

15 Player "CPT10: Razz It Up" T1500 (Limit) 7-Card Razz Tournament

Chip Set			Per Player		In Play		Remaining		
Chip	Number	Value	Number	Value	Number	Value	Number	Value	Needed
\$5	300	\$1,500	20	\$100	300	\$1,500	0	\$0	
\$25	300	\$7,500	12	\$300	180	\$4,500	120	\$3,000	60
\$100	250	\$25,000	6	\$600	90	\$9,000	160	\$16,000	60
\$500	100	\$50,000	1	\$500	15	\$7,500	85	\$42,500	30
\$1,000	50	\$50,000	0	\$0	0	\$0	50	\$50,000	22.5
Totals	1000	\$134,000	39	\$1,500	585	\$22,500	415	\$111,500	172.5

Ante/Betting Structure						
Level	Ante	Bring-in	Small	Big	Time	Total
1	\$5	\$5	\$10	\$20	18	0:18
2	\$5	\$10	\$20	\$40	18	0:36
3	\$10	\$15	\$30	\$60	18	0:54
4	\$15	\$25	\$50	\$100	18	1:12
5	\$20	\$35	\$75	\$150	18	1:30
Break	(colour-up \$5's)				5	1:35
6	\$25	\$50	\$100	\$200	15	1:50
7	\$50	\$75	\$150	\$300	15	2:05
8	\$50	\$100	\$200	\$400	15	2:20
9	\$75	\$150	\$300	\$600	15	2:35
10	\$100	\$200	\$400	\$800	15	2:50
11	\$150	\$250	\$500	\$1,000	15	3:05
Break	(colour-up \$25's)				2	3:07
12	\$200	\$300	\$600	\$1,200	12	3:19
13	\$200	\$400	\$800	\$1,600	12	3:31
14	\$300	\$500	\$1,000	\$2,000	12	3:43
15	\$400	\$700	\$1,500	\$3,000	12	3:55
Break	(colour-up \$100's)				2	3:57
16	\$500	\$1,000	\$2,000	\$4,000	10	4:07

Buy-in = \$10.00
Re-buys = \$10.00 available through the first break.
No Add-ons. Total pot (buy-ins + re-buys) goes to prizes (below).

Tables:

Initially have 2 tables (max per table = 8).

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.

Colour-ups:

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

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

Break 3: Some \$100's can be exchanged for \$500's, \$1,000's.

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

Players	Prizes*			
	1st	2nd	3rd	4th
1-4	100%			
5-8	66%	34%		
9-12	50%	30%	20%	
13-16	48%	27%	15%	10%

* All prizes rounded to \$5.

20 Player "CPT10: Razz It Up" T1500 (Limit) 7-Card Razz Tournament

Chip Set			Per Player		In Play		Remaining		
Chip	Number	Value	Number	Value	Number	Value	Number	Value	Needed
\$5	300	\$1,500	15	\$75	300	\$1,500	0	\$0	
\$25	300	\$7,500	13	\$325	260	\$6,500	40	\$1,000	60
\$100	250	\$25,000	6	\$600	120	\$12,000	130	\$13,000	80
\$500	100	\$50,000	1	\$500	20	\$10,000	80	\$40,000	40
\$1,000	50	\$50,000	0	\$0	0	\$0	50	\$50,000	30
Totals	1000	\$134,000	35	\$1,500	700	\$30,000	300	\$104,000	210

Ante/Betting Structure						
Level	Ante	Bring-in	Small	Big	Time	Total
1	\$5	\$5	\$10	\$20	18	0:18
2	\$5	\$10	\$20	\$40	18	0:36
3	\$10	\$15	\$30	\$60	18	0:54
4	\$15	\$25	\$50	\$100	18	1:12
5	\$20	\$35	\$75	\$150	18	1:30
Break	(colour-up \$5's)				5	1:35
6	\$25	\$50	\$100	\$200	15	1:50
7	\$50	\$75	\$150	\$300	15	2:05
8	\$50	\$100	\$200	\$400	15	2:20
9	\$75	\$150	\$300	\$600	15	2:35
10	\$100	\$200	\$400	\$800	15	2:50
11	\$150	\$250	\$500	\$1,000	15	3:05
Break	(colour-up \$25's)				2	3:07
12	\$200	\$300	\$600	\$1,200	12	3:19
13	\$200	\$400	\$800	\$1,600	12	3:31
14	\$300	\$500	\$1,000	\$2,000	12	3:43
15	\$400	\$700	\$1,500	\$3,000	12	3:55
Break	(colour-up \$100's)				2	3:57
16	\$500	\$1,000	\$2,000	\$4,000	10	4:07

Buy-in = \$10.00

Re-buys = \$10.00 available through the first break.

No Add-ons. Total pot (buy-ins + re-buys) goes to prizes (below).

Tables:

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

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 and 8.

Colour-ups:

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

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

Break 3: Some \$100's can be exchanged for \$500's, \$1,000's.

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

* All prizes rounded to \$5.

Players	Prizes*				
	1st	2nd	3rd	4th	5th
1-4	100%				
5-8	66%	34%			
9-12	50%	30%	20%		
13-16	48%	27%	15%	10%	
17-20	45%	25%	15%	10%	5%

30 Player "CPT10: Razz It Up" T1500 (Limit) 7-Card Razz Tournament

Chip Set			Per Player		In Play		Remaining		
Chip	Number	Value	Number	Value	Number	Value	Number	Value	Needed
\$5	300	\$1,500	10	\$50	300	\$1,500	0	\$0	
\$25	300	\$7,500	10	\$250	300	\$7,500	0	\$0	60
\$100	250	\$25,000	7	\$700	210	\$21,000	40	\$4,000	90
\$500	100	\$50,000	1	\$500	30	\$15,000	70	\$35,000	60
\$1,000	50	\$50,000	0	\$0	0	\$0	50	\$50,000	45
Totals	1000	\$134,000	28	\$1,500	840	\$45,000	160	\$89,000	255

Ante/Betting Structure						
Level	Ante	Bring-in	Small	Big	Time	Total
1	\$5	\$5	\$10	\$20	18	0:18
2	\$5	\$10	\$20	\$40	18	0:36
3	\$10	\$15	\$30	\$60	18	0:54
4	\$15	\$25	\$50	\$100	18	1:12
5	\$20	\$35	\$75	\$150	18	1:30
Break	(colour-up \$5's)				5	1:35
6	\$25	\$50	\$100	\$200	15	1:50
7	\$50	\$75	\$150	\$300	15	2:05
8	\$50	\$100	\$200	\$400	15	2:20
9	\$75	\$150	\$300	\$600	15	2:35
10	\$100	\$200	\$400	\$800	15	2:50
11	\$150	\$250	\$500	\$1,000	15	3:05
Break	(colour-up \$25's)				2	3:07
12	\$200	\$300	\$600	\$1,200	12	3:19
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15	\$400	\$700	\$1,500	\$3,000	12	3:55
Break	(colour-up \$100's)				2	3:57
16	\$500	\$1,000	\$2,000	\$4,000	10	4:07

Buy-in = \$10.00

Re-buys = \$10.00 available through the first break.

No Add-ons. Total pot (buy-ins + re-buys) goes to prizes (below).

Tables:

Initially have 4 tables (max per table = 8).

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 24, 16, and 8.

Colour-ups:

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

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

Break 3: Some \$100's can be exchanged for \$500's, \$1,000's.

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

* All prizes rounded to \$5.

Players	Prizes*						
	1st	2nd	3rd	4th	5th	6th	7th
1-4	100%						
5-8	66%	34%					
9-12	50%	30%	20%				
13-16	48%	27%	15%	10%			
17-20	45%	25%	15%	10%	5%		
21-24	40%	20%	15%	12%	8%	5%	
25-30	38%	20%	14%	10%	8%	6%	4%