



EMPERORS PALACE

THE PALACE OF DREAMS

INTER-PROVINCIAL POKER SPECTACULAR #2 FREEZE-OUT

FRIDAY 06/09/2019 AT 18:30

BUY IN: R40,000; STARTING STACK : 100,000 CHIPS

ENTRY FEE 10% PRIZE POOL

	SMALL BLIND	BIG BLIND	ANTE
LEVEL 1	100	100	
LEVEL 2	100	200	
60 Minute DINNER BREAK (20h00)			
LEVEL 3	200	400	
LEVEL 4	300	600	600
LEVEL 5	400	800	800
15 Minute BREAK (23h15)			
LEVEL 6	500	1000	1000
END OF DAY (00h15); Return Saturday at 12h00			
LEVEL 7	600	1 200	1 200
LEVEL 8	800	1 600	1 600
LEVEL 9	1 000	2 000	2 000
30 Minute BREAK (14h15)			
LEVEL 10	1 200	2 400	2 400
LEVEL 11	1 500	3 000	3 000
LEVEL 12	2 000	4 000	4 000
15 Minute BREAK (17h00)			
LEVEL 13	3 000	6 000	6 000
LEVEL 14	4 000	8 000	8 000
LEVEL 15	5 000	10 000	10 000
15 Minute BREAK (19h30)			
LEVEL 16	6 000	12 000	12 000
LEVEL 17	8 000	16 000	16 000
LEVEL 18	10 000	20 000	20 000
15 Minute BREAK (22h00)			
LEVEL 19	12 000	24 000	24 000
LEVEL 20	15 000	30 000	30 000
LEVEL 21	20 000	40 000	40 000
15 Minute BREAK (01h30)			
LEVEL 22	30 000	60 000	60 000
LEVEL 23	40 000	80 000	80 000
LEVEL 24	50 000	100 000	100 000

RULES & INFORMATION

REGISTRATION: Players will be seated by random draw. No late registration.

LEVEL TIMES: All Levels will last 45 minutes.
DAY 1 will play a total of 6 Levels.
DAY 2 will play down to a winner.

RE-DRAW: Re-Draw will happen at the end of Day 1 and at 9 players

ANTE FORMAT: A single ante will be posted by the player in the big blind in the amount equivalent to the big blind of the current level. The ante is posted before the big blind, and players are eligible to collect the entire ante even when not in the position of the big blind. The ante is maintained until the completion of the tournament.

Please note there is a 3% staffing fee

Tournament director reserves the right to change the scheduled end of day. Emperors Palace poker rules apply.

All break times are an estimate and are dependent on start times, or any unforeseen hold ups.

Emperors Palace and Shuffle Poker reserve the right to change or cancel any event at any time.

