



Short Deck No Limit Hold'em Event #19

6 Handed Ante Only Turbo with Action Clock

\$1,100 Total Buy-in (\$1,000 buy-in + \$100 entry fee*)

1-Day Event: Wednesday 1/16/19 @ 7pm

Note: Short Deck Hand Rank: A Flush beats a Full House (All other poker hand rankings are the same)

Up to 100,000 Starting Chips (2 Stacks: 50,000 each) - Re-Entry Available

Levels	Ante	Button
1	500	1,000
2	1,000	2,000
3	1,500	3,000
4	2,000	4,000
5	2,500	5,000
6	3,000	6,000
7	4,000	8,000
8	5,000	10,000
9	6,000	12,000
10	8,000	16,000
11	10,000	20,000
12	15,000	30,000
13	20,000	40,000
14	25,000	50,000
15	30,000	60,000
16	40,000	80,000
17	60,000	120,000
18	80,000	160,000
19	100,000	200,000
20	125,000	250,000
21	150,000	300,000
22	200,000	400,000
23	250,000	500,000
24	300,000	600,000
25	400,000	800,000
26	600,000	1,200,000
27	800,000	1,600,000
28	1,000,000	2,000,000

Breaks after levels: 6, 10, 14, 18, 24

All levels will be 20 minutes until tournament is concluded. Registration will close at the start of the 7th level (Approx. 9:20pm). Top 15% of entries will make the money. This event will be 6 handed when manageable. Redraw for seats at 7. All players will post an ante with the button posting twice: 500 ante = 1,000 on the button (See structure above). Action starts with the player left of the button. Each player receives 2 stacks (50,000 chips each); players can choose to start with 1 or 2 stacks in play. If a player is out of chips and has not used the 2nd stack then they must put the 2nd stack in play and may not miss a hand. All stacks will be put in play before the close of registration. Players may re-enter. Short Deck Hand Rank: A Flush beats a Full House. Tournament ends at last player with chips or if players agree to divide the remaining prize pool at the final table. *\$100 entry fee (\$60 Entry fee + \$40 Service Charge). \$100 entry fee not added to prize pool. 100% of buy-in goes toward the prize pool. The Action Clock by Protection Poker will be used throughout the entire tournament when manageable. Players will have 30 seconds to act on their hand. Players will receive 5 time extensions worth 30 seconds each. Players' time extensions will carry over to the final table where each player will receive 5 additional time extension buttons. In the case that time expires for a player with remaining time extension chips, the player's Action Clock will automatically extend an additional 30 seconds. Collection of time extension buttons will take place at the end of the player's action. If a player's Action Clock expires and the player does not have any time extension chips remaining, he or she will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or raise. In order to register/collect winnings, players must have a Gardens Casino player's card in addition to a valid U.S. government issued ID or passport for non U.S. residents. Residents of foreign countries without a U.S. treaty will be subject to withholding. All out of state residents are subject to tax withholdings. **The Gardens Casino reserves the right to change or cancel the event at anytime.**