

EVENT #1 THE GOLD COAST POKER CUP

(UNLIMITED RE-ENTRY)



DAY 1A 13 FEB 2026 (2.30 PM)

DAY 1B 14 FEB 2026 (12.30 PM)

DAY 2 15 FEB 2026 (11.30 AM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$1,000 (\$875 Entry fee + \$125 Administration fee).

Registration

Until start of Level 9.

Starting Stack

50,000 in tournament chips.

Format

Unlimited re-entry until close of registration period.

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 and 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.



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



DAY 1 13 FEB 2026 (7.15PM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$460 (\$400 Entry fee + \$60 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Single re-entry until close of registration.

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 30 sec to act. Time bank chips will be reset to 3 for Day 2 and for final table.

Seating and 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.



EVENT #3 \$460 PLO STACK BUSTER – ONE DAY EVENT

(UNLIMITED RE-ENTRY)



DAY 1 14 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$460 (\$400 Entry fee + \$60 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Unlimited re-entry until close of registration.

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 and 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.



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



DAY 1 14 FEB 2026 (7.00PM)

DAY 2 15 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$900 (\$800 Entry fee + \$100 Administration fee).

Registration

Until start of Level 11 on Day 2 (start of play).

Starting Stack

50,000 in tournament chips.

Format

Unlimited re-entry until close of registration period.

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 and 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.



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



DAY 1 15 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$350 (\$300 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Single re-entry until close of registration.

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 and 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.



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



DAY 1 15 FEB 2026 (4.30PM)

DAY 2 16 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$1,150 (\$1,000 Entry fee + \$150 Administration fee).

Registration

Until start of Level 13.

Starting Stack

60,000 in tournament chips.

Format

Double re-entry until close of registration period.

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 and 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.



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



DAY 1 15 FEB 2026 (7.30PM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Single re-entry until close of registration.

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 and 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.



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



DAY 1 16 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$350 (\$200 Entry fee + \$100 Bounty + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Unlimited re-entry until close of registration.

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 and 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.



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



DAY 1 16 FEB 2026 (2.30PM)

DAY 2 17 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$680 (\$300 Entry fee + \$300 Bounty + \$80 Administration fee).

Registration

Until start of Level 9.

Starting Stack

40,000 in tournament chips.

Format

Unlimited re-entry permitted until close of registration period.

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 and 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.



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



DAY 1 16 FEB 2026 (7.15PM)

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 – 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 – 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 – 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 – 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 – 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.

Buy-In

\$450 (\$400 Entry fee + \$50 Administration fee).

Registration

Until start of Level 9.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 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.

Bounties

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 and 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.



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



DAY 1 17 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$350 (\$200 Entry fee + \$100 Bounty + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Unlimited re-entry until close of registration.

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 and 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.



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



DAY 1 17 FEB 2026 (2.30PM)

DAY 2 18 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 15 MIN					
LEVEL 33	2	30 MIN	150,000	300,000	300,000

STRUCTURE

Buy-In

\$800 (\$500 Entry fee + \$200 Bounty + \$100 Administration fee).

Registration

Until start of Level 9.

Starting Stack

50,000 in tournament chips.

Format

Unlimited re-entry permitted until close of registration period.

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 and 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.



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



DAY 1 17 FEB 2026 (7.15PM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Single re-entry until close of registration.

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 and 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.



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



DAY 1 18 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1 18 FEB 2026 (2.30PM)

DAY 2 19 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$1,250 (\$1,100 Entry fee + \$150 Administration fee).

Registration

Until start of Level 13.

Starting Stack

100,000 in tournament chips.

Format

Double re-entry until close of registration period.

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 and 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.



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



DAY 1 19 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$460 (\$200 Entry fee + \$200 Bounty + \$60 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Unlimited re-entry until close of registration.

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 and 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.



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



DAY 1 19 FEB 2026 (3.30PM)
DAY 2 20 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$1,600 (\$1,400 Entry fee + \$200 Administration fee).

Registration

Until start of Level 9.

Starting Stack

200,000 in tournament chips.

Format

Double re-entry permitted until close of registration period.

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 and 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.



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



DAY 1 19 FEB 2026 (6.30PM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$500 (\$440 Entry fee + \$60 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1 20 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1A 20 FEB 2026 (1.30PM)
DAY 1B 21 FEB 2026 (12.30PM)
DAY 1C 22 FEB 2026 (12.30PM)

DAY 2 23 FEB 2026 (11.30AM)
DAY 3 24 FEB 2026 (12.45PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$1,500 (\$1,300 Entry fee + \$200 Administration fee).

Registration

Until start of Level 10.

Starting Stack

75,000 in tournament chips.

Format

Unlimited re-entries permitted until close of registration period.

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 and 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.



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



DAY 1 21 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$460 (\$400 Entry fee + \$60 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1 21 FEB 2026 (6.30PM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$600 (\$530 Entry fee + \$70 Administration fee).

Registration

Until start of Level 7.

Starting Stack

40,000 in tournament chips.

Format

Single re-entry permitted until close of registration.

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 and 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.



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



DAY 1 22 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1 23 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1 23 FEB 2026 (1.30PM)

DAY 2 24 FEB 2026 (12.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$1,000 (\$875 Entry fee + \$125 Administration fee).

Registration

Until start of Level 9.

Starting Stack

75,000 in tournament chips.

Format

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

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 and 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.



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



DAY 1 23 FEB 2026 (6.30PM)

DAY 2 24 FEB 2026 (1.30PM)

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 – 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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$2,000 (\$1,800 Entry fee + \$200 Administration fee).

Registration

Until start of Level 9.

Starting Stack

250,000 in tournament chips.

Format

Double re-entry permitted until close of registration period.

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 and 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.



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



DAY 1 24 FEB 2026 (10.30AM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$460 (\$400 Entry fee + \$60 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Freezeout.

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 and 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.



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



DAY 1 24 FEB 2026 (2.30PM)

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 – 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 – 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 – 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 – 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 – 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

Buy-In

\$400 (\$350 Entry fee + \$50 Administration fee).

Registration

Until start of Level 7.

Starting Stack

30,000 in tournament chips.

Format

Single re-entry permitted until close of registration.

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 and 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.

