



Event #11
No Limit Hold'em
Official Ring Event* (2 Day Event)

Thursday, 3/7 @ 10AM

\$400 Buy-in (\$330 Prize Pool + \$50 Entry Fees + \$20 S/C) | Re-entry First 12 Levels

Each player starts with **15,000** in tournament chips.

Players must present their Bicycle Casino Reward card to register.

Level	Big Blind Ante	Small Blind	Big Blind	Time
1	-	25	50	30 minutes
2	-	50	100	30 minutes
3	-	75	150	30 minutes
4	150	75	150	30 minutes
10 Minute Break				
5	200	100	200	30 minutes
6	300	100	300	30 minutes
7	400	200	400	30 minutes
8	500	300	500	30 minutes
10 Minute Break				
9	600	300	600	30 minutes
10	800	400	800	30 minutes
11	1,000	500	1,000	30 minutes
12	1,200	600	1,200	30 minutes
10 Minute Break - Last Chance to Register				
13	1,500	1,000	1,500	30 minutes
14	2,000	1,000	2,000	30 minutes
15	2,500	1,500	2,500	30 minutes
16	3,000	1,500	3,000	30 minutes
17	4,000	2,000	4,000	30 minutes
18	5,000	3,000	5,000	30 minutes
19	6,000	3,000	6,000	30 minutes
20	8,000	4,000	8,000	30 minutes
21	10,000	5,000	10,000	30 minutes
22	12,000	6,000	12,000	30 minutes
End of Day 1				
23	15,000	10,000	15,000	45 minutes
24	20,000	10,000	20,000	45 minutes

There will be 10-minute breaks after level 16, 20

Day 1 will end after Level 22
Day 2 will resume on Friday 3/8 @1pm
Day 2 Levels will be 45 Minutes

The Bicycle Casino and/or The Tournament Directors Association govern all tournament rules. The Bicycle Casino reserves the right to revise, suspend, cancel, or modify tournament events at its sole discretion and without prior notice within the parameters of GEGA-00451. Management decisions are final. Please Gamble Responsibly. 1-800-GAMBLER www.problemgambling.ca.gov

For tournament updates visit The Bicycle Casino's website at www.theBike.com or follow us on

[Facebook.com/BicycleCasino](https://www.facebook.com/BicycleCasino) [Twitter.com/BicycleCasino](https://twitter.com/BicycleCasino) [YouTube.com/TheBicycleCasino](https://www.youtube.com/TheBicycleCasino).

Follow Tournament Director Mo Fathipour @MoTheBikeTD on Twitter for more tournament updates