

\$ 5 0 0

DEEP STACK

NLH TOURNAMENT



DAY 1A:

Thursday, Aug 15 ♦ 5:00 PM

DAY 1B:

Friday, Aug 16 ♦ 10:30 AM

DAY 1C:

Saturday, Aug 17 ♦ 10:30 AM

DAY 2:

Sunday, Aug 18 ♦ 11:00 AM

30K CHIPS ♦ 30 MINUTE LEVELS

\$130 NLH Benchmark Satellite

Tuesday, Aug 13 ♦ 6:30 PM

Wednesday, Aug 14 ♦ 10:30 AM

Thursday, Aug 15 ♦ 10:30 AM

\$500 DEEP STACK

Day 1A: Thursday, August 15 5:00 PM
Day 1B: Friday, August 16 10:30 AM
Day 1C: Saturday, August 17 10:30 AM
Day 2: Sunday, August 18 11:00 AM

30,000 Chips
30 Minute Levels
No Limit Hold'em—Big Blind Ante

Register at the Casino Cashier Cage with your MVP Rewards card.
 Tournament plays in the Poker Room.

Seating may be limited: 1A–10 tables gtd. seating; 1B & 1C–12 tables gtd. seating.
 Registration opens 2 hours prior to start on each day-1 and closes at the end of level 10 break (Approx. 4 PM/10:30 PM).

Pre-registered player's chip stacks will be put in play at the start of the event.
 Late registration and unlimited re-entry available through the first 10 levels of play on each day-1. All entries must be checked in to their table before the start of level 11

\$500 Buy-in: \$430 Prize Pool, \$20 Staff Appreciation, \$50 Entry Fee.
 This event does not qualify for Tournament Jackpot.

Rules of Multi-Day Play:

- 1) Each Day-1 plays down to 11% of entries (rounded up). Players bagging chips and advancing to Day-2 are "in the money." Day-2 clock will start at the earliest end time of all Day-1 flights.
- 2) Players may re-enter the same flight if they bust out during the registration period. Unlimited re-entry per flight.
- 3) "Best Stack Forward": Players may play multiple flights and advance their largest stack to Day-2. If a player bags chips in multiple flights the smaller stacks will be removed from play just prior to the start of day-2 and receive the minimum payout.
- 4) All advancing players will have their chips bagged and tagged and redraw for day-2 seating. Day-2 seating is random and non-transferable. Day-2 Seating will be posted after the completion of all day-1 flights.
- 6) Prize pool payouts will be posted after the completion of all day-1 flights and before the start of Day-2 play. All Day-2 players are "in the money."
- 7) 10 minute breaks after levels 4, 8, 10 & 14. Day-2 breaks are approx. every 4 levels with a 40 minute extended break when the final table of 9 is reached. Breaks may be adjusted at TD discretion.
- 8) Event plays 9 handed. Seat redraws will occur at the end of Day-1 and on Day-2 at 27 players and final table of 9.

Rules of Big Blind Ante:

- 1) The Big Blind is posted first.
- 2) A single Ante will be posted by the player in the Big Blind position only.
- 3) The Ante is the same amount as the Big Blind.
- 4) The Ante is dead money. All other players may win the entire ante.

LEVEL	BIG BLIND ANTE	SMALL BLIND	BIG BLIND
1	100	100	100
2	200	100	200
3	300	200	300
4	400	200	400
<i>10 Minute Break</i>			
5	500	300	500
6	600	300	600
7	800	400	800
8	1,000	500	1,000
<i>10 Minute Break</i>			
9	1,200	600	1,200
10	1,500	1,000	1,500
<i>10 Minute Break—End of Registration (Approx. 4:00 PM/10:30 PM)</i>			
11	2,000	1,000	2,000
12	2,500	1,500	2,500
13	3,000	1,500	3,000
14	4,000	2,000	4,000
<i>10 Minute Break—Color up 500</i>			
15	5,000	3,000	5,000
16	6,000	3,000	6,000
17	8,000	4,000	8,000
18	10,000	5,000	10,000
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	15,000	30,000
24	40,000	20,000	40,000
25	50,000	25,000	50,000
26	60,000	30,000	60,000
27	80,000	40,000	80,000
28	100,000	50,000	100,000
29	150,000	100,000	150,000
30	200,000	100,000	200,000
31	300,000	150,000	300,000
32	400,000	200,000	400,000
33	500,000	250,000	500,000
34	300,000	300,000	600,000

Special Events do not qualify for Tournament Jackpot.

Member TDA (Poker Tournament Directors Association). Complete TDA rules available on request.

In accordance with Federal Regulations, W-2G's will be issued on all Buy-In Tournament net payouts of more than \$5,000.

Canterbury Park management reserves the right to alter or cancel this promotion at any time.

