



World Series of Poker Circuit Events

Hard Rock Tulsa



\$135 Buy-in - Nightly No Limit Hold'em - DeepStack

Level	Minutes	Small Blind	Big Blind	Big Blind Ante
1	20	100	100	
2	20	100	100	100
3	20	100	200	200
4	20	200	300	300
5	20	200	400	400
6	20	300	600	600
<i>10-minute break</i>				
7	20	400	800	800
8	20	600	1,200	1,200
9	20	800	1,600	1,600
<i>color up the 100s</i>				
10	20	1,000	2,000	2,000
11	20	1,500	3,000	3,000
12	20	2,000	4,000	4,000
<i>10-minute break</i>				
<i>color up the 500s</i>				
13	20	3,000	6,000	6,000
14	20	4,000	8,000	8,000
15	20	6,000	12,000	12,000
16	20	8,000	16,000	16,000
17	20	10,000	20,000	20,000
18	20	15,000	30,000	30,000
<i>10-minute break</i>				
<i>color up the 1000s</i>				
19	20	20,000	40,000	40,000
20	20	30,000	60,000	60,000
21	20	40,000	80,000	80,000
22	20	60,000	120,000	120,000
23	20	80,000	160,000	160,000
24	20	100,000	200,000	200,000

- Additional levels will be added as needed.

- Fees: **\$135 buy-in** (\$100 prize pool + \$35 administration)
\$135 buy-in (\$75 prize pool + \$35 administration + **\$25 bounty**)
- Administrative fee includes any and all staffing/dealer fees, and rake.
- Players will start with 10,000 in tournament chips.
- Registration will remain open until the start of level 7, eliminated players may re-enter until this time. All original fees apply. Players must have zero chips remaining to re-enter. Players may forfeit or surrender their chips to re-enter.
- Any player who has not taken a hand by start of the first break may be considered a "no show" and may have their chips removed from play and may not be eligible to participate and may not be eligible for a refund.
- There will be a 10-minute break after every two hours of play, approximately. Scheduled as a one-day tournament.
- If scheduled as a "**Bounty**" the players are required to have their bounty chip on the table at all times. Bounties are awarded to the winner of the pot in which a player is eliminated from the tournament.
- The Tournament Director in his sole and absolute discretion may adjust the break schedule, adjust the start and stop time, adjust the level lengths, and/or add an additional day if necessary.

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