

THE STAR GOLD COAST



2026

TEXAS HOLD'EM & OMAHA POKER TOURNAMENTS AND SATELLITES

CONDITIONS FOR CONDUCT



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THE STAR POKER GOLD COAST

1. TOURNAMENT AND SATELLITE FORMAT DETAILS AND SCHEDULE OF EVENTS

Dates and Starting Times:

<div>  <div> QUEENSLAND SHOT CLOCK SUPER STACKS 2026 FEBRUARY 13 -24 </div>  </div>								
DATE	DAY	TIME	EVENT	BUY-IN	STACK	CLOCK	SHOT CLOCK	TIME BANK CHIPS
Feb-13	FRI	11.30 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		2.30 PM	11 GOLD COAST POKER CUP DAY 1A/2 (unlimited re-entry)	\$1,000 (\$875 + \$125)	50,000	30 MIN	30 SEC	YES
		7.15 PM	21 \$460 DOUBLE TROUBLE - ONE DAY EVENT (single re-entry)	\$460 (\$400 + \$60)	30,000	20 MIN	20 SEC	YES
		8.30 PM	GOLD COAST POKER CUP 1 in 5 SATELLITE (unlimited re-entry)	\$240 (\$200 + \$40)	12,000	15 MIN	15 SEC	NO
Feb-14	SAT	10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	31 \$460 PLO STACK BUSTER - ONE DAY EVENT (unlimited re-entry)	\$460 (\$400 + \$60)	30,000	20 MIN	20 SEC	YES
		12.30 PM	11 GOLD COAST POKER CUP DAY 1B/2 (unlimited re-entry)	\$1,000 (\$875 + \$125)	50,000	30 MIN	30 SEC	YES
		7.00 PM	41 \$900 SURFERS PARADISE DEEPSTACK DAY 1/2 (unlimited re-entry start of level 12 Day 2)	\$900 (\$800 + \$100)	50,000	30 MIN	30 SEC	YES
		7.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		8.30 PM	MONSTER STACK 1 in 5 SATELLITE (unlimited re-entry)	\$270 (\$230 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-15	SUN	10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	51 \$350 STACK ATTACK - ONE DAY EVENT (single re-entry)	\$350 (\$300 + \$50)	30,000	20 MIN	20 SEC	YES
		11.30 AM	11 GOLD COAST POKER CUP FINAL DAY	FINAL DAY		40 MIN	30 SEC	YES
		12.30 PM	41 \$900 SURFERS PARADISE DEEPSTACK FINAL DAY (unlimited re-entry start of level 12 Day 2)	\$900 (\$800 + \$100)	50,000	30 MIN	30 SEC	YES
		4.30 PM	61 \$1,150 MONSTER STACK DAY 1/2 (double re-entry)	\$1,150 (\$1,000 + \$150)	60,000	30 MIN	30 SEC	YES
		7.30 PM	71 \$400 SUNSET STACKER - ONE DAY EVENT (single re-entry)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES
Feb-16	MON	8.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	81 \$350 MINI-BOUNTY - ONE DAY EVENT (unlimited re-entry)	\$350 (\$200 + \$100 + \$50)	30,000	20 MIN	20 SEC	YES
		12.30 PM	61 \$1,150 MONSTER STACK FINAL DAY	FINAL DAY		30 MIN	30 SEC	YES
		2.30 PM	91 \$680 STACKED BOUNTY DAY 1/2 (unlimited re-entry)	\$680 (\$300 + \$300 + \$80)	40,000	30 MIN	30 SEC	YES
		7.15 PM	101 \$450 TEAMS EVENT - ONE DAY EVENT (freezeout)	\$450 (\$400 + \$50)	30,000	20 MIN	20 SEC	YES
		8.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-17	TUE	10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	111 \$350 PLO BOUNTY - ONE DAY EVENT (unlimited re-entry)	\$350 (\$200 + \$100 + \$50)	30,000	20 MIN	20 SEC	YES
		12.30 PM	91 \$680 STACKED BOUNTY FINAL DAY	FINAL DAY		30 MIN	30 SEC	YES
		2.30 PM	121 \$800 SURVIVOR BOUNTY DAY 1/2 (unlimited re-entry) BOUNTIES AT 25%	\$800 (\$500 + \$200 + \$100)	50,000	30 MIN	30 SEC	YES
		7.15 PM	131 \$400 RE-STACK - ONE DAY EVENT (single re-entry)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES
		7.30 PM	THE DOMINATOR 1 in 5 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-18	WED	8.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	141 \$400 STACKED OR CRACKED - ONE DAY EVENT (freezeout)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES
		12.30 PM	121 \$800 SURVIVOR BOUNTY DAY FINAL DAY BOUNTIES AT 25%	FINAL DAY		30 MIN	30 SEC	YES
		2.30 PM	151 \$1,250 THE DOMINATOR DAY 1/2 (double re-entry)	\$1,250 (\$1,100 + \$150)	100,000	30 MIN	30 SEC	YES
		7.30 PM	PRO STACK CHALLENGE 1 in 8 SATELLITE (unlimited re-entry)	\$240 (\$200 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-19	THU	10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	161 \$460 PLO SNATCH THE BOUNTY - ONE DAY EVENT (unlimited re-entry)	\$460 (\$200 + \$200 + \$60)	30,000	20 MIN	20 SEC	YES
		12.30 PM	151 \$1,250 THE DOMINATOR FINAL DAY	FINAL DAY		30 MIN	30 SEC	YES
		3.30 PM	171 \$1,600 PRO STACK CHALLENGE DAY 1/2 (double re-entry)	\$1,600 (\$1,400 + \$200)	200,000	30 MIN	30 SEC	YES
		6.30 PM	181 \$500 LONE STACK - ONE DAY EVENT (freezeout)	\$500 (\$440 + \$60)	30,000	20 MIN	20 SEC	YES
		8.15 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-20	FRI	10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	191 \$400 SINGLE STACK - ONE DAY EVENT (freezeout)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES
		12.30 PM	171 \$1,600 PRO STACK CHALLENGE FINAL DAY	FINAL DAY		30 MIN	30 SEC	YES
		2.30 PM	201 SUPER STACK MAIN EVENT DAY 1A/3 (unlimited re-entry)	\$1,500 (\$1,300 + \$200)	75,000	40 MIN	30 SEC	YES
		6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		8.15 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-21	SAT	10.15 AM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		10.30 AM	211 \$460 SNAP THE STACK - ONE DAY EVENT (freezeout)	\$460 (\$400 + \$60)	30,000	20 MIN	20 SEC	YES
		12.30 PM	201 SUPER STACK MAIN EVENT DAY 1B/3 (unlimited re-entry)	\$1,500 (\$1,300 + \$200)	75,000	40 MIN	30 SEC	YES
		6.30 PM	221 GC 600 SHOWDOWN - ONE DAY EVENT (single re-entry)	\$600 (\$530 + \$70)	40,000	20 MIN	20 SEC	YES
		7.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
		8.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	15 SEC	NO
Feb-22	SUN	10.30 AM	231 \$400 SUNDAY SINGLE SHOT - ONE DAY EVENT (freezeout)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES
		12.30 PM	201 SUPER STACK MAIN EVENT DAY 1C/3 (unlimited re-entry)	\$1,500 (\$1,300 + \$200)	75,000	40 MIN	30 SEC	YES
		6.30 PM	SUPER STACK MINI MAIN EVENT 1 in 5 SATELLITE (unlimited re-entry)	\$240 (\$200 + \$40)	15,000	15 MIN	15 SEC	NO
		8.15 PM	\$2K SUPREME PRO CHALLENGE 1 in 8 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN	16 SEC	NO
Feb-23	MON	10.30 AM	241 \$400 THE SOLO STACK - ONE DAY EVENT (freezeout)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES
		11.30 AM	201 SUPER STACK MAIN EVENT DAY 2/3	FINAL DAY		60 MIN	30 SEC	YES
		1.30 PM	251 SUPER STACK MINI - MAIN EVENT DAY 1/2 (double re-entry)	\$1,000 (\$875 + \$125)	75,000	30 MIN	30 SEC	YES
		6.30 PM	261 \$2K SUPREME PRO CHALLENGE DAY 1/2 (double re-entry)	\$2,000 (\$1,800 + \$200)	250,000	30 MIN	30 SEC	YES
Feb-24	TUE	10.30 AM	271 \$460 THE EARLY KO - ONE DAY EVENT (freezeout)	\$460 (\$400 + \$60)	30,000	20 MIN	20 SEC	YES
		12.30 PM	251 SUPER STACK MINI - MAIN EVENT FINAL DAY	FINAL DAY		30 MIN	30 SEC	YES
		12.45 PM	201 SUPER STACK MAIN EVENT FINAL DAY	FINAL DAY		60 MIN/30 MIN	30 SEC	YES
		1.30 PM	261 \$2K SUPREME PRO CHALLENGE FINAL DAY	FINAL DAY		30 MIN	30 SEC	YES
		2.30 PM	281 \$400 FINAL STACK SHOWDOWN - ONE DAY EVENT (single re-entry)	\$400 (\$350 + \$50)	30,000	20 MIN	20 SEC	YES

THE STAR POKER GOLD COAST

Satellites



SATELLITE SCHEDULE



DATE	DAY	TIME	EVENT	BUY-IN	STACK	CLOCK
Jan-30	FRI	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Jan-31	SAT	12.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-03	MON	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-05	THU	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-06	FRI	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-07	SAT	12.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-09	MON	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-10	TUE	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-11	WED	6.30 PM	SUPER STACK MAIN EVENT 1 in 6 SATELLITE (unlimited re-entry)	\$290 (\$250 + \$40)	15,000	15 MIN
Feb-12	THU	5.15 PM	GOLD COAST POKER CUP 1 in 5 SATELLITE (unlimited re-entry)	\$240 (\$200 + \$40)	12,000	15 MIN

Duration:

Until a winner is /winners are determined.

The Tournament Director reserves the right to call time and suspend action on a tournament, at their ultimate discretion if they believe it will not be completed within a twelve-hour period for that day's play, or to support any other responsible gambling initiative as deemed necessary. If time is called by a Tournament Director, the remaining entrants will return the following day at an agreed time to continue play and complete the tournament. Returning entrants will be seated at the same table and seat number when time was called, and play was suspended on the previous day. The Tournament Director will advise the returning entrants of the blind schedule prior to the commencement of the day's play.

Entrants may decide to Chop the prize money once the tournament reaches a certain stage when all remaining players are eligible for a prize payout (in the money). To initiate a Chop, all remaining Entrants must agree on the amount/percentage each Entrant will receive of the remaining prize pool amount. Casino Management will not be responsible for the Chop amounts agreed to by Entrants.

Betting Format:

No Limit Texas Hold'em & Omaha Poker

TOURNAMENT AND SATELLITE FORMAT

The maximum number of entrants for all tournaments and satellites will be determined by the number of tables available for each event up to a maximum of 2,000 entries for all events. A minimum of 2 entrants is required to commence each tournament or satellite.

The number of tables used will be determined by the number of entries received by the start of the tournament, with the number of Entrants being adjusted to evenly distribute Entrants between tables. Once all available seats have been allocated on these tables, every Entrant who enters the tournament prior to the completion of the registration period, will be considered an alternate.

An Entrant who is considered an alternate will be seated with a full starting stack when their seat becomes available. Alternate Entrants may be seated before re-entry Entrants.

The Casino Operator reserves the right to cancel a tournament with less than 10 Entrants.

2. **ENTRY FEE**

The Casino Operator reserves the right to pay the Entry Fee and Administration Fee for an Entrant into any tournament or satellite.

All Entry Fees are used exclusively as prize

3. **PRIZE POOL DIVIDENDS**

Satellites

Entrants in the satellite compete to win a Tournament entry with the satellite playing down until the remaining prize pool is less than the Tournament entry fee, with this remaining prize pool being awarded as a single cash* prize to the next placegetter. Entrants are only eligible to win one Tournament entry or cash* prize in a satellite.

Satellites will be run as per the attached schedule but may be offered at the discretion of the Casino Operator if there is sufficient interest from players.

All Satellites conducted during the Queensland Shot Clock Super Stacks 2026 period (January 30 – February 17, 2026) will have Shot Clocks introduced from the commencement of play and players will have 15 seconds to act. There will be no time bank chips allocated for satellites and all satellites will be subject to Shot Clock Rule 7.47.

All entry fees for the Super Stack Main Event 1 in 6 satellite will make up the total satellite prize pools, with one entry to the \$1,500 Super Stack Main Event on offer for every \$1,500 in the prize pools, and with any remaining money being awarded as a single cash* prize. Winning Satellite Players will be entered into Day 1a, 1b or 1c of the \$1,500 Super Stacks Main Event as directed by the Tournament Director.

All entry fees for the Gold Coast Poker Cup 1 in 5 satellite will make up the total satellite prize pools, with one entry to the \$1,000 Gold Coast Poker Cup on offer for every \$1,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

All entry fees for the Monster Stack 1 in 5 satellite will make up the total satellite prize pools, with one entry to the \$1,150 Monster Stack for every \$1,150 in the prize pools, and with any remaining money being awarded as a single cash* prize.

All entry fees for the The Dominator 1 in 5 satellite will make up the total satellite prize pools, with one entry to the \$1,250 The Dominator on offer for every \$1,250 in the prize pools, and with any remaining money being awarded as a single cash* prize.

All entry fees for the Pro Stack Challenge 1 in 8 satellite will make up the total satellite prize pools, with one entry to the \$1,600 Pro Stack Challenge on offer for every \$1,600 in the prize pools, and with any remaining money being awarded as a single cash* prize.

All entry fees for the Super Stack Mini Main Event 1 in 5 satellite will make up the total satellite prize pools, with one entry to the Super Stack Mini Main Event on offer for every \$1,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

All entry fees for the \$2K Supreme Pro Challenge 1 in 8 satellite will make up the total satellite prize pools, with one entry to the \$2K Supreme Pro Challenge on offer for every \$2,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Example:

Super Stack Main Event 1 in 6 satellite

Buy-in \$290 (\$250 Entry Fee + \$40 Administration Fee)

Super Stack Main Event Entry - \$1,500

Satellite Entries	Entry Fee	Total Prize Pool	Super Stack Main Event Tournament Entries	Cash* Prize
26	\$250	\$6,500	4	\$500

In the example, the fifth placegetter will receive \$500 cash* and the top four placegetters will each receive a Tournament entry to the Super Stack Main Event.

The Casino Operator reserves the right to guarantee a certain number of Tournament entries for a satellite with any short fall in entry fees to meet the guarantee to be covered by the Casino Operator.

Example:

If The Casino Operator, wishes to guarantee 10 Tournament entries will be available for a satellite and 100 entries will be required to meet this guarantee. If this number is short by 20 entries, The Casino Operator will cover the short fall in entry fees to make up the 10 Tournament entries.

Tournaments

The total value of the Prize Pool will be the Entry Fee multiplied by the number of Entrants, with the Prize Pool paid in accordance with the Cash Payout scale attached (See 8. Appendices).

*Cash prizes may be paid in cash, chips, electronic funds transfer, cheque or by transfer to a front money account at The Star Gold Coast at the discretion of the Casino Operator and in accordance with Queensland Casino regulations and approved ICMs.

4. TOURNAMENT STRUCTURES

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

SUPER STACK MAIN EVENT 1 in 6 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$290 (\$250 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events.

Registration until start of level 7

Starting Stack: 15,000 in tournament chips

Prizes: A \$1,500 Super Stack Main Event Entry for every \$1,500 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

GOLD COAST POKER CUP 1 in 5 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$240 (\$200 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 12,000 in tournament chips

Prizes: A \$1,000 Gold Coast Poker Cup entry for every \$1,000 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

MONSTER STACK 1 in 5 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$270 (\$230 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 15,000 in tournament chips

Prizes: A \$1,150 Monster Stack entry for every \$1,150 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

THE DOMINATOR 1 IN 5 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$290 (\$250 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 15,000 in tournament chips

Prizes: A \$1,250 The Dominator entry for every \$1,250 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

PRO STACK CHALLENGE 1 IN 8 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$240 (\$200 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 15,000 in tournament chips

Prizes: A \$1,600 Pro Stack Challenge entry for every \$1,600 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

SUPER STACK MINI – MAIN EVENT 1 IN 5 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$240 (\$200 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 15,000 in tournament chips

Prizes: A \$1,000 Super Stack Mini – Main Event entry for every \$1,000 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

\$2K SUPREME PRO CHALLENGE 1 IN 8 SATELLITE (UNLIMITED RE-ENTRY)

Buy-in \$290 (\$250 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 15,000 in tournament chips

Prizes: A \$2,000 Supreme Pro Challenge entry for every \$2,000 in the prize pool

Any remaining money will be awarded as a single cash* prize.

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
LEVEL 1	15 MIN	25	50	50
LEVEL 2	15 MIN	50	100	100
LEVEL 3	15 MIN	75	150	150
LEVEL 4	15 MIN	100	200	200
LEVEL 5	15 MIN	150	300	300
LEVEL 6	15 MIN	200	400	400
BREAK	15 MIN			
LEVEL 7	15 MIN	300	600	600
LEVEL 8	15 MIN	400	800	800
LEVEL 9	15 MIN	500	1,000	1,000
LEVEL 10	15 MIN	700	1,400	1,400
LEVEL 11	15 MIN	1,000	2,000	2,000
LEVEL 12	15 MIN	1,500	3,000	3,000
LEVEL 13	15 MIN	2,000	4,000	4,000
LEVEL 14	15 MIN	3,000	6,000	6,000
BREAK	15 MIN			
LEVEL 15	15 MIN	4,000	8,000	8,000
LEVEL 16	15 MIN	5,000	10,000	10,000
LEVEL 17	15 MIN	6,000	12,000	12,000
LEVEL 18	15 MIN	8,000	16,000	16,000
LEVEL 19	15 MIN	10,000	20,000	20,000
LEVEL 20	15 MIN	15,000	30,000	30,000
LEVEL 21	15 MIN	20,000	40,000	40,000
LEVEL 22	15 MIN	25,000	50,000	50,000
BREAK	30 MIN			
LEVEL 23	15 MIN	30,000	60,000	60,000

THE STAR POKER GOLD COAST

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #1 THE GOLD COAST POKER CUP (UNLIMITED RE-ENTRY)

Day 1a 13 February 2026 (2.30 PM), **Day 1b** 14 February 2026 (12.30 PM)

Day 2 15 February 2026 (11.30 AM)

Buy-in \$1,000 (\$875 Entry fee + \$125 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	40 MIN	4,000	8,000	8,000
LEVEL 18	2	40 MIN	5,000	10,000	10,000
LEVEL 19	2	40 MIN	6,000	12,000	12,000
BREAK	2	15 MIN			
LEVEL 20	2	40 MIN	10,000	15,000	15,000
LEVEL 21	2	40 MIN	10,000	20,000	20,000
LEVEL 22	2	40 MIN	15,000	25,000	25,000
BREAK	2	15 MIN			
LEVEL 23	2	40 MIN	15,000	30,000	30,000
LEVEL 24	2	40 MIN	20,000	40,000	40,000
LEVEL 25	2	40 MIN	25,000	50,000	50,000
BREAK	2	30 MIN			
LEVEL 26	2	40 MIN	30,000	60,000	60,000
LEVEL 27	2	40 MIN	40,000	80,000	80,000
LEVEL 28	2	40 MIN	50,000	100,000	100,000
BREAK	2	15 MIN			
LEVEL 29	2	40 MIN	75,000	125,000	125,000
LEVEL 30	2	40 MIN	75,000	150,000	150,000
LEVEL 31	2	40 MIN	100,000	200,000	200,000
BREAK	2	15 MIN			
LEVEL 32	2	40 MIN	125,000	250,000	250,000
LEVEL 33	2	40 MIN	150,000	300,000	300,000
LEVEL 34	2	40 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry until close of registration period.

STARTING STACK:

50,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 5-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 5 for Day 2 and for final table.

Prize Pool:

Winner will receive **AUD\$2,000 WPT Prime** entry as part of the WPT Australia Festival, Sydney 2026. The AUD\$2,000 amount will be deducted from the overall prize pool.

PLAYING LEVELS:

Day 1a & 1b will be 30 min levels and will play down to end of level 16.

Day 2 will be 40 min levels and will play down until a winner is declared.

Additional levels will be played if required to complete the tournament.

SEATING & RE-DRAWS

Play will be 9 handed. Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

THE STAR POKER GOLD COAST

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #2 \$460 DOUBLE TROUBLE – ONE DAY EVENT (SINGLE RE-ENTRY)

13 February 2026 (7.15 PM)

Buy-in \$460 (\$400 Entry fee + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #3 \$460 PLO STACK BUSTER – ONE DAY EVENT (UNLIMITED RE-ENTRY)

14 February 2026 (10.30 AM)

Buy-in \$460 (\$400 Entry fee + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Unlimited re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 8 handed with final table of 9.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #4 \$900 SURFERS PARADISE DEEPSTACKS (UNLIMITED RE-ENTRY)

Day 1 14 February 2026 (7.00 PM), Day 2 15 February 2026 (12.30 PM)

Buy-in \$900 (\$800 Entry fee + \$100 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	30 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	15 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
END DAY 1					
LEVEL 11	2	30 MIN	1,000	2,000	2,000
LEVEL 12	2	30 MIN	1,500	2,500	2,500
LEVEL 13	2	30 MIN	1,500	3,000	3,000
LEVEL 14	2	30 MIN	2,000	4,000	4,000
BREAK	2	15 MIN			
LEVEL 15	2	30 MIN	3,000	5,000	5,000
LEVEL 16	2	30 MIN	3,000	6,000	6,000
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
BREAK	2	15 MIN			
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
BREAK	2	30 MIN			
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
BREAK	2	15 MIN			
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
BREAK	2	15 MIN			
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
LEVEL 33	2	30 MIN	150,000	300,000	300,000
LEVEL 34	2	30 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 11 on day 2 (start of play).

FORMAT:

Unlimited re-entry until close of registration period.

STARTING STACK:

50,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 5-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 5 for Day 2 and for final table.

PLAYING LEVELS:

Day 1 will be 30 min levels and will play down to end of level 10.

Day 2 will be 30 min levels and will play down until a winner is declared.

Additional levels will be played if required to complete the tournament.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #5 \$350 STACK ATTACK – ONE DAY EVENT (SINGLE RE-ENTRY)

15 February 2026 (10.30 AM)

Buy-in \$350 (\$300 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #6 \$1,150 MONSTER STACK (DOUBLE RE-ENTRY)

Day 1 15 February 2026 (4.30 PM), Day 2 16 February 2026 (12.30 PM)

Buy-in \$1,150 (\$1,000 Entry fee + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	200	
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	15 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
END DAY 1					
LEVEL 14	2	30 MIN	2,000	4,000	4,000
LEVEL 15	2	30 MIN	3,000	5,000	5,000
LEVEL 16	2	30 MIN	3,000	6,000	6,000
LEVEL 17	2	30 MIN	4,000	8,000	8,000
BREAK	2	15 MIN			
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
LEVEL 21	2	30 MIN	10,000	20,000	20,000
BREAK	2	15 MIN			
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
LEVEL 25	2	30 MIN	25,000	50,000	50,000
BREAK	2	30 MIN			
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
LEVEL 29	2	30 MIN	75,000	125,000	125,000
BREAK	2	15 MIN			
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
LEVEL 33	2	30 MIN	150,000	300,000	300,000
BREAK	2	15 MIN			
LEVEL 34	2	30 MIN	200,000	400,000	400,000
LEVEL 35	2	30 MIN	250,000	500,000	500,000
LEVEL 36	2	30 MIN	300,000	600,000	600,000

STRUCTURE

REGISTRATION:

Until start of level 13.

FORMAT:

Double re-entry until close of registration period.

STARTING STACK:

60,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 5-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 5 for Day 2 and or final table.

PLAYING LEVELS:

Day 1 will play down until end of level 13 or final table of 9 players. Day 2 will play down until a winner is determined.

Levels will be 30 min for the duration of the tournament.

SEATING & RE-DRAWS

Play will move to 9 handed.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director. Additional Blind levels may be added if required.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #7 \$400 SUNSET STACKER – ONE DAY EVENT (SINGLE RE-ENTRY)

15 February 2026 (7.30 PM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #8 \$350 MINI - BOUNTY- ONE DAY EVENT (UNLIMITED RE-ENTRY)

16 February 2026 (10.30 AM)

Buy-in \$350 (\$200 Entry fee + \$100 Bounty + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT: Unlimited re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

BOUNTIES:

Bounty value is \$100. Players who share a pot where a Bounty is won will split the Bounty.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #9 \$680 STACKED BOUNTY– (UNLIMITED RE-ENTRY)

Day 1 16 February 2026 (2.30 PM), Day 2 17 February (12.30 PM)

Buy-in \$680 (\$300 Entry fee + \$300 Bounty + \$80 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
BREAK	2	30 MIN			
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	30 MIN	150,000	300,000	300,000
LEVEL 34	2	30 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

40,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 5-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 5 for Day 2 and or final table.

BOUNTIES:

Bounty value is \$300. Players who share a pot where a Bounty is won will split the Bounty.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament. Day 1 will play until end of level 16 or final table of 9 players. Day 2 will play down until a winner is declared.

SEATING & RE-DRAWS

Play will be 9 handed. Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #10 \$450 TEAMS EVENT – ONE DAY EVENT (FREEZEOUT)

16 February 2026 (7.15 PM)

Buy-in \$450 (\$400 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

Team of 2 players.

REGISTRATION: Until start of level 9.

FORMAT: Freezeout

STARTING STACK:

30,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Teams having 20 seconds to act. Teams will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Team Play Format:

At the beginning of the tournament, Player 1 will be seated with a starting stack of 15,000- and 3-time bank chips and will play Level 1. At the start of Level 2, Player 2 will take over, receiving an additional 15,000 chips added to remains of Player 1's stack. Teams entering after level 1 will have the full 30,000 stack in play.

If Player 1 is eliminated during Level 1, they will immediately receive the second 15,000-chip stack, and play will continue uninterrupted.

Players will alternate at the end of each level, rotating in and out accordingly.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 teams.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 11 \$350 PLO - BOUNTY- ONE DAY EVENT (UNLIMITED RE-ENTRY)

17 February 2026 (10.30 AM)

Buy-in \$350 (\$200 Entry fee + \$100 Bounty + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT: Unlimited re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

BOUNTIES:

Bounty value is \$100. Players who share a pot where a Bounty is won will split the Bounty.

SEATING & RE-DRAWS

Play will be 8 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #12 \$800 SURVIVOR BOUNTY– (UNLIMITED RE-ENTRY)

Day 1 17 February 2026 (2.30 PM), Day 2 18 February (12.30 PM)

Buy-in \$800 (\$500 Entry fee + \$200 Bounty + \$100 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
BREAK	2	30 MIN			
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	30 MIN	150,000	300,000	300,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

50,000 in tournament chips.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament. Day 1 will play until end of level 16 or final table of 9 entrants. Day 2 will play down until a winner is declared.

SHOT CLOCK:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 5-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 5 for Day 2 and or final table.

BOUNTY CHIPS:

Bounty Chips will come into play with 25% (rounded down) of Entrants remaining in the tournament. **Each Bounty Chip will be valued at \$800** with any remaining money in the Bounty prize pool awarded to the overall winner of the tournament.

Entrants who share a pot where a Bounty is won will split the Bounty.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 13 \$400 RE-STACK – ONE DAY EVENT (SINGLE RE-ENTRY)

17 February 2026 (7.15 PM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 14 \$400 STACKED OR CRACKED – ONE DAY EVENT (FREEZEOUT)

18 February 2026 (10.30 AM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #15 \$1,250 THE DOMINATOR (DOUBLE RE-ENTRY)

Day 1 18 February 2026 (2.30 PM), Day 2 19 February (12.30 PM)

Buy-in \$1,250 (\$1,100 Entry fee + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	200	200
LEVEL 2	1	30 MIN	200	300	300
LEVEL 3	1	30 MIN	200	400	400
LEVEL 4	1	30 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	400	800	800
LEVEL 6	1	30 MIN	500	1,000	1,000
LEVEL 7	1	30 MIN	600	1,200	1,200
LEVEL 8	1	30 MIN	800	1,600	1,600
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	1,000	2,000	2,000
LEVEL 10	1	30 MIN	1,500	2,500	2,500
LEVEL 11	1	30 MIN	1,500	3,000	3,000
LEVEL 12	1	30 MIN	2,000	4,000	4,000
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	3,000	5,000	5,000
LEVEL 14	1	30 MIN	3,000	6,000	6,000
LEVEL 15	1	30 MIN	4,000	8,000	8,000
END DAY 1					
LEVEL 16	2	30 MIN	5,000	10,000	10,000
LEVEL 17	2	30 MIN	6,000	12,000	12,000
LEVEL 18	2	30 MIN	10,000	15,000	15,000
LEVEL 19	2	30 MIN	10,000	20,000	20,000
BREAK	2	15 MIN			
LEVEL 20	2	30 MIN	15,000	25,000	25,000
LEVEL 21	2	30 MIN	15,000	30,000	30,000
LEVEL 22	2	30 MIN	20,000	40,000	40,000
LEVEL 23	2	30 MIN	25,000	50,000	50,000
BREAK	2	15 MIN			
LEVEL 24	2	30 MIN	30,000	60,000	60,000
LEVEL 25	2	30 MIN	40,000	80,000	80,000
LEVEL 26	2	30 MIN	50,000	100,000	100,000
LEVEL 27	2	30 MIN	75,000	125,000	125,000
BREAK	2	30 MIN			
LEVEL 28	2	30 MIN	75,000	150,000	150,000
LEVEL 29	2	30 MIN	100,000	200,000	200,000
LEVEL 30	2	30 MIN	125,000	250,000	250,000
LEVEL 31	2	30 MIN	150,000	300,000	300,000
BREAK	2	15 MIN			
LEVEL 32	2	30 MIN	200,000	400,000	400,000
LEVEL 33	2	30 MIN	250,000	500,000	500,000
LEVEL 34	2	30 MIN	300,000	600,000	600,000
LEVEL 35	2	30 MIN	400,000	800,000	800,000
BREAK	2	15 MIN			
LEVEL 36	2	30 MIN	500,000	1,000,000	1,000,000
LEVEL 37	2	30 MIN	600,000	1,200,000	1,200,000
LEVEL 38	2	30 MIN	800,000	1,600,000	1,600,000

STRUCTURE

REGISTRATION:

Until start of level 13.

FORMAT:

Double re-entry until close of registration period.

STARTING STACK:

100,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 5-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 5 for Day 2 and or final table.

PLAYING LEVELS:

Day 1 will play down until end of level 15 or final table of 9 players. Day 2 will play down until a winner is determined. Levels will be 30 min for the duration of the tournament.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director. Additional Blind levels may be added if required.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 16 \$460 PLO SNATCH THE BOUNTY – ONE DAY EVENT (UNLIMITED RE-ENTRY)

19 February 2026 (10.30 AM)

Buy-in \$460 (\$200 Entry fee + \$200 Bounty + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Unlimited re-entry until close of registration

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

BOUNTIES:

Bounty value is \$200. Players who share a pot where a Bounty is won will split the Bounty.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #17 \$1,600 PRO STACK CHALLENGE (DOUBLE RE-ENTRY)

Day 1 19 February 2026 (3.30 PM), Day 2 20 February (12.30 PM)

Buy-in \$1,600 (\$1,400 Entry fee + \$200 administration fee)

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

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Double re-entry permitted until close of registration period.

STARTING STACK:

200,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 6-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 6 for Day 2 and or final table.

PLAYING LEVELS

Day 1 will play to level 14 or final table of 9 entrants.

Day 2 will play down to a winner is declared. Levels will be 30 min for Day 1 and 40 min for the duration of the tournament.

SEATING & RE-DRAWS

Play will move to 8 handed when play permits with a final table of 9 entrants.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 18 \$500 LONE STACK – ONE DAY EVENT (FREEZEOUT)

19 February 2026 (6.30 PM)

Buy-in \$500 (\$440 Entry fee + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 19 \$400 SINGLE STACK – ONE DAY EVENT (FREEZEOUT)

20 February 2026 (10.30 AM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #20 SUPER STACK MAIN EVENT (UNLIMITED RE-ENTRY)

Day 1A 20 February 2026 (1.30 PM), Day 1B 21 February (12.30 PM),

Day 1c 22 February 2026 (12.30 PM), Day 2 23 February 2026 (11.30 AM), Day 3 February 24 (12.45 PM)

Buy-in \$1,500 (\$1,300 Entry fee + \$200 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	40 MIN	100	200	200
LEVEL 2	1	40 MIN	200	300	300
LEVEL 3	1	40 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 4	1	40 MIN	300	500	500
LEVEL 5	1	40 MIN	300	600	600
LEVEL 6	1	40 MIN	400	800	800
BREAK	1	15 MIN			
LEVEL 7	1	40 MIN	500	1,000	1,000
LEVEL 8	1	40 MIN	600	1,200	1,200
LEVEL 9	1	40 MIN	800	1,600	1,600
BREAK	1	30 MIN			
LEVEL 10	1	40 MIN	1,000	2,000	2,000
LEVEL 11	1	40 MIN	1,500	2,500	2,500
LEVEL 12	1	40 MIN	1,500	3,000	3,000
BREAK	1	15 MIN			
LEVEL 13	1	40 MIN	2,000	4,000	4,000
LEVEL 14	1	40 MIN	3,000	5,000	5,000
LEVEL 15	1	40 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 16	2	60 MIN	4,000	8,000	8,000
LEVEL 17	2	60 MIN	5,000	10,000	10,000
BREAK	2	15 MIN			
LEVEL 18	2	60 MIN	6,000	12,000	12,000
LEVEL 19	2	60 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 20	2	60 MIN	10,000	20,000	20,000
LEVEL 21	2	60 MIN	15,000	25,000	25,000
BREAK	2	30 MIN			
LEVEL 22	2	60 MIN	15,000	30,000	30,000
LEVEL 23	2	60 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 24	2	60 MIN	25,000	50,000	50,000
LEVEL 25	2	60 MIN	30,000	60,000	60,000
END DAY 2					
LEVEL 26	3	60 MIN	40,000	80,000	80,000
LEVEL 27	3	60 MIN	50,000	100,000	100,000
BREAK	3	15 MIN			
LEVEL 28	3	60 MIN	75,000	125,000	125,000
LEVEL 29	3	60 MIN	75,000	150,000	150,000
BREAK	3	15 MIN			
LEVEL 30	3	60 MIN	100,000	200,000	200,000
LEVEL 31	3	60 MIN	125,000	250,000	250,000
BREAK	3	30 MIN			
LEVEL 32	3	60 MIN	150,000	300,000	300,000
LEVEL 33	3	60 MIN	200,000	400,000	400,000
BREAK	3	15 MIN			
LEVEL 34	3	60 MIN	250,000	500,000	500,000
LEVEL 35	3	60 MIN	300,000	600,000	600,000
BREAK	3	15 MIN			
LEVEL 36	3	60 MIN	400,000	800,000	800,000
LEVEL 37	3	60 MIN	500,000	1,000,000	1,000,000

STRUCTURE

REGISTRATION:

Until start of level 10.

FORMAT:

Unlimited re-entries permitted until close of registration period.

STARTING STACK:

75,000 in tournament chips.

PLAYING LEVELS:

Day 1 will play down until end of level 15 or until 15% of players remain with 40 min levels. Day 1a, 1b and 1c must all finish with 15% remaining for players to be in the money on Day 2.

Day 2 will play down to end of level 25 or final table of 9 players with 60-minute levels.

Day 3 will play down until a winner is determined. Levels will be 60 min with **30 min levels when heads up**.

Additional levels will be added if required to complete the tournament.

Shot Clock: Shot clock will be introduced at the start of play with 30 sec for players to act. Players will receive 5-time bank chips at the start of play. Time bank chips will be re-set at 5 for day 2, day 3 and the final table.

SEATING & RE-DRAWS

Play will be 9 handed and may move to 8 handed on day 2 when play permits with a final table of 9.

Seating re-draws will be conducted prior to the start of day 2, day 3 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director. Additional Blind levels may be added if required.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 21 \$460 SNAP THE STACK – ONE DAY EVENT (FREEZEOUT)

21 February 2026 (10.30 AM)

Buy-in \$460 (\$400 Entry fee + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

THE STAR POKER GOLD COAST

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 22 GC 600 SHOWDOWN– ONE DAY EVENT (SINGLE RE-ENTRY)

21 February 2026 (6.30 PM)

Buy-in \$600 (\$530 Entry fee + \$70 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry permitted until close of registration.

STARTING STACK:

40,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 23 \$400 SUNDAY SINGLE SHOT – ONE DAY EVENT (FREEZEOUT)

22 February 2026 (10.30 AM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT 24 \$400 THE SOLO STACK – ONE DAY EVENT (FREEZEOUT)

23 February 2026 (10.30 AM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #25 SUPER STACK MINI - MAIN EVENT (DOUBLE RE-ENTRY)

Day 1 23 February 2026 (1.30 PM),

Day 2 24 February 2026 (12.30 PM)

Buy-in \$1,000 (\$875 Entry fee + \$125 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	200	200
LEVEL 2	1	30 MIN	200	300	300
LEVEL 3	1	30 MIN	200	400	400
LEVEL 4	1	30 MIN	300	500	500
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	600	600
LEVEL 6	1	30 MIN	400	800	800
LEVEL 7	1	30 MIN	500	1,000	1,000
LEVEL 8	1	30 MIN	600	1,200	1,200
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	800	1,600	1,600
LEVEL 10	1	30 MIN	1,000	2,000	2,000
LEVEL 11	1	30 MIN	1,500	2,500	2,500
LEVEL 12	1	30 MIN	1,500	3,000	3,000
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	2,000	4,000	4,000
LEVEL 14	1	30 MIN	3,000	5,000	5,000
LEVEL 15	1	30 MIN	3,000	6,000	6,000
LEVEL 16	1	30 MIN	4,000	8,000	8,000
BREAK	1	15 MIN			
LEVEL 17	1	30 MIN	5,000	10,000	10,000
LEVEL 18	1	30 MIN	6,000	12,000	12,000
END DAY 1					
LEVEL 19	2	30 MIN	10,000	15,000	15,000
LEVEL 20	2	30 MIN	10,000	20,000	20,000
LEVEL 21	2	30 MIN	15,000	25,000	25,000
LEVEL 22	2	30 MIN	15,000	30,000	30,000
BREAK	2	15 MIN			
LEVEL 23	2	30 MIN	20,000	40,000	40,000
LEVEL 24	2	30 MIN	25,000	50,000	50,000
LEVEL 25	2	30 MIN	30,000	60,000	60,000
LEVEL 26	2	30 MIN	40,000	80,000	80,000
BREAK	2	15 MIN			
LEVEL 27	2	30 MIN	50,000	100,000	100,000
LEVEL 28	2	30 MIN	75,000	125,000	125,000
LEVEL 29	2	30 MIN	75,000	150,000	150,000
LEVEL 30	2	30 MIN	100,000	200,000	200,000
BREAK	2	30 MIN			
LEVEL 31	2	30 MIN	125,000	250,000	250,000
LEVEL 32	2	30 MIN	150,000	300,000	300,000
LEVEL 33	2	30 MIN	200,000	400,000	400,000
LEVEL 34	2	30 MIN	250,000	500,000	500,000
BREAK	2	15 MIN			
LEVEL 35	2	30 MIN	300,000	600,000	600,000
LEVEL 36	2	30 MIN	400,000	800,000	800,000
LEVEL 37	2	30 MIN	500,000	1,000,000	1,000,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Double (2) re-entries permitted until close of registration period.

STARTING STACK:

75,000 in tournament chips.

PLAYING LEVELS:

Day 1 will play down until end of level 18.
Day 2 will play down until a winner is determined
Levels will be 30 min for the duration of the tournament

Additional levels will be added if required to complete the tournament.

Shot Clock: Shot clock will be introduced at the start of play with 30 sec for players to act.
Players will receive 5-time bank chips at the start of play. Time bank chips will be re-set at 5 for day 2 and the final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of day 2, day 3 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director. Additional Blind levels may be added if required.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #26 \$2K SUPREME PRO CHALLENGE (DOUBLE RE-ENTRY)

Day 1 23 February 2026 (6.30 PM), Day 2 24 February (1.30 PM)

Buy-in \$2,000 (\$1,800 Entry fee + \$200 administration fee)

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

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Double re-entry permitted until close of registration period.

STARTING STACK:

250,000 in tournament chips.

Shot Clock:

Shot Clock and Time Bank Chips will be in play from the start of the tournament with Players having 30 seconds to act. Players will receive 6-time bank chips at the start of play with each time bank chip worth an additional 30 sec to act. Time bank chips will be reset to 6 for Day 2 and or final table.

PLAYING LEVELS

Day 1 will play to level 12 or final table of 9 entrants.

Day 2 will play down to a winner is declared.

Levels will be 30 min for the duration of the tournament.

SEATING & RE-DRAWS

Play will move to 8 handed when play permits with a final table of 9 entrants.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #27 \$460 THE EARLY KO – ONE DAY EVENT (FREEZEOUT)

24 February 2026 (10.30 AM)

Buy-in \$460 (\$400 Entry fee + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

THE STAR POKER GOLD COAST

QUEENSLAND SHOT CLOCK SUPER STACKS 2026

EVENT #28 \$400 FINAL SHOWDOWN – ONE DAY EVENT (SINGLE RE-ENTRY)

24 February 2026 (2.30 PM)

Buy-in \$400 (\$350 Entry fee + \$50 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	30 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry permitted until close of registration.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

Action Clock:

Action Clock and Time Bank Chips will be in play from the start of the tournament with Players having 20 seconds to act. Players will receive 3-time bank chips at the start of play with each time bank chip worth an additional 20 sec to act. Time bank chips will be reset to 3 for final table.

SEATING & RE-DRAWS

Play will be 9 handed.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

5. **DEFINITIONS**

In these rules, unless contrary intention appears:

Administration Fee

A fee charged by the casino operator in addition to the Entry Fee to cover the associated costs of conducting the tournament.

All-In

means an Entrant who has invested all their remaining chips in the outcome of a hand. Their bet cannot exceed the structured limit and/or raise if a raise is an option. An all-in Entrant can only win that portion of the pot or pots to which they have contributed.

Alternates

means an Entrant who is permitted to enter a tournament with a full starting stack of chips for a predetermined period where seats are available after the tournament starts or as Entrants are eliminated and seats become available, or where an additional table is added subsequent to the tournament commencement.

Ante

means a predetermined contribution to the pot placed by all Entrants prior to the first card being dealt in a round of play.

Balancing

means the method by which Entrants may be moved between across the tournament tables in use.

Big Blind Ante

means that instead of each Entrant posting an ante, the Entrant in the Big Blind position will post a specified amount to cover all the ante bets.

Bounty Tournament

Tournament where entrants receive a cash* prize for eliminating other entrants.

Bounty Button

Bounty tournament entrants receive a bounty button which has a cash* or other prize value. If the entrant is eliminated, the entrant that eliminates them takes the bounty button which can be exchanged for a cash* or other designated prize.

Breaking

means the method by which the number of tournament tables may be reduced as Entrants are eliminated from the tournament.

Bubble

means the finishing position immediately before those positions for which Entrants will receive prize money.

Buy-In

means the amount paid by the tournament entrants to comprise a prize pool or prize pools.

Casino Operator

means The Star Entertainment QLD Limited, being the organiser of the tournament.

Chip Race

means the method by which lower denomination chips are coloured up to higher denomination chips and dispersed to Entrants when they are no longer required in the tournament.

Chop

means when Entrants at a certain stage of a tournament make a deal to split the remaining prize pool between them.

Eliminated Entrant

means an Entrant that is unable to continue in the tournament after going All-In and losing their remaining table stake.

Entrant

means an entrant who meets entry requirements to participate in a tournament.

Entry Fee

means the amount paid by the tournament entrant(s) to enter the tournament. The Casino Operator reserves the right to pay the Entry Fee and Administration Fee for an Entrant into any tournament. All Entry Fees are used exclusively as prizes.

Flip Satellite Tournament

Tournament format with no Administration Fee, where Entrants are required to go All-In from the first round of play and subsequent rounds of play until a winner is declared. The winner wins an entry into a higher buy-in tournament.

Force Majeure Event

means the occurrence of an event or cause beyond the control of the Casino Operator including but not limited to an act of God, lightning, storm, flood, fire, earthquake, explosion, war, terrorism, illness of the Casino Operator's staff, epidemic, pandemic (including COVID-19 and any of its variants), actions or decrees of governmental bodies (including closure of business, expropriation, governmental restraint and prohibition), withdrawal of regulatory approval for the tournament, withdrawal of any licence required by the Casino Operator to hold the tournament, strikes, lockouts or other labour or industrial disturbance.

Forfeit

where an Entrant forfeits their remaining chips. An Entrant who forfeits their chips may be entitled to re-buy/re-enter when permitted.

Hand For Hand

means when multiple tables are in play and play has reached a critical part of a tournament, the Tournament Director may direct that each table in play must wait for all other tables to complete their hands before starting the next hand. Times this may be directed include the Bubble, a significant increase in the next prize pool level, when players on one or more tables are slow playing to gain advantage or when play reaches one Entrant more than the final table makeup.

Heads Up

means a game of poker where two Entrants in a tournament play exclusively against each other.

Multi-Flight Tournaments

means a tournament with multiple day one's, after which all remaining Entrant's progress to play day 2.

Orbit

means one round of play for every Entrant at the table (e.g., if there are 8 Entrants at a table, an orbit is 8 rounds of play).

Penalties

means action taken against a tournament Entrant for abuse, disruptive behaviour, or contravention of the rules of play.

Placegetter

means a tournament Entrant who is either the overall Tournament winner, or who finishes in a position which will guarantee a stake in the tournament prize pool or advancement to a further session of play.

PLO

means the game of Omaha with the betting structure being Full Pot, where an Entrants bet, or raise is limited by the amount of the pot.

Re-Entry

means where a tournament format permits, an Entrant may, for a predetermined period of time, re-enter the tournament after being eliminated.

Satellite Tournament

means a lower buy-in tournament where winning Entrants receive entry into a higher buy-in tournament.

Session

means a period of play until a designated number of Entrants remain in the tournament or, a set time period or the play of a designated number of rounds of play, at the completion of which:

- (a) the winner and/or placegetters advance to a further session; or
- (b) the winner or placegetters are determined.

Shot Clock

means a tournament where an entrant has a specific amount of time allocated to act on their hand. If the tournament permits, an entrant may use a time bank chip to extend the amount of time they have to act on their hand.

If an entrant's Shot Clock expires and the entrant does not have any time-extension chips remaining, the entrant will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise. If the tournament permits, an entrant may use a time bank chip to extend the amount of time they have to act on their hand.

Substantial Action

means any two actions in turn by Entrants, with at least one of the actions resulting in chips being added to the pot (e.g., any two actions except 2 checks or two folds); or any combination of three actions in turn of check, bet, raise, call, or fold.

Survivor Bounty Tournament

means a Bounty Tournament where the bounties do not come into play until 20% (rounded down) of Entrants remain in the tournament. Bounty values will be the bounty buy-in amount multiplied by 5.

Table Cards

means turning all hole cards face up on the table and allowing the dealer and entrants to read the hand clearly.

Teams Event

means a tournament where a team of two players play together with the players alternating between levels.

Time Bank Chip

means a chip allocated to entrants for an Action or Shot clock Tournament which can be used to extend the amount of time the entrant has to act on their hand.

Tournament Chips

means non-value chips issued to tournament Entrants for the purpose of wagering during tournament play.

Tournament Director

means a licensed person(s), designated by the casino operator, who shall be present while the tournament is in progress and shall be responsible for the overall conduct of the tournament.

Tournament Float

means the float used on Tournament Poker Tables and shall be comprised of tournament chips which have no monetary value.

Tournament Poker

means a poker competition limited to those Entrants whose entries have been accepted by the Casino Operator.

Tournament Poker Table

means a table allocated by the casino to be used during the poker tournament.

6. CONDITIONS OF ENTRY

- 6.1 All applications for entry must be made at the Poker desk using the GES Poker Management System except for Flip Tournaments, where entry made be accepted by the casino operator at the designated Flip Tournament table.
- 6.2 Entrants must be members of the Loyalty Program.
- 6.3 The applicable Entry Fee and Administration Fee must be submitted at the time of entry and prior to the Entrant commencing the tournament. Entries may be accepted after this time at the discretion of the Tournament Director. Entry fees and Administration fees may be paid by Cash, Chips, Chip Purchase Vouchers or by Debit Card at the Poker Desk.
- 6.4 Entries for a particular tournament may be transferred to another Entrant provided that Entrant has not already entered that tournament.
- 6.5 At the discretion of the Tournament Director and subject to additional chip banks being available, for a predetermined period after the tournament commences, some tournaments may allow entrants to re-enter after they have been eliminated. The conditions for re-entry will be announced prior to the commencement of the tournament.
- 6.6 The number of entrants in a tournament may also include 'alternates'.
- 6.7 The Tournament Director reserves the right to refuse any application for entry to the tournament.
- 6.8 All entrants must abide by the tournament rules, practice proper etiquette, and generally contribute to an orderly event where all entrants feel welcome. Failure to do so may result in disqualification from the tournament.
- 6.9 Entrants disqualified from the tournament are not entitled to a refund of the Entry Fee and Administration fee and that entrant's tournament chips will be taken out of play.
- 6.10 Entrants will only be entitled to a refund of the Entry Fee and Administration Fee if the entrant cancels their entry not less than twenty-four (24) hours prior to the beginning of the tournament, in the event that the tournament does not proceed, or at the discretion of the Tournament Director.
- 6.11 All Entrants shall agree to such playing times as designated by the Tournament Director.
- 6.12 Entries will be limited to numbers specified by the Tournament Director.
- 6.13 Entrants are obliged to manage their individual time play management (**TPM**). Entrants may be asked to leave a tournament as a result of exceeding 12 hours of gaming (excluding breaks) in a 24-hour period. Entrants asked to leave for exceeding TPM will be eliminated from the tournament and their chips removed from play. Entrants eliminated for exceeding time play limits will not be reimbursed their entry fee.
- 6.14 The Casino Operator reserves the right to:
 - (a) monitor and interact with Entrants for the duration of the tournament to assess and identify actual and potential indicators of gambling related harm; and

- (b) intervene if the Casino Operator believes Entrants are displaying actual or potential indicators of gambling related harm, with such 'intervention' by the Casino Operator including but not being limited to: (a) preventing entry or re-entry to a tournament; and/or (b) where necessary to prevent further harm, removing an entrant from a tournament.

Entrants removed from the tournament will be eliminated and their chips removed from play. Entrants eliminated for displaying indicators of gambling related harm will not be reimbursed their entry fee and will be prevented from participating in any further event for the duration of the tournament.

- 6.15 Entrants are responsible for verifying their registration data and seat assignments are correct prior to a round of play commencing.
- 6.16 These tournaments are open to persons who are: (1) eighteen (18) years of age and over; (2) not excluded (including an exclusion direction or self-exclusion order) from a casino or premises operated by The Star Entertainment Group Limited (and its related entities); and (3) not the subject of a Withdrawal of Licence (WOL) from The Star Sydney, The Star Gold Coast, or The Star Brisbane.
- 6.17 Persons issued with a Temporary Prevention of Entry (TPOE) in accordance with ICM P, Safer Gambling and Exclusions, will not be permitted to enter or play in a tournament during the TPOE period.
 - (a) A person who has entered a tournament and then issued with a TPOE prior to the commencement of that tournament will be deregistered with the entry fee refunded to the entrant.
 - (b) A person who has entered a tournament and commenced playing, then issued with a TPOE will be disqualified from the tournament with the entry fee remaining in the tournament prize pool.
- 6.18 In the event of any dispute, the decision of the Tournament Director is final.
- 6.19 A copy of the rules of Tournament Poker are available for perusal at the Poker desk.
- 6.20 The Casino Operator reserves the right to use selected entrant's names, suburbs, photographs, images, and likeness for the purpose of promoting and advertising the casinos.
- 6.21 The Casino Operator reserves the right to:
 - (a) cancel the tournament by notice (with such 'notice' being a notice published on the Casino Operator's website and relevant social media), provided such notice is published by the Casino Operator at least 30 days prior to the start date of the first event of the tournament.
 - (b) cancel, at any time prior to the start date of the tournament, a tournament with less than 10 Entrants.
 - (c) cancel, suspend, or delay the tournament (in its absolute discretion) in the event that, the Casino Operator determines that they cannot hold the tournament or cannot continue to hold the tournament (if the tournament has already started) due to a Force Majeure Event.
- 6.22 If:
 - (a) the tournament is cancelled under paragraph 6.21 prior to the start date of the first event of the tournament, all Entrants who have paid the Entry Fee will receive a full refund of any monies already paid.

- (b) the start date of the tournament is suspended or delayed under paragraph 6.21(c); the Casino Operator will use reasonable endeavours to commence the tournament. However, in the event that the tournament cannot commence (as determined by the Casino Operator), the Casino Operator may cancel the tournament under paragraph 6.21(c).
- (c) after the tournament has commenced, the tournament is cancelled, suspended, or delayed pursuant to paragraph 6.21, the Tournament Director will, in their absolute discretion, determine the most appropriate course of action given the stage of the tournament at the time of the cancellation or suspension.

7. TOURNAMENT RULES

- 7.1 The rules of the game of Texas Hold'em and Omaha Poker as set out in the Casino Gaming Rule shall apply to Tournament Poker except where the rules of the game have been specifically altered to apply to the rules of the game of Tournament Poker and subject to Part 5 – Casino tournaments, (28), (29) of the *Casino Control Regulation 1999*.
- 7.2 The rules of the game of Texas Hold'em and Omaha Poker shall be altered to the rules of the game of Tournament Poker as listed below:
- Schedule 10 s. 3(1)(2) altered to Tournament Poker Rule 7.33 and 7.34
 - Schedule 10 s. 18(1) altered to Tournament Poker Rule 7.6, 7.7, 7.8, 7.22, 7.23 and 7.24
 - Schedule 10 s. 25(1)(2)(3)(4)(5)(6)(7)(8) altered to Tournament Poker Rule 7.13 and 7.14
 - Schedule 10 s. 32(3) altered to Tournament Poker Rule 7.37
 - Schedule 10 s. 33(1)(2)(3)(4)(5) altered to Tournament Poker Rule 7.39
 - Schedule 10 s. 34(1)(2)(3)(4)(5)(6) altered to Tournament Poker Rule 7.21
 - Schedule 10 s. 44(1)(2)(3)(4)(5)(6)(7) altered to Tournament Poker Rule 7.35 and 7.36
- 7.3 Satellite tournaments will be conducted in accordance with these terms and conditions and the approved tournament Rule. Prize details will be available to all entrants prior to the commencement of the satellite tournament.
- 7.4 A tournament prize pool will consist of all entry fees together with any re-entries. The total value of the Prize Pool will be the Entry Fee multiplied by the number of Entrants, with the cash* component of the Prize Pool broken down and paid in accordance with the relevant Appendix.
- 7.5 The Casino Operator may, at its discretion, add value to the prize pool in the form of cash*, approved gaming vouchers, or goods or services.
- 7.6 Prior to the beginning of play, all Entrants will be designated a specific table number and seating position at which to play. This shall be determined through computer generated random seating allocation.
- 7.7 Seating assignments may be altered to ensure that entrants who are known by the Tournament Director to be connected by family or association play at different tables or are separated on the final table.

- 7.8 The number of entrants allocated to a table shall be determined by the Tournament Director and is dependent upon the number of participants in the tournament. Play will commence on a table where four or more players have taken their seats unless otherwise directed by the Tournament Director not to commence.
- 7.9 All Entrants must provide their name for recording purposes to the table Supervisor upon request.
- 7.10 All Entrants will be allocated a table stake of Tournament Chips at the commencement of play.
- 7.11 At the conclusion of the tournament heat or final, the Entrants shall return all tournament chips which shall be counted by the staff to determine that their number and value is equal to the number and value of tournament chips issued to be used for that tournament heat or final.
- 7.12 At the end of a re-entry period or at the completion of play during a multi-flight tournament, should an Entrant have equal to or less than their Starting Stack they will be given the option of forfeiting these chips and therefore being able to buy back into the Tournament. If the Entrant chooses this option, their chips will be removed from play immediately. If the Entrant chooses not to use this option, they will continue play with those chips remaining. In the event of a multi-flight tournament, their remaining chips will be bagged as per normal procedure for the Entrant's return on Day 2 of the Tournament.
- 7.13 If an Entrant is not present at the table at the start of the tournament, then that Entrant shall have their table stake placed in their seat position and blinds will be posted from their table stake as required by the blind structure. If an Entrant has not taken their position by the completion of Level 4 of the Blind Structure, the Tournament Director may declare that the Entrant is "Provisionally Eliminated" and the remainder of that Entrant's stake will be removed from play. If the Entrant arrives later in the day, a calculation is made to determine the number of blinds and antes that would have been taken from their stack and their stake returned to play.
- 7.14 If an active Entrant is not present at the table at the start of a round of play, cards will be dealt to their betting position and if that Entrant is required to place a blind bet and/or Ante Bet, appropriate blind bets and/or Ante Bets will be placed from their table stake.
- 7.15 If an active Entrant is not present at the table to act on their hand the Tournament Director:
- 7.15.1 shall direct the dealer to deal the cards to the absent Entrant's position as though they are present. Should the entrant still not be present at the completion of the initial deal the hand shall be folded; and/or
- 7.15.2 may declare the tournament Entrant's position cancelled and the entrant disqualified. Once disqualified an Entrant will not be entitled to a refund of the entry fee, except on the approval of the Tournament Director and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.
- 7.16 An Entrant shall not lend or borrow Tournament Chips at any time.
- 7.17 Each Entrant is required to display in clear view of other Entrants and table supervisors, all Tournament Chips being held at any one time and those chips must be stacked in denomination. The dealer or supervisor may direct that an Entrant's chips be arranged such that the total value of those chips may be determined. Concealing, pocketing or otherwise hiding chips during tournament play may result in immediate and irrevocable disqualification. No such Tournament Entrant shall be entitled to a refund of entry fee, re-entry, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.

- 7.18 Where two or more all-in Entrants who would have been eligible for a place in the tournament, are eliminated in the same round of play:
- (a) If Entrants are eliminated from different tables, the placing/placings shall be equally shared among those Entrants.
 - (b) If the Entrants are on the same table, then the order of placings will be determined by the table stake with the Entrant/Entrants with the largest table stake prior to the start of the hand being declared the higher placegetter.

- 7.19 Play may go to hand for hand on all tables when multiple tables are in play and:
- (a) the bubble is approaching;
 - (b) the number of Entrants left just exceeds the required number for the final table.

During hand for hand play, each hand will run the same pre-determined amount of time. The standard time allocated will be 2 minutes per hand regardless of how long the hand takes. Once the 2-minute limit has been reached, the Tournament Director or Supervisor will pause the clock until the next hand commences. Blinds continue to increase as time elapses off the clock at the rate of 2 minutes per hand and new levels are reached.

- 7.20 Blinds and antes are raised at scheduled intervals. At the end of a designated blind level, the new limits will apply on the next deal. (A deal begins with the cutting of the cards).

Single Ante will be posted by the entrant in the big blind, in the amount equivalent to the big blind with the big blind posted before the Ante. Ante is maintained until the completion of the tournament.

In Omaha games, the Big Blind Ante is not counted as part of the pot pre flop.

- 7.21 Where an Entrant has lost their entire table stake, they will be eliminated and must vacate the tournament table. However, where a tournament permits, Entrants may re-enter a tournament within the registration periods, and will be re-seated with a full starting stack of tournament chips once a seat becomes available.

- 7.22 The Tournament Director may determine the method of allocating tables and playing areas to tournament Entrants, the order of wagering, the method of balancing and breaking tables, and any other conditions providing those conditions are consistent with the relevant rules of the tournament.

- 7.23 Where an Entrant is re-seated, they will assume all rights and responsibilities of their new position. An Entrant moving to a new table is eligible to be dealt a hand in any position and will post blinds when and as required except if they are seated in between the button and the small blind.

- 7.24 Once the Entrant make-up for the final table has been determined Entrants will redraw for seating positions.

- 7.25 Entrants should act in a timely manner to maintain a reasonable pace of the game. If in the Tournament Director's (TD) judgement reasonable time has passed, the TD may call the clock or approve a clock request by any other entrant in the event. Entrants must be at their seats to call for a clock. An entrant on the clock has up to 25 seconds plus a 5 second countdown to act. If the Entrant faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. All wagers made by that Entrant will remain in the pot.

- 7.26 The Tournament Director reserves the right to direct any Entrant considered to be unduly delaying the game to expedite their play. Entrants unduly delaying a tournament may incur a penalty as determined under rule 7.40.
- 7.27 If an Entrant lacks sufficient chips for a blind, the Entrant is still entitled to go all-in with their remaining table stake.
- 7.28 All cards will be turned face-up (table cards) without delay once an Entrant is all-in and all betting action by all other Entrants in the hand is complete.
- 7.29 To claim a pot, entrants must turn (table cards) all their cards face up on the table, allowing the dealer and entrants to read the cards clearly. All cards means both hole cards in Texas Hold'em and all four cards in Omaha.
- 7.30 During Hand for Hand, where there has been an All-In and a call and there is no further action for that hand, those cards will remain face down until action is completed on the remaining tables.
- 7.31 Verbal affirmations as to the content of an Entrant's hand are not binding.
- 7.32 Oversized Chip Betting: A single oversized chip (including an entrants last chip) is a call if raise isn't first declared. To raise with an oversized chip, the entrant must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an oversized chip silently (no declaration) is a bet of the maximum for the chip.
- 7.33 An Entrant who bets unannounced with two chips of the same denomination totalling more than the amount to call and less than the minimum amount to raise (and one chip value is less than the previous bet), will be considered a call.
- 7.34 Acceptable methods of calling by entrants include:
- (a) Saying "Call"
 - (b) Pushing out chips equal to the amount to call
 - (c) Silently pushing out an oversized chip; or
 - (d) Silently pushing out multiple chips equal to a call under the multi-chip rule (7.33)
 - (e) Silently betting chip(s) relatively tiny to the bet (ex: blinds 2,000/4,000/4,000. Entrant A goes All-In for \$40,000; Entrant B then silently puts out 1 x \$1,000 chip), this action while not encouraged may be deemed a call by the Tournament Director and a penalty may be imposed under rule 7.40.
- 7.35 Any action out of turn (check, call, or raise) will be backed up to the correct entrant in order. The out of turn action is subject to penalty and is binding if action to the out of turn Entrant does not change. A check, call or fold by the correct Entrant does not change action. If action changes, the out of turn action is not binding; any bet or raise is returned to the out of turn entrant who now has all options: call, raise, or fold. An out of turn fold is binding.

Example 1.

Post flop Seat 3 opens for 300, Seat 4 folds, action is on Seat 5 when Seat 6 declares "raise to eight hundred".

Step 1: Action backs up to the correct entrant in order (Seat 5) who is facing a bet of 300.

Step 2: If Seat 5 calls or folds then the action (a 300 bet) has not changed and Seat 6's out of turn raise is binding (raise to 800). However, if Seat 5 raises to 600 total, then the action to Seat 6 has changed from a 300 bet to a 600 bet. If action changes, the 800 chips may be returned to Seat 6 who has all options open: call 600, re-raise to at least 900, or fold.

Example 2.

Post flop Seat 3 checks, Seat 4 checks, action is on Seat 5 when Seat 6 declares "check".

Step 1: Action backs up to the correct entrant in order (Seat 5) who is not facing a bet.

Step 2: If Seat 5 checks, then the action (a check) has not changed and Seat 6's out of turn check is binding. However, if Seat 5 bets, (say, 300), then the action to Seat 6 has changed from a check to a 300 bet. If action changes, then Seat 6 has all options open: call 300, raise to at least 600, or fold.

- 7.36 Entrants skipped by out of turn action must defend their right to act. If a skipped entrant had reasonable time and does not speak up before substantial action out of turn occurs after the entrant, the out of turn action is binding. Action backs up and the floor will rule on how to treat the skipped entrant given the circumstances, including ruling the hand dead or limiting the entrant to non-aggressive action.
- 7.37 During a Bounty Tournament, an Entrant will be assumed to have gone All-In if they throw in their Bounty Chip during a round of betting.
- 7.38 Where only two Entrants remain in the game, all rules pertaining to the order of wagering and order of play shall be amended to the extent that the designated Entrant will be the first to place the blind and shall be the first to bet or fold in the first betting round.
- 7.39 The Casino Operator will not charge a participation fee nor charge commission on any round of play during the tournament.
- 7.40 Penalties may be imposed at the Tournament Director's discretion. Penalties available for use shall be verbal warnings and/or missed hands or missed orbits. Missed hands or orbit penalties may include 1, 2, 3 or 4 orbits away from the table. During penalties of missed hands or orbits, the Entrant must remain away from the table. Cards are dealt to the Entrants seat, and blinds and antes will be posted from the Entrants stack as required, with the hand mucked after each initial deal. In extreme circumstances an Entrant may face disqualification. An Entrant who is disqualified shall have their chips removed from play.
- 7.41 An Entrant who exposes their hand during a round of play will not have their hand folded but may incur a Penalty.
- 7.42 Tournament Entrants must not advise or seek advice from another tournament Entrant or person not involved in the tournament during play.
- 7.43 From time to time, the Tournament Director will substitute Entrant's chips of lower denominations with chips of higher denominations -'Chip Race'. To the extent that an entrant's lower denomination chips fail to evenly amount to the value of the new higher denomination chip (respectively, "Odd Chips", "New Chip"), the Chip Race will proceed as follows:

- (a) The total value of all Odd Chips on the table is tallied.
 - (b) As many New Chips as together wholly equate to the value of the Odd Chip tally are set aside for play and as many of the Odd Chips as equate to the value of those New Chips are removed from play.
 - (c) If the value of the remaining Odd Chips (if any) equates to less than 50% of the value of a single New Chip, those Odd Chips are removed from play and no further New Chips are set aside for play. If the value of the remaining Odd Chips equates to 50% or more of the value of a single New Chip, a single New Chip is set aside for play and those remaining Odd Chips are removed from play (e.g., Totals of \$450 and \$475 would all equal 5 x \$100 chips for the race).
 - (d) A "Race-off" is conducted to award the New Chips to Entrants who possessed Odd Chips. Starting at the first seating position to the left of the dealer, the dealer will deal cards to Entrant's face-up. Each Entrant will be dealt a number of cards corresponding to the number of Odd Chips they possess.
 - (e) The Entrant with the highest card value receives a New Chip and in sequence each Entrant with the next highest card value receives a New Chip until there are no further New Chips in the Race-off. If 2 Entrants have the same value card and there is one chip left an additional card will be dealt to each of these Entrants.
 - (f) Each Entrant may receive a maximum of one chip in any given Chip Race.
 - (g) If, following a Race-off, an Entrant has no chips of any denomination, that Entrant will receive a single chip of the lowest denomination in play.
 - (h) If after a Race-off is completed, an entrant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination in play will be removed without compensation.
- 7.44 It is the Entrant's responsibility to always protect their hand. If a dealer mucks an unprotected hand, the Entrant will have no redress and will not be entitled to have any wagered chips returned. An exception would be if an Entrant raised and the raise had not been called yet, the Entrant would be entitled to receive the raise back.
- 7.45 It is the Entrants responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or other Entrants. If an Entrant requests a count for the amount to call but receives incorrect information from the dealer or entrants, then places that amount in the pot, the Entrant is assumed to accept the full correct action and is subject to the correct bet or all-in amount.
- 7.46 Entrants may not talk on a phone at the table. Ring tones, music, images, video etc. should be inaudible and non-disturbing to others. Betting apps and charts may not be used by entrants with live hands. These and other devices, tools, photography, videography, and communication must not create a nuisance, delay the game, or create competitive advantage. Violations may be subject to penalties held under Rule 7.40.

7.47 Shot Clock Rules for Satellite and Tournament Events:

- a) The Shot Clock will be introduced into play at the start of the tournament.
- b) Each entrant will receive time-bank chips at the start of play as per the schedule below with no time bank chips allocated for satellites.
- c) Time bank chips will reset as per the below schedule..
- d) The Shot Clock will be controlled by the dealer.
- e) The dealer will start the Shot Clock following the completion of each deal once the last card has been dealt.
- f) When entrants act in turn, the Shot Clock will be reset, with each entrant receiving a fresh amount of time to begin his or her action.
- g) When a bet or raise has been made, the dealer will first count the bet or raise size, announce the amount, and then start the clock for the next action. If an entrant calls the bet, the dealer will reset the clock to begin the next entrant's action.
- h) The dealer will advise entrants when the Shot Clock reaches 10 seconds remaining for tournaments and 5 seconds remaining for satellites.
- i) Each time-bank chip is worth an additional amount of time to an entrant's action as per the below schedule.
- j) Entrants should keep all remaining time-bank chips with them throughout the duration of the tournament unless otherwise advised by the Tournament Director.
- k) Time-bank chips are to be treated with the same level of importance as tournament chips.
- l) Entrants are required to keep remaining time-bank chips visible at all times during play.
- m) If an Entrant wishes to use a time-bank chip, the entrant is to pass the time-bank chip forward to the dealer in exchange for an additional amount of time to be added to their Shot Clock.
- n) In the case that the Shot Clock expires for an entrant with remaining time-bank chips, the entrant's Shot Clock will be automatically extended an additional amount of time as per the below schedule before the dealer collects the time bank chip(s) used. Collection will take place at the end of the entrant's action. If an entrant's Shot Clock expires and the entrant does not have any time-extension chips remaining, the entrant will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise.
- o) The Shot Clock will only be paused if there is an extreme situation that calls for play to be halted.

Shot Clock and Time Bank Chip allocation schedule.

EVENT #	SATELLITE/ TOURNAMENT	SHOT CLOCK TIME ALLOCATION	TIME BANK CHIPS START OF PLAY	TIME BANK CHIPS RESET DAY 2	TIME BANK CHIPS RESET DAY 3	TIME BANK CHIPS RESET FINAL TABLE
	All Satellites	15 sec	-	-	-	-
1	Gold Coast Poker Cup	30 sec	5	5	-	5
2	\$460 Double Trouble	20 sec	3	-	-	3
3	\$460 PLO Stack Buster	20 sec	3	-	-	3
4	\$900 Surfers Paradise Deepstack	30 sec	5	5	-	5
5	\$350 Stack Attack	20 sec	3	-	-	3
6	\$1,150 Monster Stack	30 sec	5	5	-	5
7	\$400 Sunset Stacker	20 sec	3	-	-	3
8	\$350 Mini – Bounty	20 sec	3	-	-	3
9	\$680 Stacked Bounty	30 sec	5	5	-	5
10	\$460 Teams Event	20 sec	3	-	-	3
11	\$350 PLO Bounty	20 sec	3	-	-	3
12	\$800 Survivor Bounty	30 sec	5	5	-	5
13	\$400 Re-Stack	20 sec	3	-	-	3
14	\$400 Stacked or Cracked	20 sec	3	-	-	3
15	\$1,250 The Dominator	30 sec	5	5	-	5
16	\$460 PLO Snatch the Bounty	20 sec	3	-	-	3
17	\$1,600 Pro Stack Challenge	30 sec	5	5	-	5
18	\$500 Lone Stack	20 sec	3	-	-	3
19	\$400 Single Stack	20 sec	3	-	-	3
20	QLD Super Stack Main Event	30 sec	5	5	5	5
21	\$460 Snap the Stack	20 sec	3	-	-	3
22	GC 600 Showdown	20 sec	3	-	-	3
23	\$400 Sunday Single Shot	20 sec	3	-	-	3
24	\$400 The Sole Attack	20 sec	3	-	-	3
25	Super Stack Mini-Main Event	30 sec	5	5	-	5
26	\$2K Supreme Pro Challenge	30 sec	5	5	-	5
27	\$460 Morning Glory	20 sec	3	-	-	3
28	\$400 Final Showdown	20 sec	3	-	-	3

8. APPENDICIES (Prize Pools)

(a) Prize Pool Payouts