

## Events #11 & #16: No Limit Hold'em Freeze \$50 + \$10

**1 Day Events:** Tuesday October 1, 2013, 7:30pm  
 Thursday October 3, 2013, 7:30pm

### Blind Levels Structure

Level	Small Blind	Big Blind	Ante
Level 1	25	50	0
Level 2	50	100	0
Level 3	100	200	0
Level 4	150	300	0
Level 5	200	400	0
Level 6	300	600	0
Level 7	400	800	100
Level 8	500	1,000	100
Level 9	600	1,200	100
Level 10	800	1,600	200
Level 11	1,000	2,000	200
Level 12	1,500	3,000	300

Level	Small Blind	Big Blind	Ante
Level 13	2,000	4,000	400
Level 14	3,000	6,000	500
Level 15	4,000	8,000	500
Level 16	5,000	10,000	1,000
Level 17	6,000	12,000	1,000
Level 18	8,000	16,000	2,000
Level 19	10,000	20,000	2,000
Level 20	15,000	30,000	3,000
Level 21	20,000	40,000	3,000
Level 22	30,000	60,000	5,000
Level 23	40,000	80,000	5,000
Level 24	50,000	100,000	10,000

- **Starting Stack:** 15,000 tournament chips. All players start the tournament with a full stack.
- **Blind Level Length:** 20 minutes.
- **Breaks:** There will be 15-minute breaks after approximately every 4 levels of play.
- **Late Registration:** Players may enter the tournament until the beginning of Level 5 (end of the first break).
- **Rebuy/Re-entry:** This is a freezeout tournament. Rebuy/re-entry is not permitted.
- **Players per table:** This is a 10-handed tournament.
- **Seating Redraws:** There will be a full redraw prior to the beginning of the final table (10 players).
- **Maximum players:** 150 + alternates.
- Tournament director decisions are final and players shall have no recourse following the beginning of the next hand. The next hand begins with the first riffle of the cards.
- 3% of the prize pool will be withheld as staff gratuities.
- Playground Poker reserves the right to limit seating, cancel or modify tournaments at its sole discretion and without prior notice.
- Playground Poker will not be held responsible for typographical errors or misinformation on its website or in printed material pertaining to tournaments. Players will not have any claim with regard to errors and/or misinformation.