

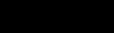



15 Player "CPT3: Bounty Hunter Showdown" No Limit Texas Hold'em Tournament

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	300	\$5	\$1,500	20	\$100	300	\$1,500	0	\$0
	200	\$25	\$5,000	12	\$300	180	\$4,500	20	\$500
	150	\$100	\$15,000	6	\$600	90	\$9,000	60	\$6,000
	100	\$500	\$50,000	0	\$0	0	\$0	100	\$50,000
Totals	750		\$71,500	38	\$1,000	570	\$15,000	180	\$56,500

Prizes
Collect "bounty" chips as you eliminate other players. Cash them in before you leave. There is no additional prize for the "last player standing".

Buy-in = **\$10** = \$1,000 in chips + 1 "bounty" chip

Re-buys and Add-ons:

This is a shoot-out: When your chips (and bounty) 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..

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) 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



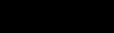

- 1 Anyone with > 20 \$25's can exchange for a \$500.
- 2 Those with excess (> 10) \$100's may exchange for \$500's.
- 3 \$25's are exchanged for the freed-up \$100's; use standard card method for rounding.

Chip out round 3: \$100's

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

Blind Structure			
Level	small	big	time
1	\$5	\$10	15
2	\$10	\$20	15
3	\$15	\$30	15
break	(\$5's out; \$25's + \$100's in)		8
4	\$25	\$50	12
5	\$50	\$100	12
6	\$75	\$150	10
7	\$100	\$200	10
8	\$150	\$300	10
break	(\$25's out; \$100's + \$500's in)		6
9	\$200	\$400	10
10	\$300	\$600	10
11	\$500	\$1,000	10
12	\$700	\$1,400	10
break	(\$100's out; \$500's in)		4
13	\$1,000	\$2,000	*

20 Player "CPT3: Bounty Hunter Showdown" No Limit Texas Hold'em Tournament

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	300	\$5	\$1,500	15	\$75	300	\$1,500	0	\$0
	200	\$25	\$5,000	9	\$225	180	\$4,500	20	\$500
	150	\$100	\$15,000	7	\$700	140	\$14,000	10	\$1,000
	100	\$500	\$50,000	0	\$0	0	\$0	100	\$50,000
Totals	750		\$71,500	31	\$1,000	620	\$20,000	130	\$51,500

Prizes
Collect "bounty" chips as you eliminate other players. Cash them in before you leave. There is no additional prize for the "last player standing".

Buy-in = **\$10** = \$1,000 in chips + 1 "bounty" chip

Re-buys and Add-ons:

This is a shoot-out: When your chips (and bounty) 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..

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) 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 (> 10) \$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.

Blind Structure			
Level	small	big	time
1	\$5	\$10	15
2	\$10	\$20	15
3	\$15	\$30	15
break	(\$5's out; \$25's + \$100's in)		8
4	\$25	\$50	12
5	\$50	\$100	12
6	\$75	\$150	10
7	\$100	\$200	10
8	\$150	\$300	10
break	(\$25's out; \$100's + \$500's in)		6
9	\$200	\$400	10
10	\$300	\$600	10
11	\$500	\$1,000	10
12	\$700	\$1,400	10
break	(\$100's out; \$500's in)		4
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