

20 Player "CPT6: Kill or Be Killed" 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	10	\$10	200	\$200	0	\$0
	200	\$2	\$400	10	\$20	200	\$400	0	\$0
	300	\$5	\$1,500	14	\$70	280	\$1,400	20	\$100
	100	\$10	\$1,000	5	\$50	100	\$1,000	0	\$0
	200	\$25	\$5,000	2	\$50	40	\$1,000	160	\$4,000
Totals	1000		\$8,100	41	\$200	820	\$4,000	180	\$4,100

Prizes*			
Pos	%	\$	Net*
1	50%	\$100	\$90
2	25%	\$50	\$40
3	15%	\$30	\$20
4	10%	\$20	\$10
5+	0%	\$0	-\$10
Total	100%	\$200	

Buy-in = **\$10** = \$200 in chips

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 \$1's and \$2's are exchanged for \$5's and \$10's.
- 3 Use standard card method for rounding, with 1 card given per \$1 in chips (2 cards per \$2).

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

- 1 Combinations of \$5's and \$10's are exchanged for \$25's (and/or \$100's).
- 2 Use standard card method for rounding, with 1 card given per \$5 in chips (2 cards per \$10).
- 3 \$100's may be introduced as desired (especially if heads up).

Tables:

Initially have 2 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 randomly chosen at random to move.

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

Blind Structure			
Level	small	big	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; \$10's, \$25's in)		10
7	\$10	\$20	15
8	\$15	\$30	15
9	\$20	\$40	15
10	\$25	\$50	15
11	\$35	\$70	15
break	(\$5's, \$10's out; \$25's in)		10
12	\$50	\$100	15
13	\$75	\$150	15
14	\$100	\$200	*

25 Player "CPT6: Kill or Be Killed" 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	6	\$6	150	\$150	50	\$50
	200	\$2	\$400	7	\$14	175	\$350	25	\$50
	300	\$5	\$1,500	8	\$40	200	\$1,000	100	\$500
	100	\$10	\$1,000	4	\$40	100	\$1,000	0	\$0
	200	\$25	\$5,000	0	\$0	0	\$0	200	\$5,000
Totals	1000		\$8,100	25	\$100	625	\$2,500	375	\$5,600

Prizes*			
Pos	%	\$	Net*
1	44%	\$110	\$100
2	24%	\$60	\$50
3	16%	\$40	\$30
4	10%	\$25	\$15
5	6%	\$15	\$5
6+	0%	\$0	-\$10
Total	100%	\$250	

Buy-in = **\$10** = \$200 in chips

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 \$1's and \$2's are exchanged for \$5's and \$10's.
- 3 Use standard card method for rounding, with 1 card given per \$1 in chips (2 cards per \$2).

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

- 1 Combinations of \$5's and \$10's are exchanged for \$25's (and/or \$100's).
- 2 Use standard card method for rounding, with 1 card given per \$5 in chips (2 cards per \$10).
- 3 \$100's may be introduced as desired (especially if heads up).

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 randomly chosen at random to move.

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Blind Structure			
Level	small	big	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; \$10's, \$25's in)		10
7	\$10	\$20	15
8	\$15	\$30	15
9	\$20	\$40	15
10	\$25	\$50	15
11	\$35	\$70	15
break	(\$5's, \$10's out; \$25's in)		10
12	\$50	\$100	15
13	\$75	\$150	15
14	\$100	\$200	15
15	\$150	\$300	*

30 Player "CPT6: Kill or Be Killed" 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	6	\$6	180	\$180	20	\$20
	200	\$2	\$400	7	\$14	210	\$420	-10	-\$20
	300	\$5	\$1,500	10	\$50	300	\$1,500	0	\$0
	100	\$10	\$1,000	3	\$30	90	\$900	10	\$100
	200	\$25	\$5,000	4	\$100	120	\$3,000	80	\$2,000
Totals	1000		\$8,100	30	\$200	900	\$6,000	100	\$2,100

Buy-in = **\$10** = \$200 in chips

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

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

Prizes*			
Pos	%	\$	Net*
1	40%	\$120	\$110
2	23%	\$70	\$60
3	17%	\$50	\$40
4	10%	\$30	\$20
5	7%	\$20	\$10
6	3%	\$10	\$0
7+	0%	\$0	-\$10
Total	100%	\$300	

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