






24 Player "Chem Poker Tour" No Limit Texas Hold'em Tournament

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	200	\$1	\$200	8	\$8	192	\$192	8	\$8
	150	\$2	\$300	6	\$12	144	\$288	6	\$12
	200	\$5	\$1,000	8	\$40	192	\$960	8	\$40
	100	\$10	\$1,000	4	\$40	96	\$960	4	\$40
	150	\$25	\$3,750	0	\$0	0	\$0	150	\$3,750
	100	\$100	\$10,000	0	\$0	0	\$0	100	\$10,000
Totals	900		\$16,250	26	\$100	624	\$2,400	276	\$13,850

Minimum Prizes*			
Pos	%	\$	Net**
1	50%	\$120	\$110
2	25%	\$60	\$50
3	13%	\$30	\$20
4	8%	\$20	\$10
5	4%	\$10	\$0
6+	0%	\$0	-\$10
Total	100%	\$240	

Buy-in = **\$10** = \$100 in chips (i.e. a \$1 chip is worth \$0.10)

Chip out round 1: \$1's and \$2's

- 1 Anyone with > \$24 in \$1's and \$2's can exchange for a \$25.
- 2 Those with excess (> 10) \$5's may exchange for \$25's until (at least) 20 \$25's have been added.
- 3 \$1's and \$2's are exchanged for the freed-up \$5's; use standard card method for rounding.

Chip out round 2: \$5's and \$10's

- 1 Use combinations of \$10's and \$5's to exchange for \$25's and/or \$100's.
- 2 Use standard card method for rounding, with 1 card per \$5 in chips (2 cards per \$10).

Tables:

Initially have 3 tables (max per table = 8).

Each time a player is eliminated, the remaining players at that table are responsible to check that the 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 (by drawing cards) to move.

Tables will be combined during a brief pause when number of players becomes 16 and 8.

Blind Structure			
Level	small blind	big blind	time
1	\$1	\$2	15
2	\$2	\$4	15
3	\$3	\$6	15
4	\$4	\$8	15
5	\$5	\$10	15
6	\$7	\$15	15
break	(\$1's, \$2's out; 20 \$25's in)		10
7	\$10	\$20	18
8	\$15	\$30	18
9	\$20	\$40	18
10	\$25	\$50	18
11	\$35	\$70	18
break	(\$5's, \$10's out; \$25's, \$100's in)		10
12	\$50	\$100	20
13	\$75	\$150	20
14	\$100	\$200	20
15	\$150	\$300	20
16	\$200	\$400	20






Re-buys: Each player is entitled to one (1) rebuy of \$100 chips (for \$10) immediately upon busting out before the 1st break (end of level 6).

Add-ons: Each player remaining at the 1st break (end of level 6) is entitled to a one-time add-on of \$50 in chips (for \$5).

Re-buys and add-ons will be distributed as 4 and 2 \$25 chips, respectively. Change can be made by a player at your table, if desired.

* Prizes listed above are based on buy-in only, and will increase with re-buys and add-ons.

25 Player "Chem Poker Tour" No Limit Texas Hold'em Tournament

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	200	\$1	\$200	8	\$8	200	\$200	0	\$0
	150	\$2	\$300	6	\$12	150	\$300	0	\$0
	200	\$5	\$1,000	8	\$40	200	\$1,000	0	\$0
	100	\$10	\$1,000	4	\$40	100	\$1,000	0	\$0
	150	\$25	\$3,750	0	\$0	0	\$0	150	\$3,750
	100	\$100	\$10,000	0	\$0	0	\$0	100	\$10,000
Totals	900		\$16,250	26	\$100	650	\$2,500	250	\$13,750

Minimum Prizes*			
Pos	%	\$	Net**
1	52%	\$130	\$120
2	24%	\$60	\$50
3	12%	\$30	\$20
4	8%	\$20	\$10
5	4%	\$10	\$0
6+	0%	\$0	-\$10
Total	100%	\$250	

Buy-in = **\$10** = \$100 in chips (i.e. a \$1 chip is worth \$0.10)

Chip out round 1: \$1's and \$2's

- 1 Anyone with > \$24 in \$1's and \$2's can exchange for a \$25.
- 2 Those with excess (> 10) \$5's may exchange for \$25's until (at least) 20 \$25's have been added.
- 3 \$1's and \$2's are exchanged for the freed-up \$5's; use standard card method for rounding.

Chip out round 2: \$5's and \$10's

- 1 Use combinations of \$10's and \$5's to exchange for \$25's and/or \$100's.
- 2 Use standard card method for rounding, with 1 card per \$5 in chips (2 cards per \$10).

Tables:

Initially have 3 tables.

Each time a player is eliminated, the remaining players at that table are responsible to check that the 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 (by drawing cards) to move.

Tables will be combined during a brief pause when number of players becomes 16 and 8.

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5	\$5	\$10	15
6	\$7	\$15	15
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7	\$10	\$20	18
8	\$15	\$30	18
9	\$20	\$40	18
10	\$25	\$50	18
11	\$35	\$70	18
break	(\$5's, \$10's out; \$25's, \$100's in)		10
12	\$50	\$100	20
13	\$75	\$150	20
14	\$100	\$200	20
15	\$150	\$300	20
16	\$200	\$400	20

Re-buys: Each player is entitled to one (1) rebuy of \$100 chips (for \$10) immediately upon busting out before the 1st break (end of level 6).

Add-ons: Each player remaining at the 1st break (end of level 6) is entitled to a one-time add-on of \$50 in chips (for \$5).

Re-buys and add-ons will be distributed as 4 and 2 \$25 chips, respectively. Change can be made by a player at your table, if desired.

* Prizes listed above are based on buy-in only, and will increase with re-buys and add-ons.