

16 Player "CPT2: Shoot-Out at the Quantum Corral" No Limit Texas Hold'em

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	200	\$5	\$1,000	10	\$50	160	\$800	40	\$200
	200	\$25	\$5,000	10	\$250	160	\$4,000	40	\$1,000
	150	\$100	\$15,000	7	\$700	112	\$11,200	38	\$3,800
	100	\$500	\$50,000	0	\$0	0	\$0	100	\$50,000
Totals	650		\$71,000	27	\$1,000	432	\$16,000	218	\$55,000

Buy-in = **\$10** = \$1,000 in chips

Re-buys and Add-ons:

This is a shoot-out: When your chips are gone, so are you!

Tables:

Initially have 2 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. A player will move to the empty seat at the smaller table according to position relative to button. Tables will be combined when the number of players = 8.

Chip out round 1: \$5's

- \$5's are exchanged for \$25's; use standard card method for rounding.

Chip out round 2: \$25's

- Anyone with > 20 \$25's can exchange for a \$500.
- Those with excess (> 10) \$100's may exchange for \$500's until (at least) 2 \$500's have been added.
- \$25's are exchanged for the freed-up \$100's; use standard card method for rounding.

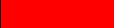

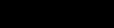

Chip out round 3: \$100's

- Remaining players can exchange excess \$100's for \$500's at their discretion.

Estimated Prizes			
Pos	%	\$	Net
1	50%	\$80	\$70
2	25%	\$40	\$30
3	13%	\$20	\$10
4+	0%	\$0	-\$10
bounty	13%	\$20	
Total	100%	\$160	

Blind Structure			
Level	small	big	time
1	\$5	\$10	10
2	\$10	\$20	10
3	\$15	\$30	10
4	\$25	\$50	10
5	\$35	\$70	10
break	(\$5's out; \$25's in)		10
6	\$50	\$100	10
7	\$75	\$150	10
8	\$100	\$200	10
9	\$150	\$300	10
10	\$250	\$500	10
break	(\$25's out; \$100's + \$500's in)		8
11	\$400	\$800	10
12	\$500	\$1,000	10
13	\$600	\$1,200	10
14	\$800	\$1,600	10
break	(\$100's out; \$500's in)		5
15	\$1,000	\$2,000	10
16	\$1,500	\$3,000	10
17	\$2,000	\$4,000	*

14 Player "CPT2: Shoot-Out at the Quantum Corral" No Limit Texas Hold'em

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	200	\$5	\$1,000	10	\$50	140	\$700	60	\$300
	200	\$25	\$5,000	14	\$350	196	\$4,900	4	\$100
	150	\$100	\$15,000	6	\$600	84	\$8,400	66	\$6,600
	100	\$500	\$50,000	0	\$0	0	\$0	100	\$50,000
Totals	650		\$71,000	30	\$1,000	420	\$14,000	230	\$57,000

Buy-in = **\$10** = \$1,000 in chips

Re-buys and Add-ons:

This is a shoot-out: When your chips are gone, so are you!

Tables:

Initially have 2 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. A player will move to the empty seat at the smaller table according to position relative to button. Tables will be combined when the number of players = 8.

Chip out round 1: \$5's

- 1 Anyone with > 20 \$5's can exchange for a \$100.
- 2 Those with excess (> 12) \$25's may exchange for \$100's until (at least) 6 \$100's have been added.
- 3 \$5's are exchanged for the freed-up \$25's; use standard card method for rounding.

Chip out round 2: \$25's

- 1 \$25's are exchanged for \$100's; use standard card method for rounding.
- 2 Remaining players can exchange excess \$100's for \$500's at their discretion.

Chip out round 3: \$100's

- 1 Remaining players can exchange excess \$100's for \$500's at their discretion.

Estimated Prizes			
Pos	%	\$	Net
1	50%	\$70	\$60
2	25%	\$35	\$25
3	11%	\$15	\$5
4+	0%	\$0	-\$10
bounty	14%	\$20	\$10
Total	100%	\$140	

Blind Structure			
Level	small	big	time
1	\$5	\$10	10
2	\$10	\$20	10
3	\$15	\$30	10
4	\$25	\$50	10
5	\$35	\$70	10
break	(\$5's out; \$25's in)		10
6	\$50	\$100	10
7	\$75	\$150	10
8	\$100	\$200	10
9	\$150	\$300	10
10	\$250	\$500	10
break	(\$25's out; \$100's + \$500's in)		8
11	\$400	\$800	10
12	\$500	\$1,000	10
13	\$600	\$1,200	10
14	\$800	\$1,600	10
break	(\$100's out; \$500's in)		5
15	\$1,000	\$2,000	10
16	\$1,500	\$3,000	*

13 Player "CPT2: Shoot-Out at the Quantum Corral" No Limit Texas Hold'em

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	200	\$5	\$1,000	15	\$75	195	\$975	5	\$25
	200	\$25	\$5,000	13	\$325	169	\$4,225	31	\$775
	150	\$100	\$15,000	6	\$600	78	\$7,800	72	\$7,200
	50	\$500	\$25,000	0	\$0	0	\$0	50	\$25,000
Totals	600		\$46,000	34	\$1,000	442	\$13,000	158	\$33,000

Buy-in = **\$10** = \$1,000 in chips

Re-buys and Add-ons:

This is a shoot-out: When your chips are gone, so are you!

Tables:

Initially have 2 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. A player will move to the empty seat at the smaller table according to position relative to button. Tables will be combined when the number of players = 8.

Chip out round 1: \$5's

- 1 Anyone with > 20 \$5's can exchange for a \$100.
- 2 Those with excess (> 16) \$25's may exchange for \$100's until (at least) 2 \$100's have been added.
- 3 \$5's are exchanged for the freed-up \$25's; use standard card method for rounding.

Chip out round 2: \$25's

- 1 \$25's are exchanged for \$100's; use standard card method for rounding.
- 2 Remaining players can exchange excess \$100's for \$500's at their discretion.

Chip out round 3: \$100's

- 1 Remaining players can exchange excess \$100's for \$500's at their discretion.

Estimated Prizes			
Pos	%	\$	Net
1	50%	\$65	\$55
2	23%	\$30	\$20
3	12%	\$15	\$5
4+	0%	\$0	-\$10
bounty	15%	\$20	\$10
Total	100%	\$130	

Blind Structure			
Level	small	big	time
1	\$5	\$10	10
2	\$10	\$20	10
3	\$15	\$30	10
4	\$25	\$50	10
5	\$35	\$70	10
break	(\$5's out; \$25's in)		10
6	\$50	\$100	10
7	\$75	\$150	10
8	\$100	\$200	10
9	\$150	\$300	10
10	\$250	\$500	10
break	(\$25's out; \$100's + \$500's in)		8
11	\$400	\$800	10
12	\$500	\$1,000	10
13	\$600	\$1,200	10
14	\$800	\$1,600	10
break	(\$100's out; \$500's in)		5
15	\$1,000	\$2,000	10
16	\$1,500	\$3,000	*

20 Player "CPT2: Shoot-Out at the Quantum Corral" No Limit Texas Hold'em

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	200	\$5	\$1,000	10	\$50	200	\$1,000	0	\$0
	200	\$25	\$5,000	10	\$250	200	\$5,000	0	\$0
	150	\$100	\$15,000	7	\$700	140	\$14,000	10	\$1,000
	50	\$500	\$25,000	0	\$0	0	\$0	50	\$25,000
Totals	600		\$46,000	27	\$1,000	540	\$20,000	60	\$26,000

Buy-in = **\$10** = \$1,000 in chips

Re-buys and Add-ons:

This is a shoot-out: When your chips are gone, so are you!

Tables:

Initially have 2 tables (max per table = 10).

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. A player will move to the empty seat at the smaller table according to position relative to button. Tables will be combined when the number of players = 10.

Chip out round 1: \$5's

- 1 Anyone with > 20 \$5's can exchange for a \$100.
- 2 Those with excess (> 10) \$25's may exchange for \$100's until (at least) 10 \$100's have been added.
- 3 \$5's are exchanged for the freed-up \$25's; use standard card method for rounding.

Chip out round 2: \$25's

- 1 Anyone with > 20 \$25's can exchange for a \$500.
- 2 Those with excess (> 8) \$100's may exchange for \$500's until (at least) 12 \$500's have been added.
- 3 \$25's are exchanged for the freed-up \$100's; use standard card method for rounding.

Chip out round 3: \$100's

- 1 Remaining players can exchange excess \$100's for \$500's at their discretion.

Estimated Prizes			
Pos	%	\$	Net
1	48%	\$95	\$85
2	23%	\$45	\$35
3	13%	\$25	\$15
4	8%	\$15	\$5
5+	0%	\$0	-\$10
bounty	10%	\$20	
Total	100%	\$200	

Blind Structure			
Level	small	big	time
1	\$5	\$10	10
2	\$10	\$20	10
3	\$15	\$30	10
4	\$25	\$50	10
5	\$35	\$70	10
break	(\$5's out; \$25's in)		10
6	\$50	\$100	10
7	\$75	\$150	10
8	\$100	\$200	10
9	\$150	\$300	10
10	\$250	\$500	10
break	(\$25's out; \$100's + \$500's in)		8
11	\$400	\$800	10
12	\$500	\$1,000	10
13	\$800	\$1,600	10
break	(\$100's out; \$500's in)		5
14	\$1,000	\$2,000	10
15	\$1,500	\$3,000	10
16	\$2,000	\$4,000	10
17	\$2,500	\$5,000	10
18	\$3,500	\$7,000	10
19	\$5,000	\$10,000	*