



Oklahoma State Championship of Poker

Hard Rock Tulsa



\$140 Buy-in - Nightly No Limit Hold'em - DeepStack

Level	Minutes	Small Blind	Big Blind	Big Blind Ante
1	20	100	200	200
2	20	200	300	300
3	20	200	400	400
4	20	300	600	600
5	20	400	800	800
6	20	600	1,200	1,200
15-minute break		color up the 100s		
7	20	1,000	1,500	1,500
8	20	1,000	2,000	2,000
9	20	1,500	3,000	3,000
10-minute break		color up the 500s		
10	20	2,000	4,000	4,000
11	20	3,000	6,000	6,000
12	20	4,000	8,000	8,000
13	20	6,000	12,000	12,000
10-minute break		color up the 1,000s		
14	20	10,000	15,000	15,000
15	20	10,000	20,000	20,000
16	20	15,000	30,000	30,000
17	20	20,000	40,000	40,000
18	20	30,000	60,000	60,000
10-minute break		color up the 5,000s		
19	20	50,000	75,000	75,000
20	20	75,000	150,000	150,000
21	20	100,000	150,000	150,000
22	20	100,000	200,000	200,000
23	20	150,000	300,000	300,000
24	20	200,000	400,000	400,000

- Additional levels will be added as needed.

- Fees: **\$140 buy-in** (\$100 prize pool + \$40 administration) Players will start with 20,000 in tournament chips.
\$140 buy-in (\$75 prize pool + \$40 administration + \$25 bounty) Players will start with 20,000 in tournament chips.
- Administrative fee includes any and all staffing/dealer fees, and rake.
- Registration will remain open until the start of level 7, eliminated players may re-enter until this time. All original fees apply. Players must have zero chips remaining to re-enter. Players may forfeit or surrender their chips to re-enter.
- Any player who has not taken a hand by the start of the third level may be considered a "no show" and may have their chips removed from play and may not be eligible to participate and may not be eligible for a refund.
- There will be a 10-minute break after approximately every two hours of play. Scheduled as a one-day tournament.
- If scheduled as a "**Bounty**" the players are required to have their bounty chip on the table at all times. Bounties are awarded to the winner of the pot in which a player is eliminated from the tournament.
- The Tournament Director in his sole and absolute discretion may adjust the break schedule, adjust the start and stop time, adjust the level lengths, and/or add an additional day if necessary.

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