



\$230 SPT Omaha Hi/Lo Championship

Tuesday June 16, 2015 - 2 Day Event - \$200 + \$30 + \$10 Bonus

STARTING CHIPS: 20,000 + 5,000 MORE CHIPS W/OPTIONAL \$10 BONUS BUY

30 MINUTE BLIND LEVELS/ 45 MINUTE LEVELS AT FINAL TABLE – 11AM START TIME

Rounds	Small Blind	Big Blind	Limits
1	50	100	100-200
2	75	150	150-300
3	100	200	200-400
4	150	300	300-600
5	200	400	400-800
6	300	600	600-1200
7	400	800	800-1600
8	500	1,000	1,000-2,000
9	600	1,200	1,200-2,400
10	800	1,600	1,600-3,200
11	1,000	2,000	2,000-4,000
12	1,500	3,000	3,000-6,000
13	2,000	4,000	4,000-8,000
14	3,000	6,000	6,000-12,000
15	4,000	8,000	8,000-16,000
16	5,000	10,000	10,000-20,000
17	6,000	12,000	12,000-24,000
18	8,000	16,000	16,000-32,000
19	10,000	20,000	20,000-40,000
20	15,000	30,000	30,000-60,000
21	20,000	40,000	40,000-80,000
22	30,000	60,000	60,000-120,000
23	40,000	80,000	80,000-160,000
24	60,000	120,000	120,000-240,000
25	80,000	160,000	160,000-320,000

10 minute break every 4 rounds- 1 Hour Dinner Break after Level 12
Play will end after Level 20 and resume Day 2 on Wed June 17th 11AM

*TDA Rules apply

*Must be 50 years of age or older to participate or turning 50 in the calendar year

*All applicable tax laws apply for both US and Non-US citizens

*Registration and re-entry is allowed until completion of 1st break

*This is a re-entry available tournament. A player that is completely eliminated from the event may re-enter. All alternates will be allowed to buy-in to the event before re-entries are taken.

*Late entries after the first round of play will receive a full starting stack, but will not be allowed to play until it is their big blind or they choose to post their big blind. Posting is NOT allowed on the button and in-between the small blind and the button.

*3% of prize pool will be withheld for tournament staff gratuity

*This is a 2 Day Tournament ** Play will end at 10pm and resume Wed June 17th at 11am

*Tournament prize pools may be modified if all remaining players unanimously agree

***Casino management reserves all rights to modify or change event.**