






20 Player "CPT8: Omaha-8 Pot Luck" NLHE and PLO8 Tournaments

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	300	\$5	\$1,500	10	\$50	200	\$1,000	100	\$500
	300	\$25	\$7,500	14	\$350	280	\$7,000	20	\$500
	250	\$100	\$25,000	6	\$600	120	\$12,000	130	\$13,000
	100	\$500	\$50,000	1	\$500	20	\$10,000	80	\$40,000
	50	\$1,000	\$50,000	0	\$0	0	\$0	50	\$50,000
Totals	1000		\$134,000	31	\$1,500	620	\$30,000	380	\$104,000

Prizes*			
Pos	%	\$	Net*
1	50%	\$100	\$90
2	30%	\$60	\$50
3	15%	\$30	\$20
4	5%	\$10	\$0
5+	0%	\$0	-\$10
Total	100%	\$200	

Buy-in = **\$10** = \$1,500 in chips

Chip out round 1: \$5's

* \$5's exchanged for \$25's. Use standard card method for rounding.

Chip out round 2: \$25's

* \$25's exchanged for \$100's. Use standard card method for rounding.

Chip out round 3: \$100's

* Some \$100's exchanged for \$500's and \$1,000's.

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 8.

* Prizes based on 20 players and no rebuys or add-ons.

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

30 Player "CPT8: Omaha-8 Pot Luck" NLHE and PLO8 Tournaments

Chip Set				Per Player		In Play		Remaining	
Colour	Number	Chip Value	Total	Number	Value	Number	Value	Number	Value
	300	\$5	\$1,500	10	\$50	300	\$1,500	0	\$0
	300	\$25	\$7,500	10	\$250	300	\$7,500	0	\$0
	300	\$100	\$30,000	7	\$700	210	\$21,000	90	\$9,000
	100	\$500	\$50,000	1	\$500	30	\$15,000	70	\$35,000
	50	\$1,000	\$50,000	0	\$0	0	\$0	50	\$50,000
Totals	1050		\$139,000	28	\$1,500	840	\$45,000	210	\$94,000

Prizes*			
Pos	%	\$	Net*
1	50%	\$150	\$140
2	27%	\$80	\$70
3	13%	\$40	\$30
4	7%	\$20	\$10
5	3%	\$10	\$0
6+	0%	\$0	-\$10
Total	100%	\$300	

Buy-in = **\$10** = \$1,500 in chips

Chip out round 1: \$5's

* \$5's exchanged for \$25's. Use standard card method for rounding.

Chip out round 2: \$25's

* \$25's exchanged for \$100's. Use standard card method for rounding.

Chip out round 3: \$100's

* Some \$100's exchanged for \$500's and \$1,000's.

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 chosen at random to move.

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

* Prizes based on 30 players and no rebuys or add-ons.

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