



# Commerce



**Phil Hellmuth Hosting (2 Day Event)**  
 \$975 PRIZE POOL + \$30 S/C + \$95 E/F  
**H.O.R.S.E (Re-Entry)**  
 MAY 23RD 11AM

LEVEL		TYPE	ANTE	BRING IN SMALL BLIND	COMPLETION BIG BLIND	LIMITS
1	30	LIMIT FLOP	-	100	200	200-400
		STUD GAMES	200 BUTTON	100	200	200-400
2	30	LIMIT FLOP	-	200	300	300-600
		STUD GAMES	300 BUTTON	200	300	300-600
3	30	LIMIT FLOP	-	200	400	400-800
		STUD GAMES	100	100	400	400-800
4	30	LIMIT FLOP	-	300	500	500-1,000
		STUD GAMES	100	200	500	500-1,000
5	30	LIMIT FLOP	-	300	600	600-1,200
		STUD GAMES	100	200	600	600-1,200
6	30	LIMIT FLOP	-	400	800	800-1,600
		STUD GAMES	200	200	800	800-1,600
7	30	LIMIT FLOP	-	500	1,000	1,000-2,000
		STUD GAMES	200	300	1,000	1,000-2,000
8	30	LIMIT FLOP	-	600	1,200	1,200-2,400
		STUD GAMES	300	300	1,200	1,200-2,400
9	30	LIMIT FLOP	-	1000	1,500	1,500-3,000
		STUD GAMES	500	500	1,500	1,500-3,000
10	30	LIMIT FLOP	-	1,000	2,000	2,000-4,000
		STUD GAMES	500	500	2,000	2,000-4,000
11	30	LIMIT FLOP	-	1,500	2,500	2,500-5,000
		STUD GAMES	500	1,000	2,500	2,500-5,000
12	30	LIMIT FLOP	-	1,500	3,000	3,000-6,000
		STUD GAMES	1,000	1,000	3,000	3,000-6,000
13	30	LIMIT FLOP	-	3,000	5,000	5,000-10,000
		STUD GAMES	1,000	2,000	5,000	5,000-10,000
14	30	LIMIT FLOP	-	3,000	6,000	6,000-12,000
		STUD GAMES	2,000	2,000	6,000	6,000-12,000
15	30	LIMIT FLOP	-	4,000	8,000	8,000-16,000
		STUD GAMES	2,000	2,000	8,000	8,000-16,000
16	30	LIMIT FLOP	-	5,000	10,000	10,000-20,000
		STUD GAMES	2,000	3,000	10,000	10,000-20,000
17	30	LIMIT FLOP	-	6,000	12,000	12,000-24,000



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		<b>STUD GAMES</b>	3,000	3,000	12,000	12,000-24,000
<b>18</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	8,000	15,000	15,000-30,000
		<b>STUD GAMES</b>	3,000	5,000	15,000	15,000-30,000
END DAY 1						
<b>19</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	10,000	20,000	20,000-40,000
		<b>STUD GAMES</b>	5,000	5,000	20,000	20,000-40,000
<b>20</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	15,000	25,000	25,000-50,000
		<b>STUD GAMES</b>	5,000	10,000	25,000	25,000-50,000
<b>21</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	15,000	30,000	30,000-60,000
		<b>STUD GAMES</b>	10,000	10,000	30,000	30,000-60,000
<b>22</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	20,000	40,000	40,000-80,000
		<b>STUD GAMES</b>	10,000	10,000	40,000	40,000-80,000
<b>23</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	25,000	50,000	50,000-100,000
		<b>STUD GAMES</b>	10,000	20,000	50,000	50,000-100,000
<b>24</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	30,000	60,000	60,000-120,000
		<b>STUD GAMES</b>	15,000	20,000	60,000	60,000-120,000
<b>25</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	40,000	80,000	80,000-160,000
		<b>STUD GAMES</b>	20,000	20,000	80,000	80,000-160,000
<b>26</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	50,000	100,000	100,000-200,000
		<b>STUD GAMES</b>	20,000	30,000	100,000	100,000-200,000
<b>27</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	60,000	120,000	120,000-240,000
		<b>STUD GAMES</b>	30,000	30,000	120,000	120,000-240,000
<b>28</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	75,000	150,000	150,000-300,000
		<b>STUD GAMES</b>	30,000	50,000	150,000	150,000-300,000
<b>29</b>	<b>30</b>	<b>LIMIT FLOP</b>	-	100,000	200,000	200,000-400,000
		<b>STUD GAMES</b>	50,000	50,000	200,000	200,000-400,000



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30	30	LIMIT FLOP	-	125,000	250,000	250,000-500,000
		STUD GAMES	50,000	75,000	250,000	250,000-500,000
31	30	LIMIT FLOP	-	150,000	300,000	300,000-600,000
		STUD GAMES	100,000	100,000	300,000	300,000-600,000
32	30	LIMIT FLOP	-	200,000	400,000	400,000-800,000
		STUD GAMES	100,000	100,000	400,000	400,000-800,000

*-Additional levels will be added as needed.*

### **\$1100 buy-in (\$975 prize pool + \$125 administrative fee)**

- Players will start with 25,000 in tournament chips.
- Administrative fee includes any and all staffing/dealer fees, and rake.
- This is a re-entry event. If a player is eliminated during registration period that player may re-enter same event
- Day 2 will resume on May 24<sup>th</sup> at 12:00 PM. In the event the tournament is unable to reach a conclusion on Day 2, the Tournament Director, in his sole and absolute discretion, may add an additional day if necessary.
- There will be a 15 minute break after levels 4, 8, 12, and 15. There will be a 10 minute breaks on Day 2
- In the event the tournament is unable to reach a conclusion on Day 2, the Tournament Director, in his sole and absolute discretion, may add an additional day if necessary.
- Registration will be open until the beginning of level 9.