

## 20 Player "CPT12: Texas Tea Pot" T1500 Pot Limit Omaha Tournament

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

**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 = 10).

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 10.

### 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.

Blind Structure				
Level	Small	Big	Time	Total
1	\$5	\$10	18	0:18
2	\$10	\$20	18	0:36
3	\$20	\$40	18	0:54
4	\$35	\$70	18	1:12
Break	(colour-up \$5's)		10	1:22
5	\$50	\$100	15	1:37
6	\$75	\$150	15	1:52
7	\$100	\$200	15	2:07
8	\$150	\$300	15	2:22
Break	(colour-up \$25's)		5	2:27
9	\$200	\$400	12	2:39
10	\$300	\$600	12	2:51
11	\$400	\$800	12	3:03
12	\$600	\$1,200	12	3:15
13	\$800	\$1,600	12	3:27
Break	(colour-up \$100's)		2	3:29
14	\$1,000	\$2,000	10	3:39
15	\$1,500	\$3,000	10	3:49
16	\$2,000	\$4,000	10	3:59
17	\$2,500	\$5,000	10	4:09

Prizes*					
Players	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 "CPT12: Texas Tea Pot" T1500 Pot Limit Omaha 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

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 = 10).

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 20 and 10.

## 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.

Blind Structure				
Level	Small	Big	Time	Total
1	\$5	\$10	18	0:18
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6	\$75	\$150	15	1:52
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8	\$150	\$300	15	2:22
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16	\$2,000	\$4,000	10	3:59
17	\$2,500	\$5,000	10	4:09
18	\$3,000	\$6,000	10	3:59
19	\$4,000	\$8,000	10	3:59
20	\$5,000	\$10,000	10	4:09

Prizes*							
Players	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%