## **RUNGOOD MAIN EVENT \$575**

Friday March 8th, 2019 - 7PM FLIGHT 1A / Saturday March 9th, 2019 12PM FLIGHT 1B, 7PM FLIGHT 1C

Registration is first come, first served. If all seats are filled, alternates will be available.

Players must have a Total Rewards card and valid ID to register and play.

\$500.00 Buy In: Entry Fee: \$50.00

\$100,000 Prize pool Guaranteed!

Staff Appreciation: \$25.00 \$575.00 Total:

Players are allowed to ENTER or RE-ENTER the event until the

Starting Chips:	20,000	START of level 9.		
LEVEL (30 MIN)	BIG BLIND ANTE	SMALL BLIND	LARGE BLIND	
1		100	100	
2	100	100	100	
3	200	100	200	
4	300	200	300	
10-Minute Break				
5	400	200	400	
6	600	300	600	
7	800	400	800	
8	1000	500	1000	
		ute Break		
9	1200	600	1200	
10	1600	800	1600	
11	2000	1000	2000	
12	2500	1500	2500	
COLOR UP AND RACE OFF 100 CHIPS				
LEVEL (Day 2 - 45 MIN)		of level 12 or TD's discretion. Day 2 F		
13	3000	2000	3000	
14	4000	2000	4000	
15	6000	3000	6000	
15-Minute Break - COLOR UP AND RACE OFF 500 CHIPS				
16	8000	4000	8,000	
17	10,000	5000	10,000	
18	12,000	6000	12,000	
15-Minute Break 19 16,000 8,000 16,000				
20	20,000	8,000 10,000	20,000	
20	25,000	15,000	25,000	
21		JP AND RACE OFF 1000 CHIPS	25,000	
22	30,000	15,000	30,000	
23	40,000	20,000	40,000	
24	50,000	25,000	50,000	
24		ute Break	30,000	
25	60,000	30,000	60,000	
26	80,000	40,000	80,000	
27	100,000	50,000	100,000	
21		ute Break	100,000	
28	120,000	60,000	120,000	
29	160,000	80,000	160,000	
30	200,000	100,000	200,000	
15-Minute Break				
31	240,000	120,000	240,000	
32	300,000	150,000	300,000	
-		ed levels will become 60-Minutes.		

This tournament features Big Blind Ante where the big blind in the hand will post the designated big blind ante instead of each individual player posting an ante to increase the efficiency of the game. If a player is all in from the BB, the ante is put into the pot

Players are allowed to re-enter the same flight or additional Main Event flights when eliminated.

Last possible registration for each flight is until the start of LEVEL