



Event #16

## No Limit Hold'em

**Official Ring Event\***(2 Day Tournament)

## \$50,000 Guaranteed

## Saturday, 3/9 @ 3PM

\$600 Buy-in (\$515 Prize Pool + \$55 Entry Fees + \$30 S/C) / Re-entry First 12 Levels

Each player starts with 20,000 in tournament chips

Players must present their Bicycle Casino Reward card to register.

Level	Big Blind Ante			Time
1		25	50	30 minutes
2	-	50	100	30 minutes
3	-	75	150	30 minutes
4	150	75	150	30 minutes
10 Minute Break				
5	200	100	200	30 minutes
6	300	100	300	30 minutes
7	400	200	400	30 minutes
8	500	300	500	30 minutes
10 Minute Break				
9	600	300	600	30 minutes
10	800	400	800	30 minutes
11	1,000	500	1,000	30 minutes
12	1,200	600	1,200	30 minutes
10 Minute Break - Last Chance to Register				
13	1,500	1,000	1,500	30 minutes
14	2,000	1,000	2,000	30 minutes
15	2,500	1,500	2,500	30 minutes
16	3,000	1,500	3,000	30 minutes
17	4,000	2,000	4,000	30 minutes
18	5,000	3,000	5,000	30 minutes
End of Day 1				
19	6,000	3,000	6,000	45 minutes
20	8,000	4,000	8,000	45 minutes
21	10,000	5,000	10,000	45 minutes
22	12,000	6,000	12,000	45 minutes
23	15,000	10,000	15,000	45 minutes
24	20,000	10,000	20,000	45 minutes

10-minute break after level 16 on Day 1

Day 1 will end after level 18. Day 2 will resume on Sunday, 3/10 @ **1PM**. Day 2 will have 10-minute break after every 2 levels

## \*All "Ring" Events qualify to earn points for the WSOP National Championship.

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 www.problemgambling.ca.gov

For tournament updates visit The Bicycle Casino's website at www.theBike.com or follow us on Facebook.com/BicycleCasino Twitter.com/Bicycle Casino WouTube.com/TheBicycleCasino. Follow Tournament Director Mo Fathipour @MoTheBikeTD on Twitter for more tournament updates