

\$400 NL HOLD'EM XL STACK

\$150,000 GUARANTEE

STARTING CHIPS - 40,000

\$400 (\$320 PP + \$20 S/C + \$60 E/F)				
LEVEL	BB ANTE	BLINDS		
1		200	-	300
2		200	-	400
3	500	300	-	500
4	600	300	-	600
15 MINUTE BREAK				
5	800	400	-	800
6	1,000	500	-	1,000
7	1,200	600	-	1,200
REGISTRATION CLOSED				
8	1,600	800	-	1,600
15 MIN BREAK - RACE OFF 100's				
9	2,000	1,000	-	2,000
10	3,000	1,500	-	3,000
11	4,000	2,000	-	4,000
12	5,000	2,500	-	5,000
15 MIN BREAK - RACE OFF 500's				
13	6,000	3,000	-	6,000
14	8,000	4,000	-	8,000
15	10,000	5,000	-	10,000
16	12,000	6,000	-	12,000
15 MIN BREAK - RACE OFF 1,000's				
17	15,000	10,000	-	15,000
18	20,000	10,000	-	20,000
19	25,000	15,000	-	25,000
20	30,000	15,000	-	30,000
15 MINUTE BREAK				

MONDAY	1/15/24	4:00 PM
TUESDAY	1/16/24	4:00 PM
WEDNESDAY	1/17/24	4:00 PM
THURSDAY	1/18/24	4:00 PM
FRIDAY	1/19/24	12:00 PM
FRIDAY	1/19/24	4:00 PM

DAY 1 CONCLUDES ONCE THE MONEY IS REACHED		
TWO DAY EVENT		
SATURDAY	1/20/24	11:00 AM
LEVELS		
ALL	30 MIN	
REGISTRATION CLOSES		
START OF LEVEL (8) 3:45 PM & 7:45 PM		
MULTIPLE RE-ENTRY		
TABLES	9 HANDED	
1 IN 10 IN THE MONEY		
\$1,500 DOUBLE BAG BONUS		
WILL PAY THE SAME DAY.		



GENERAL RULES

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. You **MUST** bag chips to be in the money. If you bag more than once, you will receive \$1,500 the prize pool. Redraw at 27 & 9 players. DAY 2 will restart at level 13.

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

GEGA-002390. Must be 21. Play responsibly. Problem Gambling? Call 1-800-GAMBLER or visit www.problemgambling.ca.gov

LAPC #3