

Live! CASINO • HOTEL®

FATSTACKS \$120 w/ \$25 BOUNTY MONDAYS @ 11:15AM

Level	SB	BB	Ante
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	600	600
6	400	800	800
15 Min Break			
7	600	1200	1200
8	800	1600	1600
9	1000	2000	2000
10	1500	2500	2500
11	2000	3000	3000
12	2000	4000	4000
15 Min Break / Color Up 100s & 500s			
13	3000	5000	5000
14	3000	6000	6000
15	4000	8000	8000
16	6000	12000	12000
17	8000	16000	16000
18	10000	20000	20000
15 Min Break / Color Up 1000s			
19	15000	25000	25000
20	20000	30000	30000
21	20000	40000	40000
22	30000	60000	60000
23	40000	80000	80000
24	60000	120000	120000
15 Min Break			
25	80000	160000	160000

Event Details

- ♣ Players start with 20,000 in tournament chips.
- ♦ Levels change every 20 minutes.
- ♠ Late registration and re-entries are allowed for 6 levels.
- ♥ \$67 from each entrant goes to the prize pool, \$12 is house revenue, \$14 is staffing, \$25 is bounty, \$2 is jackpot.
- ♣ Bounties are included in tournament fee and awarded by dealer.
- ♦ Will not be held on May 17th & 31st due to alternate events.

House Rules

- ♣ A player's card will be required for tournament registration.
- ♦ Players must use their player's card at the table.
- ♠ Must be 21 years of age or older to play.
- ♥ Live! Casino & Hotel reserves the right to alter, change, or cancel any tournament.
- ♣ Live! Casino & Hotel will follow all TDA rules, any exceptions will be announced.
- ♦ Players start with a full stack. Purchased stacks will be put into play at the end of registration if player is still absent.
- ♠ Winnings over \$5,000 must have a valid I.D.
- ♥ Tournament director's decision is final.
- ♣ Any unauthorized chips introduced into tournament play will be immediately removed upon detection without substitution. Any parties determined to be responsible for the introduction of said chips will be disqualified without refund. It is each and every player's responsibility to bring to our attention unusual chips, circumstances or irregularities.



Follow @LivePokerRoom for tournament news.