

Blind Structure			
Level	BB Ante	SB	ВВ
1		100	100
2	100	100	100
3	200	100	200
4	300	100	300
5	400	200	400
	10 Minute Break (End of Registration)		
6	600	300	600
7	800	400	800
8	1,000	500	1,000
9	1,200	600	1,200
10	1,500	1,000	1,500
	10 Minute Break Color up 100's		
11	2,000	1,000	2,000
12	3,000	1,500	3,000
13	4,000	2,000	4,000
14	6,000	3,000	6,000
15	8,000	4,000	8,000
	10 Minute Break Color up 500's		
16	10,000	5,000	10,000
17	12,000	6,000	12,000
18	15,000	10,000	15,000
19	20,000	10,000	20,000
20	30,000	15,000	30,000
	10 Minute Break Color up 1,000's		
21	40,000	20,000	40,000
22	60,000	30,000	60,000
23	80,000	40,000	80,000
24	100,000	50,000	100,000
25	120,000	60,000	120,000
10 Minute Break Color up 5,000's			
26	150,000	100,000	150,000
27	200,000	100,000	200,000
28	300,000	150,000	300,000
29	400,000	200,000	400,000
30	600,000	300,000	600,000





## MYSTERY BOUNTY

Mystery Bounties will become active after registration ends and all remaining players will receive a bounty card.

The number of "Sweet" Mystery Bounties will be based off how many places are being paid in the prize pool.

If the tournament has 65 Entries and is slated to pay 8 places, 8 Mystery Bounties will each be equal to each prize payout, 1st Place is \$644, 2nd Place is \$411, (1) Mystery Bounty will be worth \$644, (1) Mystery Bounty will be worth \$411, etc. In this example, all additional Mystery Bounties beyond 8 will be in the form of a non-cash value "Sweet"

A Player's Bounty must remain on the table and visible at all times.

A Bounty Card placed in the pot in place of a chip may be considered All In.

A Bounty is relinquished to the player who has successfully eliminated another player.

In the case where a player is eliminated by multiple opponents with identical hands, additional "Sweet" Bounties will be added to the available prizes, and all winning individuals will be given the opportunity to select a bounty.