



Event #4 Mega Stack \$20,000 Guaranteed

Saturday, 3/1 @ 5PM

\$250 Buy-in (\$200 PP + \$35 E/F + 15 S/C) | Re-entry First 8 Levels




Each player starts with **40,000** in tournament chips.

Players must present their Parkwest Bicycle Casino Reward card to register.

Level	Big Blind Ante	Small Blind	Big Blind	Levels
1	200	100	200	25 minutes
2	300	200	300	25 minutes
3	400	200	400	25 minutes
4	600	300	600	25 minutes
10 Minute Break				
5	800	400	800	25 minutes
6	1000	500	1,000	25 minutes
7	1,200	600	1,200	25 minutes
8	1,600	800	1,600	25 minutes
15 Minute Break / Last Chance to Register / Color Up 100 Chips				
9	2,000	1,000	2,000	25 minutes
10	3,000	1,500	3,000	25 minutes
11	4,000	2,000	4,000	25 minutes
12	5,000	2,500	5,000	25 minutes
10 Minute Break / Color Up 500 Chips				
13	6,000	3,000	6,000	25 minutes
14	8,000	4,000	8,000	25 minutes
15	10,000	5,000	10,000	25 minutes
16	12,000	6,000	12,000	25 minutes
10 Minute Break / Color Up 1,000 Chips				
17	15,000	10,000	15,000	25 minutes
18	20,000	10,000	20,000	25 minutes
19	30,000	15,000	30,000	25 minutes
20	40,000	20,000	40,000	25 minutes

Follow Tournament Director Jeff Thompson @JtbikeTD & Mo Fathipour @MoTheBikeTD on Twitter for more updates.

For tournament updates visit the www.thebikepokerfeed.com & www.theBike.com

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

The Parkwest Bicycle Casino and/or The Tournament Directors Association govern all tournament rules. The Bicycle Parkwest 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. All tournaments guaranteed prize pool will be funded by tournament fee. Any short fall will be funded by casino. Management decisions are final.

Please Gamble Responsibly. 1-800-GAMBLER problemgambling.ca.gov