

Jeff "The Donk" Sanford presents

Bad Ass Poker "Badonka Donk Donkament"

aka "CPT Season 4" 15 Player T2000 No Limit Hold'em Tournament

Chip Set			Per Player		Starting		Remaining		
Chip	Number	Value	Number	Value	Number	Value	Number	Value	Needed
5	300	1,500	20	100	300	1,500	0	0	
25	360	9,000	16	400	240	6,000	120	3,000	60
100	300	30,000	10	1,000	150	15,000	150	15,000	75
500	140	70,000	1	500	15	7,500	125	62,500	45
1,000	100	100,000	0	0	0	0	100	100,000	30
Totals	1200	210,500	47	2,000	705	30,000	495	180,500	210

Blind Structure				
Level	Small	Big	Time	Total
1	5	10	20	0:20
2	10	20	20	0:40
3	20	40	20	1:00
4	35	70	20	1:20
Break	(colour-up 5's)		10	1:30
5	50	100	18	1:48
6	75	150	18	2:06
7	100	200	18	2:24
8	150	300	18	2:42
Break	(colour-up 25's)		8	2:50
9	200	400	15	3:05
10	300	600	15	3:20
11	400	800	15	3:35
13	600	1,200	15	3:50
14	800	1,600	15	4:05
Break	(colour-up 100's)		2	4:07
15	1,000	2,000	12	4:19
17	1,500	3,000	12	4:31
18	2,000	4,000	12	4:43
19	2,500	5,000	12	4:55
20	3,000	6,000	12	5:07
21	4,000	8,000	12	5:19
22	5,000	10,000	12	5:31

Re-buys are optional.

One (1) optional re-buy per player available through the 1st break.

This re-buy may be used if a player busts out before the 1st break, or as an add-on during the 1st break, but not both.

Buy-in = \$20.00 buys 2,000 in chips.

Re-buy = \$20.00 buys 2,000 more chips.

A bounty of \$20 is paid to whoever eliminates the previous champion(s).

Total prize pool (buy-ins + re-buys + add-ons - \$20) goes to prizes distributed as below.

Tables:

Initially have 2 tables (max per table = 8-11, depending on starting number).

Each time a player is eliminated, the remaining players at that table are responsible to immediately inform the tournament manager. This ensures that all tables have as close to equal numbers of players as possible. If one table has too many, play will pause until hands at the largest and smallest tables are complete. Then a player will be chosen at random to move. Tables will be combined during a brief pause when number of players becomes 8-10, as announced at the start.

Colour-ups:

Break 1: 5's exchanged for 25's, 100's.

Break 2: 25's exchanged for 100's, 500's.

Break 3: 100's exchanged for 500's, 1,000's.

Odd chips will be "raced off" using the standard card method.

Breaks may be shortened if remaining players agree.

Players	Prizes*			
	1st	2nd	3rd	4th
1-4	100%			
5-8	66%	34%		
9-12	55%	30%	15%	
13-16	50%	25%	15%	10%

* All prizes are rounded to \$5; percentages given are of [total prize pool - \$20 (bounty)].

Jeff "The Donk" Sanford presents

Bad Ass Poker "Badonka Donk Donkament"

aka "CPT Season 4" 20 Player T2000 No Limit Hold'em Tournament

Chip Set			Per Player		Starting		Remaining		
Chip	Number	Value	Number	Value	Number	Value	Number	Value	Needed
5	300	1,500	15	75	300	1,500	0	0	
25	360	9,000	13	325	260	6,500	100	2,500	60
100	300	30,000	11	1,100	220	22,000	80	8,000	80
500	140	70,000	1	500	20	10,000	120	60,000	60
1,000	100	100,000	0	0	0	0	100	100,000	40
Totals	1200	210,500	40	2,000	800	40,000	400	170,500	240

Blind Structure				
Level	Small	Big	Time	Total
1	5	10	20	0:20
2	10	20	20	0:40
3	20	40	20	1:00
4	35	70	20	1:20
Break	(colour-up 5's)		10	1:30
5	50	100	18	1:48
6	75	150	18	2:06
7	100	200	18	2:24
8	150	300	18	2:42
Break	(colour-up 25's)		8	2:50
9	200	400	15	3:05
10	300	600	15	3:20
11	400	800	15	3:35
13	600	1,200	15	3:50
14	800	1,600	15	4:05
Break	(colour-up 100's)		2	4:07
15	1,000	2,000	12	4:19
17	1,500	3,000	12	4:31
18	2,000	4,000	12	4:43
19	2,500	5,000	12	4:55
20	3,000	6,000	12	5:07
21	4,000	8,000	12	5:19
22	5,000	10,000	12	5:31

Re-buys are optional.

One (1) optional re-buy per player available through the 1st break.

This re-buy may be used if a player busts out before the 1st break, or as an add-on during the 1st break, but not both.

Buy-in = \$20.00 buys 2,000 in chips.

Re-buy = \$20.00 buys 2,000 more chips.

A bounty of \$20 is paid to whoever eliminates the previous champion(s).

Total prize pool (buy-ins + re-buys + add-ons - \$20) goes to prizes distributed as below.

Tables:

Initially have 2 tables (max per table = 8-11, depending on starting number).

Each time a player is eliminated, the remaining players at that table are responsible to immediately inform the tournament manager. This ensures that all tables have as close to equal numbers of players as possible. If one table has too many, play will pause until hands at the largest and smallest tables are complete. Then a player will be chosen at random to move. Tables will be combined during a brief pause when number of players becomes 8-10, as announced at the start.

Colour-ups:

Break 1: 5's exchanged for 25's, 100's.

Break 2: 25's exchanged for 100's, 500's.

Break 3: 100's exchanged for 500's, 1,000's.

Odd chips will be "raced off" using the standard card method.

Breaks may be shortened if remaining players agree.

* All prizes are rounded to \$5; percentages given are of [total prize pool - \$20 (bounty)].

Players	Prizes*				
	1st	2nd	3rd	4th	5th
1-4	100%				
5-8	66%	34%			
9-12	55%	30%	15%		
13-16	50%	25%	15%	10%	
17-20	45%	25%	15%	10%	5%

Jeff "The Donk" Sanford presents

Bad Ass Poker "Badonka Donk Donkament"

aka "CPT Season 4" 30 Player T2000 No Limit Hold'em Tournament

Chip Set			Per Player		Starting		Remaining		
Chip	Number	Value	Number	Value	Number	Value	Number	Value	Needed
5	300	1,500	10	50	300	1,500	0	0	
25	360	9,000	10	250	300	7,500	60	1,500	60
100	300	30,000	7	700	210	21,000	90	9,000	90
500	140	70,000	2	1,000	60	30,000	80	40,000	60
1,000	100	100,000	0	0	0	0	100	100,000	60
Totals	1200	210,500	29	2,000	870	60,000	330	150,500	270

Blind Structure				
Level	Small	Big	Time	Total
1	5	10	20	0:20
2	10	20	20	0:40
3	20	40	20	1:00
4	35	70	20	1:20
Break	(colour-up 5's)		10	1:30
5	50	100	18	1:48
6	75	150	18	2:06
7	100	200	18	2:24
8	150	300	18	2:42
Break	(colour-up 25's)		8	2:50
9	200	400	15	3:05
10	300	600	15	3:20
11	400	800	15	3:35
13	600	1,200	15	3:50
14	800	1,600	15	4:05
Break	(colour-up 100's)		2	4:07
15	1,000	2,000	12	4:19
17	1,500	3,000	12	4:31
18	2,000	4,000	12	4:43
19	2,500	5,000	12	4:55
20	3,000	6,000	12	5:07
21	4,000	8,000	12	5:19
22	5,000	10,000	12	5:31

Re-buys are optional.

One (1) optional re-buy per player available through the 1st break.

This re-buy may be used if a player busts out before the 1st break, or as an add-on during the 1st break, but not both.

Buy-in = \$20.00 buys 2,000 in chips.

Re-buy = \$20.00 buys 2,000 more chips.

A bounty of \$20 is paid to whoever eliminates the previous champion(s).

Total prize pool (buy-ins + re-buys + add-ons - \$20) goes to prizes distributed as below.

Tables:

Initially have 3 tables (max per table = 8-10, depending on starting number).

Each time a player is eliminated, the remaining players at that table are responsible to immediately inform the tournament manager. This ensures that all tables have as close to equal numbers of players as possible. If one table has too many, play will pause until hands at the largest and smallest tables are complete. Then a player will be chosen at random to move. Tables will be combined during a brief pause when number of players becomes 16-20 and again at 8-10, as announced at the start.

Colour-ups:

Break 1: 5's exchanged for 25's, 100's.

Break 2: 25's exchanged for 100's, 500's.

Break 3: 100's exchanged for 500's, 1,000's.

Odd chips will be "raced off" using the standard card method.

Breaks may be shortened if remaining players agree.

* All prizes are rounded to \$5; percentages given are of [total prize pool - \$20 (bounty)].

Players	Prizes*							
	1st	2nd	3rd	4th	5th	6th	7th	8th
1-4	100%							
5-8	66%	34%						
9-12	55%	30%	15%					
13-16	50%	25%	15%	10%				
17-20	45%	25%	15%	10%	5%			
21-24	42%	22%	15%	10%	7%	4%		
25-30	41%	21%	15%	10%	7%	4%	2%	
> 30	40%	20%	15%	10%	7%	4%	2.5%	1.5%