000)	2,125	300,000	40	LEVEL 10 @ 21:10
9	15:00	High Roller - Single Day	3,000,000(2,790,000+210,000)	2,125	200,000	30	LEVEL 8 @ 20:15
10	15:00	Couples Event	1,000,000(910,000+90,000)	708	30,000	20	LEVEL 8 @ 17:55
S2	15:00	Milestone Satellite to QQPK Masters Day 1D (Win Your Seat at 60K)	660,000(600,600+59,400)	468	10,000	15	LEVEL 7 @ 17:00
8/B	16:00	Mystery Big Bounty (KRW 100M GTD) - Day 1B - Play Down To 15%	810,000(737,100+72,900)	574	30,000	25	LEVEL 10 @ 20:40
11	16:30	Limit - Triple Draw - LowBall Mix (A-5, 2-7)	600,000(546,000+54,000)	425	50,000	20	LEVEL 8 @ 19:25
2/D	19:00	QQPK Masters - Day 1D - Turbo - Play Down To 15%	3,000,000(2,790,000+210,000)	2,125	300,000	25	LEVEL 10 @ 23:40
8/C	20:00	Mystery Big Bounty (KRW 100M GTD) - Day 1C - Turbo - Play Down To 15%	810,000(737,100+72,900)	574	30,000	15	LEVEL 10 @ 22:45
12	21:00	Mystery Bounty - Turbo	800,000(728,000+72,000)	567	15,000	15	LEVEL 7 @ 23:00
13	21:30	PL Omaha - Turbo	400,000(356,000+44,000)	283	15,000	15	LEVEL 7 @ 23:30
8/D	23:00	Mystery Big Bounty (KRW 100M GTD) - Day 1D - Flipout - 1 in 10	540,000(491,400+48,600)	383	20,000	N/A	TD Discretion
14	23:59	NLH - Knockout (KRW 100K Bounty) - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 01:19

SCHEDULE




Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
3 May 2026, Sunday							
15/A	11:00	Ultra Stack (KRW 100M GTD) - Day 1A - Play Down To 15%	810,000(737,100+72,900)	574	60,000	25	LEVEL 10 @ 15:40
8	12:00	Mystery Big Bounty - Final Day	N/A	N/A	N/A	30	Closed
2	13:00	QQPK Masters - Day 2	N/A	N/A	N/A	50	Closed
16	14:00	7-Card Stud (Stud, Razz)	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 16:55
17	15:00	Ladies Event	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 17:55
18	15:00	High Roller - Single Day	6,000,000(5,580,000+420,000)	4,250	200,000	30	LEVEL 8 @ 20:15
15/B	16:00	Ultra Stack (KRW 100M GTD) - Day 1B - Play Down To 15%	810,000(737,100+72,900)	574	60,000	25	LEVEL 10 @ 20:40
19	16:30	PL Omaha Hi-Lo - 5 Card (Big O)	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
15/C	20:00	Ultra Stack (KRW 100M GTD) - Day 1C - Turbo - Play Down To 15%	810,000(737,100+72,900)	574	60,000	15	LEVEL 10 @ 22:45
20	21:00	NLH - Knockout (KRW 200K Bounty) - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 23:00
21	21:30	Limit - Triple Draw - LowBall Mix (A-5, 2-7) - Turbo	400,000(356,000+44,000)	283	50,000	15/10	LEVEL 8 @ 23:45
15/D	23:00	Ultra Stack (KRW 100M GTD) - Day 1D - Flipout - 1 in 10	540,000(491,400+48,600)	383	40,000	N/A	TD Discretion
22	23:59	Magic Poker - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 01:19

4 May 2026, Monday							
23/A	11:00	Main Event (KRW 2.2B GTD) - Day 1A - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	30	LEVEL 8 @ 15:30
15	12:00	Ultra Stack - Final Day	N/A	N/A	N/A	30	Closed
2	13:00	QQPK Masters - Final Day	N/A	N/A	N/A	60	Closed
24	14:00	Super High Roller - Day 1	10,000,000(9,500,000+500,000)	7,084	500,000	45	LEVEL 10 @ 23:15
25/A	14:00	Mystery Bounty (KRW 400M GTD) - Day 1A - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	30,000	30	LEVEL 10 @ 19:30
26	15:00	Ladies Event	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 17:55
S3	16:00	Milestone Satellite to Mystery Bounty Day 1B (Win Your Seat at 60K)	340,000(302,600+37,400)	241	10,000	15	LEVEL 7 @ 18:00
27	16:30	PL Omaha - High Mix - 4 Card, 5 Card, 6 Card	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
25/B	19:00	Mystery Bounty (KRW 400M GTD) - Day 1B - Turbo - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	30,000	15	LEVEL 10 @ 21:45
23/B	21:00	Main Event (KRW 2.2B GTD) - Day 1B - Turbo - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	20	LEVEL 8 @ 23:55
28	21:30	NL - Single Draw Mix (A-5, 2-7) - Turbo	400,000(356,000+44,000)	283	30,000	15	LEVEL 7 @ 23:30
29	22:00	NLH - Win The Button - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 00:00
S4	22:00	Milestone Satellite to Main Event Day 1D (Win Your Seat at 60K)	360,000(320,400+39,600)	255	10,000	15	LEVEL 7 @ 00:00
30	23:59	3 Card Hold'em - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 01:19

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
5 May 2026, Tuesday							
23/C 11:00		Main Event (KRW 2.2B GTD) - Day 1C - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	30	LEVEL 8 @ 15:30
24 13:00		Super High Roller - Day 2	N/A	N/A	N/A	45	Closed
25/C 14:00		Mystery Bounty (KRW 400M GTD) - Day 1C - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	30,000	30	LEVEL 10 @ 19:30
31 15:00		\$10,000 NLH Superstar Challenge - Day 1	15,500,000(14,880,000+620,000)	10,000	500,000	45	LEVEL 10 @ 00:15
32 15:00		Teams Event (2 Teammates per Team)	1,000,000(910,000+90,000)	708	30,000	20	LEVEL 10 @ 18:45
55 16:00		Milestone Satellite to Mystery Bounty Day 1D (Win Your Seat at 60K)	340,000(302,600+37,400)	241	10,000	15	LEVEL 7 @ 18:00
33 16:30		PL Omaha	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
25/D 19:00		Mystery Bounty (KRW 400M GTD) - Day 1D - Turbo - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	30,000	15	LEVEL 10 @ 21:45
23/D 21:00		Main Event (KRW 2.2B GTD) - Day 1D - Turbo - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	20	LEVEL 8 @ 23:55
34 21:30		Limit - Triple Draw - LowBall Mix (A-5, 2-7) - Turbo	400,000(356,000+44,000)	283	50,000	15/10	LEVEL 8 @ 23:45
56 22:00		Milestone Satellite to Main Event Day 1E (Win Your Seat at 60K)	530,000(471,700+58,300)	375	10,000	15	LEVEL 7 @ 00:00
35 22:00		NLH - Bounty Quattro - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 00:00
25/E 23:00		Mystery Bounty (KRW 400M GTD) - Day 1E - Flipout - 1 in 10	1,000,000(910,000+90,000)	708	20,000	N/A	TD Discretion
36 23:59		NLH - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 01:19
6 May 2026, Wednesday							
37 11:00		NLH - Knockout (KRW 200K Bounty) - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 13:00
23/E 12:00		Main Event (KRW 2.2B GTD) - Day 1E - Play Down To 15% 	2,400,000(2,184,000+216,000)	1,700	30,000	40	LEVEL 9 @ 19:20
25 12:00		Mystery Bounty - Final Day	N/A	N/A	N/A	40	Closed
31 13:00		\$10,000 NLH Superstar Challenge - Final Day	N/A	N/A	N/A	45	Closed
24 13:00		Super High Roller - Final Day	N/A	N/A	N/A	45	Closed
38 14:00		PL Omaha Masters	1,500,000(1,365,000+135,000)	1,063	30,000	30	LEVEL 10 @ 19:30
39 15:00		\$20,000 NLH Superstar Challenge - Day 1	31,000,000(29,760,000+1,240,000)	20,000	500,000	45	LEVEL 10 @ 00:15
40 15:00		NLH - Deepstack	800,000(728,000+72,000)	567	40,000	25	LEVEL 8 @ 18:50
57 17:00		Milestone Satellite to Main Event Day 1F (Win Your Seat at 60K)	360,000(320,400+39,600)	255	10,000	15	LEVEL 7 @ 19:00
23/F 19:00		Main Event (KRW 2.2B GTD) - Day 1F - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	30	LEVEL 8 @ 23:30
41 20:00		Mystery Bounty - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 22:00
42 21:30		Short Deck Ante Only - Turbo	400,000(356,000+44,000)	283	20,000 x 3	15	LEVEL 10 @ 00:15
58 22:00		Milestone Satellite to Main Event Day 1H (Win Your Seat at 60K)	530,000(471,700+58,300)	375	10,000	15	LEVEL 7 @ 00:00
43 23:00		NLH - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 00:20
23/G 23:59		Main Event (KRW 2.2B GTD) - Day 1G - Hyper Turbo - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	10	LEVEL 8 @ 01:34

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
7 May 2026, Thursday							
44	11:00	NLH - Knockout (KRW 200K Bounty) - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 13:00
23/H	12:00	Main Event (KRW 2.2B GTD) - Day 1H - Play Down To 15% 	2,400,000(2,184,000+216,000)	1,700	30,000	40	LEVEL 9 @ 19:20
39	13:00	\$20,000 NLH Superstar Challenge - Final Day	N/A	N/A	N/A	45	Closed
45	15:00	High Roller - Single Day	7,000,000(6,510,000+490,000)	4,959	200,000	30	LEVEL 8 @ 20:15
23/J	16:00	Main Event (KRW 2.2B GTD) - Day 1J - Turbo - Play Down To 10% 	1,600,000(1,456,000+144,000)	1,133	20,000	20	LEVEL 8 @ 18:55
46	16:30	PL Omaha - Double Board - Bomb Pot	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
47	17:00	Short Deck Ante Only	7,000,000(6,510,000+490,000)	4,959	100,000 x 3	30	LEVEL 8 @ 21:30
59	17:00	Milestone Satellite to Main Event Day 1K (Win Your Seat at 60K)	530,000(471,700+58,300)	375	10,000	15	LEVEL 7 @ 19:00
23/K	20:00	Main Event (KRW 2.2B GTD) - Day 1K - Turbo - Play Down To 15% 	2,400,000(2,184,000+216,000)	1,700	30,000	20	LEVEL 9 @ 23:30
48	21:30	PL Omaha - Knockout (KRW 100K Bounty) - Turbo	400,000(356,000+44,000)	283	15,000	15	LEVEL 7 @ 23:30
49	22:00	Mystery Bounty - Turbo	400,000(356,000+44,000)	283	15,000	15	LEVEL 7 @ 00:00
23/L	23:59	Main Event (KRW 2.2B GTD) - Day 1L - Hyper Turbo - Play Down To 15% 	2,400,000(2,184,000+216,000)	1,700	30,000	10	LEVEL 9 @ 01:44
8 May 2026, Friday							
50/A	11:00	Monster Stack (KRW 200M GTD) - Day 1A - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	50,000	30	LEVEL 12 @ 17:45
23	12:00	Main Event - Day 2	N/A	N/A	N/A	60	Closed
51/A	15:00	Mystery Bounty High Roller - Day 1A - Play Down To 15%	5,500,000(5,115,000+385,000)	3,896	300,000	30	LEVEL 10 @ 21:15
52	16:30	NLH / PLO	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
50/B	17:00	Monster Stack (KRW 200M GTD) - Day 1B (25 mins) - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	50,000	25	LEVEL 12 @ 22:30
53	20:00	NLH - Bounty Quattro - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 22:00
50/C	21:00	Monster Stack (KRW 200M GTD) - Day 1C - Hyper Turbo - Play Down To 15%	1,500,000(1,365,000+135,000)	1,063	50,000	10	LEVEL 12 @ 23:15
51/B	21:00	Mystery Bounty High Roller - Day 1B - Turbo - Play Down To 15%	5,500,000(5,115,000+385,000)	3,896	300,000	20	LEVEL 10 @ 00:50
54	21:30	PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	400,000(356,000+44,000)	283	15,000	15	LEVEL 7 @ 23:30
55	22:00	ALL-IN or FOLD	400,000(356,000+44,000)	283	5,000 x 3	10	LEVEL 7 @ 23:20
-	23:00	Player Party					23:00 - 02:00
50/D	23:00	Monster Stack (KRW 200M GTD) - Day 1D - Flipout - 1 in 10	1,000,000(910,000+90,000)	708	33,300	N/A	TD Discretion

SCHEDULE

Event #	TIME	TOURNAMENT NAME	TOTAL BUY-IN (KRW)	REFERENCE ONLY (USD)	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
9 May 2026, Saturday							
56/A	11:00	Mini Main Event (KRW 150M GTD) - Day 1A - Play Down To 15%	1,200,000(1,092,000+108,000)	850	30,000	25	LEVEL 9 @ 15:15
23	12:00	Main Event - Day 3	N/A	N/A	N/A	60	Closed
50	12:30	Monster Stack - Final Day	N/A	N/A	N/A	40	Closed
51	13:00	Mystery Bounty High Roller - Final Day	N/A	N/A	N/A	40	Closed
57	15:00	High Roller - Day 1	5,000,000(4,650,000+350,000)	3,542	300,000	45	LEVEL 10 @ 00:15
56/B	16:00	Mini Main Event (KRW 150M GTD) - Day 1B - Play Down To 15%	1,200,000(1,092,000+108,000)	850	30,000	25	LEVEL 9 @ 20:15
58	16:30	PL Omaha - High Mix - 4 Card, 5 Card, 6 Card	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 19:25
59	19:00	NLH - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 21:00
56/C	20:00	Mini Main Event (KRW 150M GTD) - Day 1C - Turbo - Play Down To 15%	1,200,000(1,092,000+108,000)	850	30,000	15	LEVEL 9 @ 22:30
60	21:30	PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	400,000(356,000+44,000)	283	15,000	15	LEVEL 7 @ 23:30
61	22:00	Mystery Bounty - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 00:00
56/D	23:00	Mini Main Event (KRW 150M GTD) - Day 1D - Flipout - 1 in 10	800,000(728,000+72,000)	567	20,000	N/A	TD Discretion
62	23:59	NLH - Hyper Turbo	400,000(356,000+44,000)	283	15,000	10	LEVEL 7 @ 01:19
10 May 2026, Sunday							
63/A	11:00	The Closer (KRW 70M GTD) - Flight A - Play Down To 15%	900,000(819,000+81,000)	638	30,000	20	LEVEL 10 @ 14:50
23	12:00	Main Event - Final Day	N/A	N/A	N/A	60	Closed
56	12:30	Mini Main Event - Final Day	N/A	N/A	N/A	30	Closed
57	13:00	High Roller - Final Day	N/A	N/A	N/A	45	Closed
64	14:00	PL Omaha - Knockout (KRW 200K Bounty)	600,000(546,000+54,000)	425	20,000	20	LEVEL 8 @ 16:55
65	15:00	Mini High Roller	3,200,000(2,976,000+224,000)	2,267	200,000	20	LEVEL 8 @ 18:10
63/B	16:00	The Closer (KRW 70M GTD) - Flight B - Hyper Turbo - Play Down To 15%	900,000(819,000+81,000)	638	30,000	10	LEVEL 10 @ 17:55
63/C	19:00	The Closer (KRW 70M GTD) - Flight C - Flipout - 1 in 10	600,000(546,000+54,000)	425	20,000	N/A	TD Discretion
66	20:00	Mystery Bounty - Turbo	600,000(546,000+54,000)	425	15,000	15	LEVEL 7 @ 22:00
63	20:00	The Closer - Final	N/A	N/A	N/A	20	Closed
67	22:00	ALL-IN or FOLD	400,000(356,000+44,000)	283	5,000 x 3	10	LEVEL 7 @ 23:20

Note:

All tournaments are subject to regulatory approval.

Poker Dream reserves the right to change, amend, or alter any portion of the above schedule without prior notice.

All tournaments may have their structures adjusted (Including, but not limited to) levels, level length, and days added or subtracted at the sole discretion of the Tournament Director.



All tournaments are No Limit Hold'em with Big Blind Ante, except named Short Deck Ante Only, Pot Limit Omaha, Draw game or Stud game.

Tournament organizer reserves the right to cancel guarantees due to force majeure: Earthquake, Flooding, or Typhoon etc.

4% of all prize pools are withheld to offset staff costs. Except Buy-in KRW 15,500,000 or above for 3%.

TOURNAMENT DIRECTOR'S DECISIONS ARE FINAL: Participation in POKER DREAM tournaments is subject to rules and rulings set forth by the applicable venue(s) and/or POKER DREAM (e.g., tournament rules, sponsorships). All players at POKER DREAM events are solely responsible for retrieving their winnings from the host casino or poker room and the payment of any taxes or fees on such winnings requested by the host casino or poker room. Any question or dispute regarding winnings at a POKER DREAM event should be brought up directly with the host casino or poker room, which has sole responsibility therefore.

MAIN EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#23 Main Event (10%) 	Day 1 A, B, C, D, F, G, J - 20,000	Day 1 A, C, F - 30 Day 1 B, D, J - 20 Day 1 G - 10	Day 1 A, C - LEVEL 8 @ 15:30 Day 1B, D - LEVEL 8 @23:55 Day 1 F - LEVEL 8 @ 23:30 Day 1 G - LEVEL 8 @ 01:34 Day 1 J - LEVEL 8 @ 18:55
#23 Main Event (15%) 	Day 1 E, H, K, L - 30,000	Day 1 E, H - 40 Day 1 K - 20 Day 1 L - 10	Day 1 E, H - LEVEL 9 @ 19:20 Day 1 K - LEVEL 9 @ 23:30 Day 1 L - Level 9 @ 01:44

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	800	1,600	1,600
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
DAY 2 START			
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000

*Next page for more details

MAIN EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000
34	200,000	400,000	400,000
35	250,000	500,000	500,000
36	300,000	600,000	600,000
37	400,000	800,000	800,000
38	500,000	1,000,000	1,000,000
39	600,000	1,200,000	1,200,000
40	800,000	1,600,000	1,600,000

*Next page for more details

MAIN EVENT

Notes:

*NEW DREAM BONUS FORMAT:

2nd bag bonus: KRW 5M + (bagging chips / starting stack) * buy-in [follow the bagging flight] * 0.3.

3rd or more bags bonus: KRW 10M + (bagging chips / starting stack) * buy-in [follow the bagging flight] * 0.5.

If player have more than 1 Dream Bonus, calculation order will be follow bagging chip size (from small to large).

*Day 1 E, H has 50 mins dinner break after level 9.

*Re-entry is allowed until the end of the registration.

*Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.

*Day 1 A, B, C, D, F, G, J will play until the field is In The Money (10%) round up to the next whole number and is guaranteed to win at least minimum payout .

*Day 1 E, H, K, L will play until the field is In The Money (15%) round up to the next whole number and is guaranteed to win at least minimum payout.

*Seat redraw at Day 2, Final 3 tables, Final 2 tables and Final Table.

*Day 2 Blinds start at 3,000/5,000(5,000).

*Day 2 will play 8 Levels.

*Day 3 will play to FT.

*Shot Clock rules apply at the start.

Each player will receives 5 (30 second) Time Bank cards when the shot clock is began to use.

Each player who qualify to Day 2, Final day and Final table will receives 5 extra Time Bank cards.

Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

Day 1(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.



PD16 Jeju	
ENTRIES	1,384
1ST PRIZE	376,000,000

\$7K+ HIGH ROLLERS

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#31 \$10,000 NLH Superstar Challenge	500,000	45	LEVEL 10 @ 00:15
#39 \$20,000 NLH Superstar Challenge			LEVEL 10 @ 00:15
#24 Super High Roller			LEVEL 10 @ 23:15

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,500	2,500
2	1,500	3,000	3,000
3	2,000	4,000	4,000
15 MINS			
4	2,500	5,000	5,000
5	3,000	6,000	6,000
6	4,000	8,000	8,000
60 MINS / Chip Race 500s			
7	5,000	10,000	10,000
8	6,000	12,000	12,000
15 MINS / Chip Race 1,000s			
9	10,000	15,000	15,000
10	10,000	20,000	20,000
15 MINS / END OF REGISTRATION			
11	10,000	25,000	25,000
END OF DAY 1 / Chip Race 1,000s			
12	15,000	30,000	30,000
13	20,000	40,000	40,000
14	25,000	50,000	50,000
15 MINS / Chip Race 5,000s			
15	30,000	60,000	60,000
16	40,000	80,000	80,000
17	50,000	100,000	100,000

*Next page for more details

\$7K+ HIGH ROLLERS

LEVEL	SMALL BLIND	BIG BLIND	ANTE
60 MINS			
18	50,000	125,000	125,000
19	75,000	150,000	150,000
20	100,000	200,000	200,000
15 MINS			
21	125,000	250,000	250,000
22	150,000	300,000	300,000
23	200,000	400,000	400,000
15 MINS			
24	250,000	500,000	500,000
25	300,000	600,000	600,000
26	400,000	800,000	800,000
15 MINS			
27	500,000	1,000,000	1,000,000
28	500,000	1,250,000	1,250,000
29	750,000	1,500,000	1,500,000
15 MINS			
30	1,000,000	2,000,000	2,000,000
31	1,250,000	2,500,000	2,500,000

Notes:

*Re-entry is allowed until the end of the registration.

*There will be a full seat redraw prior to Day 2.

*Shot Clock rules apply.

QQPK MASTERS

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)		REG. CLOSE END
#2 QQPK Masters	300,000	Day 1 A, C - 40 Day 1 B, D - 25	Day 2 - 50 Final - 60	Day 1 A, C - LEVEL 10 @ 21:10 Day 1 B, D - LEVEL 10 @ 23:40

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,000	2,000
2	1,000	2,500	2,500
3	1,500	3,000	3,000
4	2,000	4,000	4,000
5	2,500	5,000	5,000
6	3,000	6,000	6,000
7	4,000	8,000	8,000
8	5,000	10,000	10,000
9	6,000	12,000	12,000
10	10,000	15,000	15,000
11	10,000	20,000	20,000
12	10,000	25,000	25,000
13	15,000	30,000	30,000
14	20,000	40,000	40,000
15	25,000	50,000	50,000
16	30,000	60,000	60,000
17	40,000	80,000	80,000
18	50,000	100,000	100,000
19	50,000	125,000	125,000
20	75,000	150,000	150,000
21	100,000	200,000	200,000
22	125,000	250,000	250,000
23	150,000	300,000	300,000
24	200,000	400,000	400,000
25	250,000	500,000	500,000
26	300,000	600,000	600,000
27	400,000	800,000	800,000
28	500,000	1,000,000	1,000,000
29	600,000	1,200,000	1,200,000
30	800,000	1,600,000	1,600,000
31	1,000,000	2,000,000	2,000,000
32	1,250,000	2,500,000	2,500,000

QQPK MASTERS

Notes:

*Re-entry is allowed until the end of the registration.

*Day 1 A, C has 60 mins dinner break after level 8.

*Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.

*All lesser stacks that have been removed from play will get paid based on the minimum payout.

*All Day 1s will play until the field is In The Money 15% round up to the next whole number.

*The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed

*There will be a full seat redraw prior to Day 2.

*Shot Clock will use when 1 table off to the money.

Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#57 High Roller	300,000	45	LEVEL 10 @ 00:15

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,000	2,000
2	1,000	2,500	2,500
3	1,500	3,000	3,000
15 MINS			
4	2,000	4,000	4,000
5	2,500	5,000	5,000
6	3,000	6,000	6,000
60 MINS / Chip Race 500s			
7	4,000	8,000	8,000
8	5,000	10,000	10,000
15 MINS			
9	6,000	12,000	12,000
10	10,000	15,000	15,000
15 MINS / END OF REGISTRATION / Chips Race 1,000s			
11	10,000	20,000	20,000
12	10,000	25,000	25,000
END OF DAY 1			
13	15,000	30,000	30,000
14	20,000	40,000	40,000
15	25,000	50,000	50,000
15 MINS			
16	30,000	60,000	60,000
17	40,000	80,000	80,000
18	50,000	100,000	100,000
15 MINS			
19	60,000	120,000	120,000
20	100,000	150,000	150,000
21	100,000	200,000	200,000
60 MINS			

*Next page for more details

HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
22	100,000	250,000	250,000
23	150,000	300,000	300,000
24	200,000	400,000	400,000
15 MINS			
25	250,000	500,000	500,000
26	300,000	600,000	600,000
27	400,000	800,000	800,000
15 MINS			
28	500,000	1,000,000	1,000,000
29	600,000	1,200,000	1,200,000
30	800,000	1,600,000	1,600,000

Notes:

*Re-entry is allowed until end of the registration.

*There will be a full seat redraw prior to Day 2.

*Shot Clock rules apply.

MYSTERY BOUNTY HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#51 Mystery Bounty High Roller	300,000	Day 1 A - 30 Day 1 B - 20	FINAL - 40 Day 1 A - LEVEL 10 @ 21:15 Day 1 B - LEVEL 10 @ 00:50

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,000	2,000
2	1,000	2,500	2,500
3	1,500	3,000	3,000
4	2,000	4,000	4,000
5	2,500	5,000	5,000
6	3,000	6,000	6,000
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
10	6,000	12,000	12,000
11	10,000	15,000	15,000
12	10,000	15,000	15,000
13	10,000	20,000	20,000
14	10,000	25,000	25,000
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
21	50,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
27	250,000	500,000	500,000
28	300,000	600,000	600,000
29	400,000	800,000	800,000
30	500,000	1,000,000	1,000,000
31	600,000	1,200,000	1,200,000
32	800,000	1,600,000	1,600,000

*Next page for more details

MYSTERY BOUNTY HIGH ROLLER

Notes:

- *Re-entry is allowed until the end of the registration.
- *Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.
- *All lesser stacks that have been removed from play will get paid based on the minimum payout.
- *All Day 1s will play until the field is In The Money 15% round up to the next whole number.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed
- *There will be a full seat redraw prior to Day 2.
- *33% of the prizepool will be collected as mystery bounty.
- *All lesser stacks that have been removed from play will get paid based on the minimum payout and **one bounty ticket**.
- *Shot Clock rules apply.

Mechanics:

- *Mystery Bounties are introduced once players have reached ITM (In the money).
- *The value of each Mystery Bounty is based on the sample below.
- *Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.
- *Players in the game can only draw bounties during any break time unless they have been eliminated or in the Final Table.
- *At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#9, #18, #45 High Roller - Single Day	200,000	30	LEVEL 8 @ 20:15
#65 Mini High Roller	200,000	20	LEVEL 8 @ 18:10

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	1,500	1,500
2	1,000	1,500	1,500
3	1,000	2,000	2,000
4	1,500	3,000	3,000
5	2,000	4,000	4,000
6	3,000	5,000	5,000
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
10	6,000	12,000	12,000
11	10,000	15,000	15,000
12	10,000	20,000	20,000
13	10,000	25,000	25,000
14	15,000	30,000	30,000
15	20,000	40,000	40,000
16	25,000	50,000	50,000
17	30,000	60,000	60,000
18	40,000	80,000	80,000
19	50,000	100,000	100,000
20	50,000	125,000	125,000
21	75,000	150,000	150,000
22	100,000	200,000	200,000
23	125,000	250,000	250,000
24	150,000	300,000	300,000
25	200,000	400,000	400,000
26	250,000	500,000	500,000
27	300,000	600,000	600,000
28	400,000	800,000	800,000

Notes:

*Re-entry is allowed until the end of the registration.

*#9, #18, #45 High Roller - Single Day - 60 Mins dinner break after Level 8.

*Shot Clock rules apply.

HIGH ROLLER SHORT DECK

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#47 Short Deck Ante Only	100,000 x 3	30	LEVEL 8 @ 21:30
LEVEL	ANTE	BUTTON	
1	500	1,000	
2	1,000	2,000	
3	1,500	3,000	
4	2,000	4,000	
15 MINS / Chip Race 500s			
5	3,000	6,000	
6	4,000	8,000	
7	5,000	10,000	
8	6,000	12,000	
15 MINS / END OF REGISTRATION			
9	8,000	16,000	
10	10,000	20,000	
11	12,000	24,000	
12	15,000	30,000	
15 MINS / Chip Race 1,000s			
13	20,000	40,000	
14	25,000	50,000	
15	30,000	60,000	
16	40,000	80,000	
15 MINS			
17	50,000	100,000	
18	60,000	120,000	
19	80,000	160,000	
20	100,000	200,000	
15 MINS / Chips Race 5,000s			
21	125,000	250,000	
22	150,000	300,000	
23	200,000	400,000	
24	250,000	500,000	
25	300,000	600,000	

Notes:

- *Re-entry is allowed until the end of the registration.
- *Each Player will start with 3 Bullets of 100,000 Chips each.
- *All Bullets must go into play at the start of Level 8.
- *Shot Clock rules apply.

HEADS UP

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#3 NLH - Heads Up (CAP 32)	ROUND 1 - 100,000 ROUND 2 - 200,000 ROUND 3 - 400,000 ROUND 4 - 800,000 ROUND 5 - 1,600,000	15	Prior to first draw or sell out at 32 entries

ROUND 1 - 32 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	300	600	600
2	400	800	800
3	500	1,000	1,000
4	600	1,200	1,200
5	800	1,600	1,600
6	1,000	2,000	2,000
7	1,000	2,500	2,500
8	1,500	3,000	3,000
9	2,000	4,000	4,000
10	3,000	6,000	6,000
11	4,000	8,000	8,000
12	5,000	10,000	10,000

ROUND 4 - 4 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	3,000	6,000	6,000
2	4,000	8,000	8,000
3	5,000	10,000	10,000
4	6,000	12,000	12,000
5	8,000	16,000	16,000
6	10,000	20,000	20,000
7	10,000	25,000	25,000
8	15,000	30,000	30,000
9	20,000	40,000	40,000
10	25,000	50,000	50,000
11	30,000	60,000	60,000
12	40,000	80,000	80,000

ROUND 2 - 16 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	600	1,200	1,200
2	800	1,600	1,600
3	1,000	2,000	2,000
4	1,000	2,500	2,500
5	1,500	3,000	3,000
6	2,000	4,000	4,000
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
10	6,000	12,000	12,000
11	8,000	16,000	16,000
12	10,000	20,000	20,000

ROUND 5 - 2 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	6,000	12,000	12,000
2	8,000	16,000	16,000
3	10,000	20,000	20,000
4	10,000	25,000	25,000
5	15,000	30,000	30,000
6	20,000	40,000	40,000
7	25,000	50,000	50,000
8	30,000	60,000	60,000
9	40,000	80,000	80,000
10	50,000	100,000	100,000
11	60,000	120,000	120,000
12	80,000	160,000	160,000

ROUND 3 - 8 PLAYERS			
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,500	2,500
2	1,500	3,000	3,000
3	2,000	4,000	4,000
4	3,000	6,000	6,000
5	4,000	8,000	8,000
6	5,000	10,000	10,000
7	6,000	12,000	12,000
8	8,000	16,000	16,000
9	10,000	20,000	20,000
10	10,000	25,000	25,000
11	15,000	30,000	30,000
12	20,000	40,000	40,000

Notes:

- *Registration closes prior to first draw or sell out at 32 entries.
- *Possible byes in round 1.
- *Shot Clock rules apply at the each match start.
Each player will receive 5 (30 seconds) Time Bank cards for each match.

MULTI FLIGHTS SIDE EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#1 Jeju Open	Day 1 A, B, C - 30,000 Day 1 D - 20,000	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 10 @ 15:40 Day 1 B - LEVEL 10 @ 20:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#8 Mystery Big Bounty	Day 1 A, B, C - 30,000 Day 1 D - 20,000	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 10 @ 15:40 Day 1 B - LEVEL 10 @ 20:40 Day 1 C - LEVEL 10 @ 22:45 Day 1 D - TD Discretion
#25 Mystery Bounty	Day 1 A, B, C, D - 30,000 Day 1 E - 20,000	Day 1 A, C - 30 Day 1 B, D - 15 Day 1 E - Flipout	FINAL - 40 Day 1 A, C - LEVEL 10 @ 19:30 Day 1 B, D - LEVEL 10 @ 21:45 Day 1 E - TD Discretion
#50 Monster Stack	Day 1 A, B, C - 50,000 Day 1 D - 33,300	Day 1 A - 30 Day 1 B - 25 Day 1 C - 10 Day 1 D - Flipout	FINAL - 40 Day 1 A - LEVEL 12 @ 17:45 Day 1 B - LEVEL 12 @ 22:30 Day 1 C - LEVEL 12 @ 23:15 Day 1 D - TD Discretion
#56 Mini Main Event	Day 1 A, B - 30,000 Day 1 C - 20,000	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30 Day 1 A - LEVEL 9 @ 15:15 Day 1 B - LEVEL 9 @ 20:15 Day 1 C - LEVEL 9 @ 22:30 Day 1 D - TD Discretion
#63 The Closer	Flight A, B - 30,000 Flight C - 20,000	Flight A - 20 Flight B - 10 Flight C - Flipout	FINAL - 20 Flight A - LEVEL 10 @ 14:50 Flight B - LEVEL 10 @ 17:55 Flight C - TD Discretion

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	800	1,600	1,600
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000

*Next page for more details

MULTI FLIGHTS SIDE EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000

Notes:

*Re-entry is allowed until the end of the registration.

*Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.

*All lesser stacks that have been removed from play will get paid based on the minimum payout.

*All Day 1s will play until the field is In The Money (10% or 15%) round up to the next whole number.

*The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed (**EXCEPT #50**).

*There will be a full seat redraw prior to Day 2.

*Shot Clock will use when 1 table off to the money.

Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

*#8 Mystery Big Bounty

*45% of the prizepool will be collected as mystery bounty.

*All lesser stacks that have been removed from play will get paid based on the minimum payout and **one bounty ticket**.

*#25 Mystery Bounty

*33% of the prizepool will be collected as mystery bounty.

*All lesser stacks that have been removed from play will get paid based on the minimum payout and **one bounty ticket**.

Mechanics:

*Mystery Bounties are introduced once players have reached ITM (In the money).

*Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.

*Players in the game can only draw bounties during any break time unless they have been eliminated or in the Final Table.

*At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

*#50 Monster Stack

*Day 2 blind starts at 5,000/10,000(10,000).

*Flipout for #1, #8, #15, #25, #50, #56 & #63

*Flipout - Must be started with 10 on one table and all players must go all-in in the first hand.

*If there is a chop, the winners must play for one or more hands and go all-in in every hand until only one player remains.

*Winner of every 10 players will qualified to Day 2.

ULTRA STACK

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#15 Ultra Stack	Day 1 A, B, C - 60,000 Day 1 D - 40,000	Day 1 A, B - 25 Day 1 C - 15 Day 1 D - Flipout	FINAL - 30

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	400	800	800
7	500	1,000	1,000
8	600	1,200	1,200
9	800	1,600	1,600
10	1,000	2,000	2,000
11	1,000	2,500	2,500
12	2,000	3,000	3,000
13	2,000	4,000	4,000
14	3,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
18	6,000	12,000	12,000
19	8,000	16,000	16,000
20	10,000	20,000	20,000
21	10,000	25,000	25,000
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
25	30,000	60,000	60,000
26	40,000	80,000	80,000
27	50,000	100,000	100,000
28	60,000	120,000	120,000
29	80,000	160,000	160,000
30	100,000	200,000	200,000
31	100,000	250,000	250,000
32	150,000	300,000	300,000

*Next page for more details

ULTRA STACK

Notes:

*Re-entry is allowed until the end of the registration.

*Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.

*All lesser stacks that have been removed from play will get paid based on the minimum payout.

*All Day 1s will play until the field is In The Money (10% or 15%) round up to the next whole number.

*The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.

*There will be a full seat redraw prior to Day 2.

*Shot Clock will use when 1 table off to the money.

Day 1(15% / 10%) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 2 time banks, will reset to 5 time banks at start of Final Day, and will reset to 5 time banks at the Final Table.

SINGLE DAY SIDE EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#12, #41, #49, #61, #66 Mystery Bounty - Turbo	15,000	15	REFER TO SCHEDULE PAGE
#7 Atomic Pineapple - Hyper Turbo	15,000	10	LEVEL 7 @ 01:19
#10 Couples Event	30,000	20	LEVEL 8 @ 17:55
#14 NLH - Knockout (KRW 100K Bounty) - Hyper Turbo	15,000	10	LEVEL 7 @ 01:19
#17,#26 Ladies Event	20,000	20	LEVEL 8 @ 17:55
#5, #20, #37, #44 NLH - Knockout (KRW 200K Bounty) - Turbo	15,000	15	#5, #20 LEVEL 7 @ 23:00 #37, #44 LEVEL 7 @ 13:00
#22 Magic Poker - Hyper Turbo	15,000	10	LEVEL 7 @ 01:19
#29 NLH - Win The Button - Turbo	15,000	15	LEVEL 7 @ 00:00
#30 3 Card Hold'em - Hyper Turbo	15,000	10	LEVEL 7 @ 01:19
#32 Teams Event (2 Teammates per Team)	30,000	20	LEVEL 10 @ 18:45
#35, #53 NLH - Bounty Quattro - Turbo	15,000	15	#35 LEVEL 7 @ 00:00 #53 LEVEL 7 @ 22:00
#36, #43, #62 NLH - Hyper Turbo	15,000	10	#36, #62 LEVEL 7 @ 01:19 #43 LEVEL 7 @ 00:20
#52 NLH / PLO	20,000	20	LEVEL 8 @ 19:25
#55, #67 ALL-IN or FOLD	5,000 x 3	10	LEVEL 7 @ 23:20
#59 NLH - Turbo	15,000	15	LEVEL 7 @ 21:00

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	800	1,600	1,600
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000

*Next page for more details

SINGLE DAY SIDE EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000

Notes:

*Re-entry is allowed until the end of the registration.

*Shot Clock will use when 1 table off to the money.

Regular - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

*Mystery Bounty - Turbo

*33% of the prizepool will be collected as mystery bounty.

Mechanics:

*Mystery Bounties are introduced once players have reached ITM (In the money).

*Mystery Bounties are redeemed through a random draw made by the player upon elimination or becoming the event champion.

*Players in play, have the option to draw for a Mystery Bounty anytime.

*At the Final Table, Mystery Bounties will be claimed as soon as a player is eliminated.

*#5, #20, #37, #44 NLH - Knockout - Turbo

*Each Bounty worth **KRW 200K**.

*#7 Atomic Pineapple - Hyper Turbo

*Each player will receive 5 cards and will discard 1 card face down after betting is completed preflop, flop, and turn.

*Played 6 Handed and Final Table in 7 Handed.

*#10 Couples Event

*Couples must have one man and one woman.

*Couples are allowed to discuss the hand quietly, but only one designated player may handle the chips and declare the action per hand.

*Next page for more details

SINGLE DAY SIDE EVENT

Notes:

*#14 NLH - Knockout - Hyper Turbo

*Each Bounty worth KRW 100K.

*#17, #26 Ladies Event

*Man allowed to enter with 5x buy-in.

*KRW 600K Bounty for each MAN eliminated.

*#22 Magic Poker - Hyper Turbo

*Magic cards are distributed only after the registration closed.

*Each player can hold only one (1) Magic Card. If you eliminate a player who has a card, you are allowed to take their card, but you are not hold more than one (1) card.

MAGIC CARDS:	Function:	When to use:
Chip Leader Swap	Swap stacks with the chip leader	Before the cards are dealt
Chip Steal	Take 50% from a player (who has a bigger stack size than you) at your table.	Before the cards are dealt
Redraw River	Re-draw the river card	When no more action and the RIVER is dealt
Reborn	Re-enter at the same table and start with 50% of average stack size	When eliminated
Peek a Card	Look at one of an opponent's cards in any period of the hand	During the hand
Force Dead Money	Force a player to pay 50% of his/her chips into the pot on next hand (dead money).	Before the cards are dealt
Steal Magic Card	Take another player's Function Card	Before the cards are dealt
Shield	Block one Function Card used on you	When the function card is used by someone else
Blank Card	No power. If stolen, draw a new good card (from first 4 category in the card list)	None

*#29 NLH - Win The Button - Turbo

*Player who wins the pot of the hand will get the dealer button for next hand.

*If split pot the player who closest to the current button left side will be the next button.

*#30 3 Card Hold'em - Hyper Turbo

*Can use 0 / 1 / 2 / 3 hold card(s).

*#32 Teams Event

*Each team consists of 2 teammates.

*The first teammate receives half a stack at level 1. The second half stack will be received by another teammate at level 2.

*If the first teammate busts at level 1, the stack for another teammate will be played.

*When only 3 teams remain, 2 teammates are allowed to play together.

*Team members must be replaced after Level 1 and may be changed at subsequent levels as the player wishes.

*Each team has 5 discussion cards, and each discussion card has 1 minutes allowed 2 teammates discuss for the hand.

*#35, #53 NLH - Bounty Quattro - Turbo

*Bounties active when 25% of the field remaining

*Each Bounty worth KRW 800K.

*#52 NLH / PLO

*Game will change every 8 hands dealt.

*Ante only apply to NLH game.

*#55, #67 ALL-IN or FOLD

*Played 6 Handed and Final Table in 7 Handed.

*Players have the option of starting with 1, 2 or 3 bullets at once.

*Bullets can only be redeemed before the start of a hand.

POT LIMIT OMAHA

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#6 PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	15,000	15	LEVEL 7 @ 23:30
#13 PL Omaha - Turbo	15,000	15	LEVEL 7 @ 23:30
#19 PL Omaha Hi-Lo - 5 Card (Big O)	20,000	15	LEVEL 8 @ 19:25
#27 PL Omaha - High Mix - 4 Card, 5 Card, 6 Card	20,000	20	LEVEL 8 @ 19:25
#33 PL Omaha	20,000	15	LEVEL 8 @ 19:25
#38 PL Omaha Masters	30,000	30	LEVEL 10 @ 19:30
#46 PL Omaha - Double Board - Bomb Pot	20,000	20	LEVEL 8 @ 19:25
#48 PL Omaha - Knockout (KRW 100K Bounty) - Turbo	15,000	15	LEVEL 7 @ 23:30
#54 PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	15,000	15	LEVEL 7 @ 23:30
#58 PL Omaha - High Mix - 4 Card, 5 Card, 6 Card	20,000	20	LEVEL 8 @ 19:25
#60 PL Omaha Hi-Lo - 5 Card (Big O) - Turbo	15,000	15	LEVEL 7 @ 23:30
#64 PL Omaha - Knockout (KRW 200K Bounty)	20,000	20	LEVEL 8 @ 16:55

LEVEL	SMALL BLIND	BIG BLIND
1	100	100
2	100	200
3	200	300
4	200	400
5	300	500
6	300	600
7	400	800
8	500	1,000
9	600	1,200
10	800	1,600
11	1,000	2,000
12	1,000	2,500
13	2,000	3,000
14	2,000	4,000
15	3,000	5,000

*Next page for more details

POT LIMIT OMAHA

LEVEL	SMALL BLIND	BIG BLIND
16	3,000	6,000
17	4,000	8,000
18	5,000	10,000
19	6,000	12,000
20	8,000	16,000
21	10,000	20,000
22	10,000	25,000
23	15,000	30,000
24	20,000	40,000
25	25,000	50,000
26	30,000	60,000
27	40,000	80,000
28	50,000	100,000
29	60,000	120,000
30	80,000	160,000
31	100,000	200,000
32	100,000	250,000
33	150,000	300,000

Notes:

*Re-entry is allowed until the end of the registration.

*Shot Clock will use when 1 table off to the money.

Regular - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

*#48 PL Omaha - Knockout - Turbo

*Each Bounty worth **KRW 100K**.

*#6, #19, #54, #60 PL Omaha Hi-Lo - 5 Card (Big O)

*To win the whole pot must be the best hand of Hi and Lo pot.

*#46 PL Omaha - Double Board - Bomb Pot

*Each player will post the big blind, no action before the flop, and action will start once a flop is revealed.

*A winner will be determined for each board and a player can scoop the whole pot.

*#64 PL Omaha - Knockout - Turbo

*Each Bounty worth **KRW 200K**.

*#27, #58 PL Omaha - High Mix - 4 Card, 5 Card, 6 Card

*Played 7 Handed and Final Table 7 Handed.

*Game changes every 7 hands.

SHORT DECK

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#42 Short Deck Ante Only - Turbo	20,000 x 3	15	LEVEL 10 @ 00:15

LEVEL	ANTE	BUTTON
1	100	200
2	200	400
3	300	600
4	400	800
5	500	1,000
15 MINS		
6	600	1,200
7	800	1,600
8	1,000	2,000
9	1,200	2,400
10	1,500	3,000
15 MINS / END OF REGISTRATION / Chip Race 100s		
11	2,000	4,000
12	2,500	5,000
13	3,000	6,000
14	4,000	8,000
15	5,000	10,000
16	6,000	12,000
15 MINS / Chip Race 500s		
17	8,000	16,000
18	10,000	20,000
19	12,000	24,000
20	15,000	30,000
21	20,000	40,000
22	25,000	50,000
15 MINS / Chip Race 1,000s & 5,000s		
23	30,000	60,000
24	40,000	80,000
25	50,000	100,000

*Next page for more details

SHORT DECK

LEVEL	ANTE	BUTTON
26	60,000	120,000
27	80,000	160,000
28	100,000	200,000
15 MINS		
29	120,000	240,000
30	150,000	300,000
31	200,000	400,000
32	250,000	500,000

Notes:

*Re-entry is allowed until the end of the registration.

*Each Player will start with 3 Bullets of 20,000 Chips each.

*All Bullets must go into play at the start of Level 10.

*Shot Clock will use when 1 table off to the money.

*Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

NL SINGLE DRAW 2-7

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#28 NL - Single Draw Mix (A-5, 2-7) - Turbo	30,000	15	LEVEL 7 @ 23:30

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	200
2	100	200	300
3	200	300	500
4	200	400	600
5	300	500	800
6	300	600	900
7	400	800	1,200
15 MINS / END OF REGISTRATION			
8	500	1,000	1,500
9	800	1,600	2,400
10	1,000	2,000	3,000
11	1,500	3,000	4,500
12	2,000	4,000	6,000
13	2,500	5,000	7,500
14	3,000	6,000	9,000
15	4,000	8,000	12,000
15 MINS / Chips Race 100s & 500s			
16	5,000	10,000	15,000
17	8,000	16,000	24,000
18	10,000	20,000	30,000
19	15,000	30,000	45,000
20	20,000	40,000	60,000
21	25,000	50,000	75,000
22	30,000	60,000	90,000
15 MINS / Chips Race 5,000s			
23	40,000	80,000	120,000
24	50,000	100,000	150,000
25	80,000	160,000	240,000
26	100,000	200,000	300,000
27	120,000	240,000	360,000
28	150,000	300,000	450,000
29	200,000	400,000	600,000
30	250,000	500,000	750,000

*Next page for more details

NL SINGLE DRAW 2-7

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 MINS			
31	300,000	600,000	900,000
32	400,000	800,000	1,200,000
33	500,000	1,000,000	1,500,000
34	600,000	1,200,000	1,800,000
35	800,000	1,600,000	2,400,000

Notes:

*Re-entry is allowed until the end of the registration.

*Played 7 Handed and Final Table in 7 Handed.

*Game will change every 7 hands dealt.

*Shot Clock will use when 1 table off to the money.

*Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

LIMIT TRIPLE DRAW 2-7

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#11 Limit - Triple Draw - LowBall Mix (A-5, 2-7)	50,000	20	LEVEL 8 @ 19:25
#21, #34 Limit - Triple Draw - LowBall Mix (A-5, 2-7) - Turbo	50,000	15 / 10	LEVEL 8 @ 23:45

LEVEL	SMALL BLIND	BIG BLIND	LIMITS
1	200	400	400 - 800
2	200	500	500 - 1,000
3	300	600	600 - 1,200
4	400	800	800 - 1,600
5	500	1,000	1,000 - 2,000
6	600	1,200	1,200 - 2,400
7	800	1,600	1,600 - 3,200
8	1,000	2,000	2,000 - 4,000
9	1,000	2,500	2,500 - 5,000
10	1,500	3,000	3,000 - 6,000
11	2,000	4,000	4,000 - 8,000
12	2,500	5,000	5,000 - 10,000
13	3,000	6,000	6,000 - 12,000
14	4,000	8,000	8,000 - 16,000
15	5,000	10,000	10,000 - 20,000
16	6,000	12,000	12,000 - 24,000
17	8,000	16,000	16,000 - 32,000
18	10,000	20,000	20,000 - 40,000
19	10,000	25,000	25,000 - 50,000
20	15,000	30,000	30,000 - 60,000
21	20,000	40,000	40,000 - 80,000
22	25,000	50,000	50,000 - 100,000
23	30,000	60,000	60,000 - 120,000
24	40,000	80,000	80,000 - 160,000
25	50,000	100,000	100,000 - 200,000
26	60,000	120,000	120,000 - 240,000
27	80,000	160,000	160,000 - 320,000
28	100,000	200,000	200,000 - 400,000
29	120,000	240,000	240,000 - 480,000
30	150,000	300,000	300,000 - 600,000
31	200,000	400,000	400,000 - 800,000
32	250,000	500,000	500,000 - 1,000,000

*Next page for more details

LIMIT TRIPLE DRAW 2-7

Notes:

*Re-entry is allowed until the end of the registration.

*Played 6 Handed and Final Table 7 Handed.

*Game will change every 6 hands dealt.

*Shot Clock will use when 1 table off to the money.

Regular - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

***#21, #34 - Limit Triple Draw - LowBall Mix (A-5, 2-7) - Turbo**

*Play 10 mins clock after registration closed.

7 CARD STUD

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG. CLOSE END
#4 7-Card Stud (Stud, Razz)	20,000	20	LEVEL 8 @ 19:25
#16 7-Card Stud (Stud, Razz)			LEVEL 8 @ 16:55

LEVEL	ANTE	BRING IN	COMPLETION	LIMITS
1	100	100	200	200 - 400
2	100	100	300	300 - 600
3	100	100	400	400 - 800
4	100	200	500	500 - 1,000
5	100	200	600	600 - 1,200
6	200	200	800	800 - 1,600
7	200	300	1,000	1,000 - 2,000
8	300	300	1,200	1,200 - 2,400
15 MINS / END OF REGISTRATION				
9	300	500	1,500	1,500 - 3,000
10	500	500	2,000	2,000 - 4,000
11	500	1,000	3,000	3,000 - 6,000
12	1,000	1,000	3,000	3,000 - 6,000
13	1,000	1,000	4,000	4,000 - 8,000
14	1,000	2,000	5,000	5,000 - 10,000
15	1,500	2,000	6,000	6,000 - 12,000
16	2,000	2,000	8,000	8,000 - 16,000
17	2,000	3,000	10,000	10,000 - 20,000
18	3,000	3,000	12,000	12,000 - 24,000
19	3,000	5,000	15,000	15,000 - 30,000
20	5,000	5,000	20,000	20,000 - 40,000
21	5,000	7,000	25,000	25,000 - 50,000
22	10,000	10,000	30,000	30,000 - 60,000
23	10,000	15,000	40,000	40,000 - 80,000
24	15,000	15,000	50,000	50,000 - 100,000
25	20,000	20,000	60,000	60,000 - 120,000
26	20,000	30,000	75,000	75,000 - 150,000
27	30,000	30,000	80,000	80,000 - 160,000
28	30,000	50,000	100,000	100,000 - 200,000
29	50,000	50,000	125,000	125,000 - 250,000
30	50,000	60,000	150,000	150,000 - 300,000
31	50,000	60,000	175,000	175,000 - 350,000
32	50,000	60,000	200,000	200,000 - 400,000

*Next page for more details

7 CARD STUD

Notes:

*Re-entry is allowed until the end of the registration.

*Played 8 Handed and Final Table 8 Handed.

*Game changes every 8 hands.

*Shot Clock will use when 1 table off to the money.

Regular - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

SATELLITE

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
22	10,000	25,000	25,000
23	15,000	30,000	30,000

Notes:

*Re-entry is allowed until the end of the registration.

*A Player who accumulates a certain amount in tournament chips ("The Milestone") or more will instantly be awarded one seat.

*The tournament floors will verify the player has achieved the milestone, the player will be removed from the tournament and the chips will be removed from play.

*The tournament will finish when the remaining players equals the total prize seats minus the number of players previously won the seats. And the remaining players will be awarded the seat.

*Any funds falling short of the price of a seat will go to the runner up of the last seat being awarded.

"*A Tournament Supervisor must be called to verify the tournament chip count of a player who is making a claim for a Tournament Prize."

*Players may request that a Tournament Supervisor count their stack at any time between hands.

*Shot Clock will use when 1 table off to the money.

(Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

*Players will initially receive 3 time banks and will reset to 3 time banks at the Final Table.

PAYOUTS

* ALL EVENTS WILL BE PAID TO THE NEAREST 10,000

Players	1-3	4-7	8-15	16-23	24-31	32-47	48-55	56-63	64-71	72-87	88-103	104-111	112-135	136-151
1	100.000	65.000	50.000	42.000	37.000	34.000	31.500	30.000	29.250	27.500	26.550	25.750	25.160	24.000
2		35.000	30.000	28.000	25.500	23.500	22.750	21.700	21.000	19.550	18.450	17.700	17.000	16.350
3			20.000	18.000	16.250	15.000	14.500	14.000	13.650	12.800	12.200	11.600	11.050	10.800
4				12.000	11.750	11.500	11.000	10.600	10.300	9.850	9.550	9.400	9.150	8.900
5					9.500	9.000	8.500	8.200	8.000	7.800	7.700	7.550	7.380	7.150
6						7.000	6.500	6.400	6.200	6.100	6.000	5.900	5.820	5.600
7							5.250	5.100	4.900	4.800	4.750	4.650	4.450	4.200
8								4.000	3.800	3.750	3.700	3.550	3.350	3.100
9									2.900	2.850	2.800	2.600	2.500	2.400
10-11										2.500	2.150	2.100	2.050	2.000
12-13											2.000	1.850	1.800	1.750
14-15												1.700	1.650	1.600
16-17													1.570	1.450
18-20														1.300

Players	152-175	176-199	200-255	256-311	312-359	360-415	416-471	472-519	520-575	576-631	632-679	680-735	736-791	792-839
1	23.250	22.150	21.150	20.050	19.490	19.400	19.350	19.300	19.190	19.150	19.080	18.940	18.890	18.840
2	15.750	14.950	14.240	13.330	12.380	12.300	12.200	12.160	12.040	11.920	11.780	11.590	11.510	11.460
3	10.500	10.290	10.040	9.750	9.280	8.890	8.750	8.710	8.620	8.530	8.420	8.280	8.160	8.100
4	8.600	8.390	8.140	7.870	7.510	7.190	6.950	6.860	6.720	6.600	6.450	6.270	6.160	6.100
5	6.900	6.690	6.440	6.170	5.920	5.690	5.450	5.390	5.270	5.200	5.110	4.990	4.880	4.810
6	5.350	5.140	4.890	4.670	4.520	4.380	4.270	4.210	4.140	4.070	3.980	3.830	3.690	3.610
7	3.960	3.740	3.570	3.430	3.320	3.260	3.210	3.170	3.090	3.010	2.900	2.770	2.650	2.570
8	2.910	2.710	2.610	2.520	2.440	2.360	2.280	2.210	2.140	2.070	1.982	1.890	1.810	1.780
9	2.320	2.240	2.160	2.090	2.000	1.910	1.820	1.750	1.690	1.630	1.570	1.500	1.430	1.408
10 - 11	1.950	1.900	1.830	1.750	1.680	1.580	1.510	1.450	1.390	1.340	1.280	1.220	1.170	1.155
12 - 13	1.700	1.650	1.630	1.530	1.480	1.370	1.310	1.240	1.180	1.120	1.059	1.050	1.040	1.033
14 - 15	1.550	1.500	1.480	1.380	1.330	1.210	1.150	1.080	1.030	0.980	0.959	0.950	0.940	0.933
16 - 17	1.400	1.350	1.330	1.230	1.180	1.090	1.030	0.960	0.910	0.880	0.859	0.850	0.840	0.833
18 - 20	1.260	1.200	1.180	1.080	1.030	0.990	0.930	0.860	0.810	0.780	0.759	0.750	0.740	0.733
21 - 23	1.160	1.100	1.080	0.980	0.930	0.890	0.830	0.760	0.710	0.680	0.659	0.650	0.640	0.633
24 - 27		1.000	0.980	0.880	0.830	0.790	0.730	0.660	0.610	0.590	0.565	0.550	0.540	0.533
28 - 31			0.880	0.780	0.730	0.690	0.630	0.580	0.530	0.510	0.495	0.470	0.465	0.462
32 - 39				0.690	0.640	0.590	0.530	0.500	0.470	0.450	0.435	0.420	0.410	0.402
40 - 47					0.570	0.490	0.460	0.430	0.410	0.390	0.375	0.370	0.360	0.350
48 - 55						0.490	0.460	0.430	0.410	0.390	0.375	0.370	0.360	0.350
56 - 63							0.425	0.380	0.370	0.350	0.335	0.320	0.315	0.305
64 - 71								0.380	0.370	0.350	0.335	0.320	0.315	0.305
72 - 79									0.340	0.310	0.295	0.290	0.275	0.260
80 - 87										0.310	0.295	0.290	0.275	0.260
88 - 95											0.295	0.290	0.275	0.260
96 - 103												0.270	0.250	0.225
104 - 111													0.250	0.225
112 - 119														0.225

*Next page for more details

RULES

Rules:

The latest Tournament Director Association rules will be used.

Big Blind Ante Format :

There will be one single ante posted for the whole table by the player in the big blind in the amount equivalent to the big blind.

The Big Blind is posted 1st before the Ante.

Antes never reduce until the end of the tournament.

Redraws :

Paying more than 15, redraw at 24, 9.

Paying less than 16, redraw at 9.

At DAY 2+, more than 4 tables, redraw at 24, 9.

At DAY 2+, less than 5 tables, redraw at 9.

Players per table :

All tournaments except 6 handed, high roller, and super high roller will start 9 handed tables based on table availability, and will move to 8 handed as soon as possible.

Shot Clock Rules :

Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.

Each player will receive 12 (30 second) Time Bank cards upon registering before the tournament starts.

Each Time Bank will grant 30 extra seconds regardless of the street that will be used in.

Each player who qualify to Day 2 will receive 3 extra Time Bank cards.

Upon reaching the Final Table all players will receive 3 extra Time Bank cards.

Time bank cards are non-transferrable and must be visible on the table at all times.

Time Bank cards will automatically put into play by the dealer once the initial time of making a decision ends.

A hand at play will be forfeited when facing a bet or raise should it no longer have time bank card/s when the clock runs down to zero.

The shot clock will be paused if the dealer needs to count out a bet of multiple chips that have multiple denominations and stacks.

Players will get a different number of Time Bank cards depending on which level he/she will be put into play (Please refer to the table below).

Players who re-enter will get their unused Time Banks back(12 MAX), even if they exceed the specific level criteria below.

LEVEL	TIME BANKS
Start (First 10 mins)	12
1	10
2	9
3	8
4	7
5	6
6	5

Final Table Hands:

At all Final Tables, blind levels are measured by hands played, not elapsed time:

LEVEL DURATION (MINS)	HANDS
60	30
40	20
30	15
25	13
20	10
15	8
10	5