

CRAZY PINEAPPLE DBBP BOUNTY

Blind Structure	
Level	Big Blind Ante
1	500
2	1,000
3	1,500
4	2,000
5	2,500
10 Minute Break - Color Up 500's	
End of Registration	
6	3,000
7	4,000
8	5,000
9	6,000
10	8,000
10 Minute Break	
11	10,000
12	12,000
13	15,000
14	20,000
15	25,000
10 Minute Break	
16	30,000
17	40,000
18	50,000
19	60,000
20	80,000
10 Minute Break	
21	100,000
22	125,000
23	150,000
24	200,000
25	250,000
10 Minute Break	
26	300,000
27	400,000
28	500,000
29	600,000
30	700,000

Buy-In: \$80

Prize Pool: \$40 Bounty: \$20

Entry Fee: \$15 Staff Fee: \$5

Start Stack: 40,000 Blinds: 20 Min

Registration Ends After 1st Break

Rules of Double Board Bomb Pot:

- Antes will be posted by each player.
- The Dealer will deal each player two cards face down, immediately burn one card, and put out two flops.
- A round of betting will then start with the player to the left of the button.
- The Dealer will burn one card and put out two turns.
- There will be a round of betting.
- The Dealer will burn one card and put out two rivers.
- There will be a final round of betting.
- The pot will be split between the player with the best hand on the top board, and the player with the best hand on the low board.
- In the event of an odd chip, it will go to the player who won the top board. In the event that any one board has an odd chip(s), it will go to the player(s) in worst position.

Bounty Rules:

- 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, the bounty will be distributed as evenly as possible in whole dollars with any odd dollar(s) going to the person(s) in the worst position(s).

Management reserves the right to amend promotions or tournaments at any time
All trophy prizes will be deducted from the prize pool before payout calculation