

# \$1,200 NO LIMIT CSPC MAIN EVENT \$250,000 GUARANTEE

STARTING CHIPS

30,000

\$1,200 (\$1,070 PP + \$40 S/C + \$90 E/F)

LEVEL	BB ANTE	BLINDS		
1	200	100	-	200
2	300	200	-	300
3	400	200	-	400
15 MIN BREAK				
4	500	300	-	500
5	600	300	-	600
6	800	400	-	800
15 MIN BREAK-CLOSE OF REGISTRATION				
7	1,000	500	-	1,000
8	1,200	600	-	1,200
9	1,600	800	-	1,600
15 MIN BREAK-REMOVE 100 CHIPS				
10	2,000	1,000	-	2,000
11	2,500	1,500	-	2,500
12	3,000	1,500	-	3,000
15 MIN BREAK-REMOVE 500 CHIPS				
13	4,000	2,000	-	4,000
14	5,000	3,000	-	5,000
15	6,000	3,000	-	6,000
15 MIN BREAK				
16	8,000	4,000	-	8,000
17	10,000	5,000	-	10,000
18	12,000	6,000	-	12,000
15 MIN BREAK- REMOVE 1,000 CHIPS				

MONDAY	5/8/23	11:00 AM
TUESDAY	5/9/23	11:00 AM
WEDNESDAY	5/10/23	11:00 AM
THURSDAY	5/11/23	11:00 AM
FRIDAY	5/12/23	11:00 AM
FRIDAY-TURBO	5/12/23	4:00 PM

## TWO DAY EVENT

<i>DAY ONE CONCLUDES ONCE THE MONEY IS REACHED</i>		
SATURDAY	5/13/23	12:00 PM
LEVELS		
ALL		40 MIN
CLOSE OF REGISTRATION		
START OF LEVEL	7	
TIME	3:30 PM	
MULTIPLE RE-ENTRY		
TABLES	9 HANDED	
IN THE MONEY	1 IN 10	

### GENERAL RULES

It is the casino's policy that in order to register/collect winnings, players must have a Commerce Casino player's card and a valid ID (Passport for non US residents. Real ID Driver's License and SSN for US residents. Treaty countries need ITIN) The casino is required by State and Federal regulations to withhold upon day of payout. All out of state residents are subject to tax withholdings on all winnings. **If you bag more than once, your biggest stack will play on day 2 and you will receive the minimum payout on day 2 for the forfeited stack.** TDA rules apply. See pokerTDA.com. Redraw at 27 and 9 players

Follow us on Twitter @COMMERCECASINO, @DJVEGAS3

The Commerce Hotel & Casino reserves the right to change or cancel the event at any time

GEGA-002390, 003731. Must be 21. Play responsibly. Problem Gambling? Call 1-800-GAMBLER or visit [www.problemgambling.ca.gov](http://www.problemgambling.ca.gov)

CAL STATE POKER SERIES EVENT #18