20 Player "CPT7: Season 1 Finale" No 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 | $\$ 5$ | $\$ 1,500$ | 6 | $\$ 30$ | 120 | $\$ 600$ | 180 | $\$ 900$ |
|  | 100 | $\$ 10$ | $\$ 1,000$ | 4 | $\$ 40$ | 80 | $\$ 800$ | 20 | $\$ 200$ |
|  | 80 | $\$ 25$ | $\$ 2,000$ | 0 | $\$ 0$ | 0 | $\$ 0$ | 80 | $\$ 2,000$ |
|  | 20 | $\$ 100$ | $\$ 2,000$ | 0 | $\$ 0$ | 0 | $\$ 0$ | 20 | $\$ 2,000$ |
| Totals | 900 |  | $\$ 7,100$ | 30 | $\$ 100$ | 600 | $\$ 2,000$ | 300 | $\$ 5,100$ |

Buy-in $=\quad \$ 10=\$ 100$ 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.
$2 \quad \$ 1$ '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).
$3 \quad \$ 100$ '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 chosen at random to move.
Tables will be combined during a brief pause when number of players becomes 16 and 8 .

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[^0]:    * Prizes based on 20 players and no rebuys or add-ons.

