



Event #13 No Limit Hold'em

\$30,000 Guaranteed

Fri, Oct 2nd @ 12PM

Session A (12:00 – 2:00pm) Buy-in \$40 + \$10 / 5,000 Chips (\$40 Add-on 5,000 chips)

Session B (2:00 – 4:00pm) Buy-in \$60 + \$15 / 7,000 Chips (\$60 Add-on 7,000 chips)

Session C (4:00 – 6:10pm) Buy-in \$80 + \$20 / 9,000 Chips (\$80 Add-on 9,000 chips)

(One Entry Per Session / One Add-on Per Entry)

Players must present their Bicycle Casino Rewards Club Card to register

Level	Ante	Small Blind	Big Blind	Time
1	-	50	100	55 minutes
2	-	100	200	55 minutes
3	25	100	200	55 minutes
4	50	150	300	55 minutes
5	50	200	400	55 minutes
6	75	250	500	55 minutes
20 Min Break Last Chance to Register / Add-on				
7	100	300	600	25 minutes
8	100	400	800	25 minutes
9	200	600	1,200	25 minutes
10	200	800	1,600	25 minutes
11	300	1,000	2,000	25 minutes
12	400	1,200	2,400	25 minutes
13	500	1,500	3,000	25 minutes
14	500	2,000	4,000	25 minutes
15	500	3,000	6,000	25 minutes
16	1,000	4,000	8,000	25 minutes
17	2,000	6,000	12,000	25 minutes
18	2,000	8,000	16,000	25 minutes
19	3,000	10,000	20,000	25 minutes
20	4,000	12,000	24,000	25 minutes
21	5,000	15,000	30,000	25 minutes

There will be 10-minute breaks after levels 2, 4, 9, 12, 15, 20

Final Table will be 30 min levels

\$3 from every \$100 in the prize pool will be withheld for administration fee.

The Bicycle Casino and/or The Tournament Directors Association govern all tournament rules.

The Bicycle Casino reserves the right to revise, suspend, cancel, or modify tournament events at its sole discretion and without prior notice within the parameters of GEGA-00451. Management decisions are final.

Please Gamble Responsibly. 1-800-GAMBLER

For tournament updates visit The Bicycle Casino's website at www.theBike.com or follow us on

[Facebook.com/BicycleCasino](https://www.facebook.com/BicycleCasino) [Twitter.com/BicycleCasino](https://twitter.com/BicycleCasino) [YouTube.com/TheBicycleCasino](https://www.youtube.com/TheBicycleCasino).

Follow Tournament Director Mo Fathipour @MoTheBikeTD on Twitter for more tournament updates

