

Event #11 (1 Day Official Ring Event)
 \$330 + \$70
No Limit Hold'em (Re-Entry) \$75K Guarantee
 August 8, 2024 4:00 PM

| Level | Minutes | Ante | Small Blind | Big Blind |
|-------|---------|---------|-------------|-----------|
| 1 | 20 | 200 | 100 | 200 |
| 2 | 20 | 300 | 200 | 300 |
| 3 | 20 | 400 | 200 | 400 |
| 4 | 20 | 500 | 300 | 500 |
| 5 | 20 | 600 | 300 | 600 |
| 6 | 20 | 800 | 400 | 800 |
| 7 | 20 | 1,000 | 500 | 1,000 |
| 8 | 20 | 1,200 | 600 | 1,200 |
| 9 | 20 | 1,500 | 1,000 | 1,500 |
| 10 | 20 | 2,000 | 1,000 | 2,000 |
| 11 | 20 | 2,500 | 1,500 | 2,500 |
| 12 | 20 | 3,000 | 1,500 | 3,000 |
| 13 | 20 | 4,000 | 2,000 | 4,000 |
| 14 | 20 | 5,000 | 3,000 | 5,000 |
| 15 | 20 | 6,000 | 3,000 | 6,000 |
| 16 | 20 | 8,000 | 4,000 | 8,000 |
| 17 | 20 | 10,000 | 5,000 | 10,000 |
| 18 | 20 | 12,000 | 6,000 | 12,000 |
| 19 | 20 | 15,000 | 10,000 | 15,000 |
| 20 | 20 | 20,000 | 10,000 | 20,000 |
| 21 | 20 | 25,000 | 15,000 | 25,000 |
| 22 | 20 | 30,000 | 15,000 | 30,000 |
| 23 | 20 | 40,000 | 20,000 | 40,000 |
| 24 | 20 | 50,000 | 25,000 | 50,000 |
| 25 | 20 | 60,000 | 30,000 | 60,000 |
| 26 | 20 | 80,000 | 40,000 | 80,000 |
| 27 | 20 | 100,000 | 50,000 | 100,000 |
| 28 | 20 | 120,000 | 60,000 | 120,000 |
| 29 | 20 | 150,000 | 75,000 | 150,000 |

-Additional levels will be added as needed.

\$400 buy-in (\$330 prize pool + \$70 administrative fee)

- € Players will start with 20,000 in tournament chips.
- € Administrative fee includes any and all staffing/dealer fees, and rake.
- € This is a WSOPC "Ring" Event. The Winner will receive a seat into the 2025 Tournament of Champions
- € This is a re-entry event. If a player is eliminated during registration period that player may re-enter same event.
- € There will be a 15 minute break after levels 4, 8, 12, 18, and 24.
- € In the event the tournament is unable to reach a conclusion on Day 1, the Tournament Director, in their sole and absolute discretion, may add an additional day if necessary.
- € Registration will be open until the beginning of level 9.