

\$1 MILLION GUARANTEED

Mega Satellites into Championship Event • \$270 Buy in

Date	Time	Guarantees
Thursday, September 22, 2016	3:00 PM	10 Seats
Thursday, September 22, 2016	6:00 PM	20 Seats
Friday, September 23, 2016 (Turbo)	10:00 AM	2 Seats
Friday, September 23, 2016	3:00 PM	5 Seats
Saturday, September 24, 2016 (Turbo)	10:00 AM	2 Seats

Level	Blinds	Ante
1	50 / 100	
2	75 / 150	
3	100 / 200	
4	150 / 300	25
5	200 / 400	50
6	300 / 600	75
Remove 25 Unit Chips		
7	400 / 800	100
8	500 / 1,000	100
9	600 / 1,200	200
10	800 / 1,600	200
11	1,000 / 2,000	200
12	1,200 / 2,400	300
13	1,500 / 3,000	400
14	2,000 / 4,000	400
Remove 100 Unit Chips		
15	2,500 / 5,000	500
16	3,000 / 6,000	500
17	4,000 / 8,000	500
Remove 500 Unit Chips		
18	5,000 / 10,000	1,000
19	6,000 / 12,000	1,000
20	8,000 / 16,000	2,000
21	10,000 / 20,000	2,000
22	12,000 / 24,000	3,000
23	15,000 / 30,000	3,000
Remove 1,000 Unit Chips		
24	20,000 / 40,000	5,000
25	25,000 / 50,000	5,000

Tournament Rules

- 4 player's minimum for all satellites with seat guarantees.
 - Players will start with 10,000 in tournament chips.
 - Registration until the end of level 6 (level 8 on Turbo tournaments).
 - Tournament tickets are non-refundable & non-transferable for this event.
 - \$250 will go into the prize pool. \$10 will go towards the staff; \$10 is the registration fee.
 - Levels will be 30 minutes in duration. Turbo's will be played with 15 minute levels.
 - Satellite will end when the number of players remaining is identical to the number of seats awarded. Runner up will receive any prize money short of winning a seat.
 - Any unauthorized chips introduced into tournament play will be immediately removed upon detection without substitution. Any parties determined to be responsible for the introduction of said chips will be disqualified without refund. It's every player's responsibility to bring to management's attention unusual chips, circumstances, or irregularities.
- Residents of foreign countries without U.S. tax treaty will be subject to withholding