\$250 NL HOLD'EM 8HOURS & TIMES UP!

STARTING CHIPS - 30,000

\$250 (\$200 PP + \$15 S/C + \$35 E/F)					
LEVEL	BBANTE	BLINDS			
1/ 3:20 PM		100	1	200	
2/ 3:40 PM	300	100	-	300	
3/ 4:00 PM	400	200	-	400	
4/ 4:20 PM	500	300	-	500	
5/ 4:40 PM	600	300	-	600	
6/ 5:00 PM	800	400	1	800	
15 MIN BREAK - RACE OFF 100's					
7	1,000	500	1	1,000	
8	1,500	500	1	1,500	
9	2,000	1,000	1	2,000	
10	2,000	1,500	1	3,000	
11	3,000	2,000	1	4,000	
12	4,000	3,000	1	6,000	
15 MIN BREAK - RACE OFF 500's					
13	8,000	4,000	-	8,000	
14	10,000	5,000	-	10,000	
15	12,000	6,000	-	12,000	
16	16,000	8,000	-	16,000	
10 MIN BREAK - RACE OFF 1,000's					
17	20,000	10,000	-	20,000	
18	30,000	15,000	-	30,000	

SATURDAY 9/23/2023 3:00 PM

ONE DAY EVENT				
LEVELS				
1 THRU 12	20 MIN			
13 THUR 17	30 MIN			
18	20 HANDS			
REGISTRATION CLOSES START OF LEVEL (7) 5:15 PM				
MULTIPLE RE-ENTRY				
TABLES	9 HANDED			
1 IN 8 IN THE MONEY				

TIMES UP INFORMATION

Level 18 will consist of 20 hands at each remaining table, with the tables being balanced after hands 5 and 10. At the completion of level 18 TIMES UP. Payouts will be determined by chip equity. The number of payouts will be based on total entrants.

GENERAL RULES

To register for a tournament and to collect tournament winnings, a Commerce Casino Player's Card is required. To register for a Player's Card, players must possess a valid ID, such as a Real ID or Driver's License for US residents, a passport for non-US residents, and an ITIN for those from treaty countries. A SSN or equivalent may be required based on the value of winnings. To comply with State and Federal regulations, the casino is obligated to withhold taxes upon the day of payout, and out-of state residents are subject to tax withholdings on all winnings. Commerce Casino enforces TDA rules. Redraw at the final 9 players.

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