BIG STACK AVALANCHE
POKER TOURNAMENT

JANUARY 21 – JANUARY 25

$500 BUY-IN • 30K STARTING STACK

DAY	TIME	EVENT DESCRIPTION	BUY-IN	CHIPS	BLINDS
MONDAY JANUARY 19	10AM	MLK Double Stack	$200	24K	20
	6PM	Big Stack Avalanche Milestone Satellite	$130	15K	15
TUESDAY JANUARY 20	10AM	Big Stack Avalanche Milestone Satellite	$130	15K	15
	6PM	The Double Stack	$200	24K	20
WEDNESDAY JANUARY 21	10AM	60/60 (Play both 10am & 1pm for $10 food coupon)	$60	12K	12
	1PM	Big Stack Avalanche Milestone Satellite	$130	15K	15
	5PM	Big Stack Avalanche Day 1A	$500	30K	30
THURSDAY JANUARY 22	10AM	Big Stack Avalanche Milestone Satellite	$130	15K	15
	5PM	Big Stack Avalanche Day 1B	$500	30K	30
FRIDAY JANUARY 23	10AM	Big Stack Avalanche Milestone Satellite	$130	15K	15
	3PM	Big Stack Avalanche Day 1C	$500	30K	30
SATURDAY JANUARY 24	10AM	Big Stack Avalanche Day 1D	$500	30K	30
SUNDAY JANUARY 25	11AM	Big Stack Avalanche Day 2			30
	2PM	Special Big Stack Avalanche Revival	$150/$50	20K	20

BIG STACK AVALANCHE POKER TOURNAMENT

SATELLITE RULES

1. Satellite Event buy-in: $130: $105 to prize pool; $18 entry fee; $7 admin fee. Admin fees are distributed to tournament staff and not retained by Running Aces.

2. Satelllite - 15,000 starting chip stack. Blind levels are 15 minutes in length. 10 minute breaks occur after levels 8 and 14, then subject to tournament director discretion.

3. Satellite Payouts will be as follows: $500 in tournament lammers (may be used for any tournament offered at Running Aces) & $25 cash. Any remaining prize pool will be awarded in lammers & cash to the player on the bubble. Lammers are transferable.

4. A Player who accumulates 80,000 in tournament chips ("The Milestone") or more will have the option to instantly be awarded $500 in tournament lammers and $25 in cash, or continue to play the event. Upon verification from the Tournament Supervisor that the player has achieved the Milestone, the player may cease play, the total of his/her chips will be removed from play and he/she will be awarded at that point. Players do have the option of contiuning to play - milestone is not awarded until the player halts playing and is at or above the milestone mark at that point.

SATELLITE STRUCTURE

LEVEL	ANTE FROM BB	SMALL BLIND	BIG BLIND
1	100	100	100
2	200	100	200
3	300	200	300
4	400	200	400
5	600	300	600
6	800	400	800
7	1000	500	1000
8	1200	600	1200
10 Minute Break - End of Registration - Race Off Black Chips			
9	1500	1000	1500
10	2000	1000	2000
11	3000	1500	3000
12	4000	2000	4000
13	5000	3000	5000
14	6000	3000	6000
10 Minute Break - Race Off Purple Chips			
15	8000	4000	8000
16	12000	6000	12000
17	16000	8000	16000
18	20000	10000	20000
19	30000	15000	30000
20	40000	20000	40000

MAIN EVENT RULES

1. All players must have or obtain an Aces Rewards card to play in any Running Aces tournament.

2. Tournament registration opens 2 hours prior to the start of the flight, with late registration available through the end of level 12. Unlimited re-entry's

3. Alternates may register and will be seated when seating is available. Tournament director reserves the right to make tables 10 handed as needed.

4. TDA rules are in effect for this tournament. All Tournament Director decisions are final.

5. Event buy-in: $500: $430 to prize pool; $50 entry fee; $20 admin fee. Admin fees are distributed to tournament staff and not retained by Running Aces.

6. 30,000 starting chip stack. Blind levels are 30 minutes in length. 10 minute breaks occur every 2 hours of play during day 1 flights. Day 2 breaks occur every 2 hours of play. When the field is reduced to 9 players, the final table seats will be drawn, and a 30 minute dinner break will ensue.

7. Day 1 flights will play down to 11% of the field, rounded up. Play will finish in hand for hand mode, if necessary. Players who finish day 1 with chips will be in the money on day 2. Day 2 will start at the earliest ending level from the day 1 flights.

8. Best stack forward is in play. Players who bag multiple stacks will play their largest stack on day 2, with their lower stack redeemed for the minimum payout. The lower stacks will be removed from play.

9. The Big Blind Ante Format is in play. The Big Blind will post the ante as scheduled by level. The ante is dead money. All players have a right to win the ante. Antes do not reduce at any point. In the event the big blind does not have enough to cover both the big blind and the ante, the big blind will be paid first, then then ante.

10. Table breaks will be completed in accordance with casino need, then random. There will be no posted break order.

MAIN EVENT STRUCTURE

LEVEL	ANTE FROM BB	SMALL BLIND	BIG BLIND
1		100	100
2		100	200
3		200	300
4		200	400
10 Minute Break			
5	400	200	400
6	500	300	500
7	600	300	600
8	800	400	800
10 Minute Break - Black Chips Removed			
9	1000	500	1000
10	1500	1000	1500
11	2000	1000	2000
12	2500	1500	2500
10 Minute Break - End of Registration - Purple Chips Removed			
13	3000	2000	3000
14	4000	2000	4000
15	5000	3000	5000
16	6000	3000	6000
17	8000	4000	8000
18	10000	5000	10000
19	12000	6000	12000
20	15000	10000	15000
21	20000	10000	20000
22	30000	15000	30000
23	40000	20000	40000
24	50000	25000	50000
25	60000	30000	60000
26	80000	40000	80000
27	100000	50000	100000
28	120000	60000	120000
29	150000	75000	150000
30	200000	100000	200000
31	250000	125000	250000
32	300000	150000	300000
33	400000	200000	400000
34	500000	250000	500000