

SO CAI ENCORE

SPRING SPECIAL 2024

FRIDAY 5/3 - 1A @ 11AM
SATURDAY 5/4 - 1B @ 11AM (Last Chance)

Registration closes at the start of level 9 (approx. 4:50pm)

\$1,100 Total Buy-In (\$1,000 Prize Pool+\$60 Entry Fee+\$40 Service Charge)*

MAIN EVENT NLH 2-Day Event**

\$200,000 Guarantee

30,000 Starting Chips – 40 min. levels Day 1 & Day 2

Day 1 qualifiers play Sunday 5/5 - Day 2 @ 12pm**

Levels	Blinds w/Big Blind Ante	Levels	Blinds w/Big Blind Ante
1	100-200	17	6,000-12,000
2	200-300	18	10,000-15,000
3	200-400	19	10,000-20,000
4	300-500	20	10,000-25,000
5	300-600	21	15,000-30,000
6	400-800	22	20,000-40,000
7	500-1,000	23	25,000-50,000
8	600-1,200	24	30,000-60,000
9	1,000-1,500	25	40,000-80,000
10	1,000-2,000	26	50,000-100,000
11	1,500-3,000	27	75,000-125,000
12	2,000-4,000	28	75,000-150,000
13	3,000-5,000	29	100,000-200,000
14	3,000-6,000	30	100,000-250,000
15	4,000-8,000	31	150,000-300,000
16	5,000-10,000	32	200,000-400,000

Breaks after every 3 levels – Day 1: Race off after levels: 9, 12, & 18

**See page two for complete details. In order to register/collect winnings, players must have 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. Gambling problem? Call 1-800-GAMBLER or visit www.problemgambling.ca.gov. GEGA 000152, 000570, 001465, 001487 The Gardens Casino reserves the right to change or cancel the event at any time.

SOCAL ENCORE

SPRING SPECIAL 2024

Day 1's: Fri. 5/3 – 1A @ 11am, Sat. 5/4 – 1B @ 11am (Last Chance)
Day 2 (Qualifiers only) Final on Sunday May 5th @ 12pm
The Gardens Casino Rules

1. Total Buy-In: \$1,100; \$1,000 prize pool + \$60 entry fee + \$40 service charge. Entry fee and service charge not added to prize pool.
2. Players will start with 30,000 tournament chips. Level length will be 40 min for Day 1 and Day 2, 20 minute levels when heads up.
3. Registration is permitted until the start of level 9 (approximately 4:50PM) on Day 1 sessions. Tournament Surrender is allowed on the registration closing break. Surrendered chips will be removed.
4. Players are permitted to register and play multiple Day 1 flights. A player may unregister for a flight prior to play beginning on that day. Once play has begun, any player who has registered for that flight will have their chips in play and will not be permitted to unregister.
5. Each Day 1 flight will play until 10% of the field size is reached. These players will have their chips verified, bagged and will resume play on Day 2 (Sunday 5/5). Players returning on Day 2 will need to show photo identification before they are permitted to resume play. The Day 2 seating assignments will be available within 3 hours of the conclusion of 5/4 session. Players must qualify on any Day 1 session to play on Day 2. Starting blind level for Day 2 will be the lowest blind level from the Day 1 sessions. The Tournament Director may add an additional day (Day 3 would be on Monday 5/6) if necessary.
6. Payouts – On each Day 1, any player eliminated will not be in the money. 10% of the field will qualify and advance to Day 2. Day 2 and Final Table payouts will be based on total entries and will be officially posted at least 4 hours prior to play beginning on Day 2.
7. Best Stack Forward – Players qualifying for Day 2 may play another Day 1 flight in an attempt to better their chip count. Players that have qualified for Day 2 with multiple chip stacks will only be permitted to play their highest qualifying stack. The other stack will be removed from play and the player will receive the minimum Day 2 payout (at least \$2,200) for each stack that is “forfeited”. Forfeited chips will be removed from play.
8. Any player disqualified from a Day 1 flight for behavioral or unethical tournament practices will not be permitted to play in future Day 1's and will also forfeit any Day 2 qualifying stack without receiving payment.
9. Day 1's will start play 9 handed until the close of registration or when manageable. Day 2 will play 9 handed. There will be a tournament redraw for Day 2 and when down to 24 and 9 players. Once down to 54 players (6 tables), play will change to 8 handed, and tables will remain balanced within 1 player.
10. On Day 1, the Action Clock will be used when the field is down to one table out of the number of players that qualify for Day 2, players will get 2 time extensions for day 1 only. On Day 2, when down to 54 players, the Action Clock will be used, players will get 3 time extensions, and 3 additional time extensions when down to the final table (9 players). Action Clock rules: Players will have 30 seconds to act on their hand, time extensions will be 30 seconds. If players abuse the rules, they may lose the privilege of those rules.
11. Single ante posted by the player in the big blind. The ante is posted before the big blind.
12. Tournament will be played using TDA Rules. Gardens Casino House Rules prevail. Minimum number of players to start a new table: 4. Pre-registration chip stacks will be placed out by the dealers. Play will be 9 handed when manageable on Day 1. House Rule: English only while at the table. No electronic devices on the felt (rail is ok); players may not interactively operate devices while they have a live hand. Tournament floor decisions are final.
13. Players are encouraged to call the floor if they witness any abusive, discriminatory, or disruptive behavior.

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