CAESARS PALACE POKER ROOM

DAILY NO-LIMIT HOLD'EM TOURNAMENTS
GUARANTEED PRIZE POOLS DAILY

TIME	BUY-IN	STARTING CHIPS	GUARANTEE	LEVEL TIME
10AM	$100	10,000	$1,500	20 MINUTES
2PM	$125	12,000	$2,000	20 MINUTES
6PM	$125	15,000	$2,000	20 MINUTES
9PM	$150	15,000	$2,500	20 MINUTES

CAESARS PALACE®

See Poker Room or call (702) 785-6566 for details.

Must be 21 or older to gamble. Know When To Stop Before You Start.® Gambling Problem? Call 1-800-522-4700. ©2015, Caesars License Company, LLC.

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BETTING STRUCTURE
ALL TOURNAMENTS

10 MINUTE BREAKS EVERY 6 LEVELS

LEVEL	BLINDS	ANTE
1ST	25 - 50	0
2ND	50 - 100	0
3RD	100 - 200	0
4TH	200 - 400	0
5TH	300 - 600	0
6TH	400 - 800	100

LEVEL	BLINDS	ANTE
7TH	600 - 1,200	100
8TH	800 - 1,600	200
9TH	1,000 - 2,000	300
10TH	2,000 - 4,000	500
11TH	4,000 - 8,000	500
12TH	5,000 - 10,000	500

LEVEL	BLINDS	ANTE
13TH	6,000 - 12,000	1,000
14TH	8,000 - 16,000	1,000
15TH	10,000 - 20,000	2,000
16TH	15,000 - 30,000	3,000
17TH	20,000 - 40,000	5,000

TOURNAMENT RULES

A full copy of the tournament rules is available at the players' request.

1. Floor people are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can dictate that the technical interpretation of the rules be ignored in the interest of fairness. The floor person's decision is final.
2. Tournament play will use a dead button.
3. A penalty MAY be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs or similar incidents take place. Penalties WILL be invoked in cases of abuse, disruptive behavior or similar incidents.
4. A player must be at the table by the time all players have complete hands in order to have his hand live. Players must be at the table to call time.
5. All cards will be turned face up once a player is all in and all action is complete.
6. If a player puts in a raise of 50 percent or more of the previous bet, he will be required to make a full raise. The raise will be exactly the minimum raise allowed.
7. In limit games, an oversized chip will be constituted to be a call if the player does not announce a raise. In no-limit, an oversized chip before the flop is a call; after the flop, an oversized chip by the initial bettor put in the pot will constitute the size of the bet. In pot-limit and no-limit, if a player states "raise" and throws in an oversized chip, the raise will be the maximum amount allowable up to the size of that chip.
8. The one-player-to-a-hand rule will be enforced.
9. The English-only rule will be enforced while at the table.
10. Deck changes will be on the dealer push or limit changes or as prescribed by the house. Players may not ask for deck changes.
11. Players must keep their highest denomination chips visible at all times.
12. Verbal declarations as to the content of a player's hand are not binding; however at management's discretion, any player deliberately miscalling his hand may be penalized.
13. No rabbit hunting is allowed.
14. A player who intentionally dodges his blind(s) when moving from a broken table will forfeit the blind(s) and/or incur a penalty. The money will be put into the next pot and will be considered dead money.
15. All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.
16. Moving players: In flop games, players will be moved from the big blind to the worst position.
17. In limit events, there will be a limit of four raises, even when heads-up. Once the tournament becomes head-up the rule does not apply.
18. Verbal declarations in turn are binding. Action out of turn may be binding.
19. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small blind and the button. A player moved to balance tables will take the worst position. A dead button situation may occur.
20. Penalties available for use by the TD are verbal warnings and "missed hand" penalties. Missed hand penalty will be assessed as follows: The offender will miss one hand for every player, including the offender, who is at the table when the penalty is given. Tournament staff can assess 1, 2, 3 or 4 round penalties from the table used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.
21. Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities are not allowed. A penalty may be given for discussion of hands during the play.
22. A player who exposes his cards during the play may incur a penalty, but will not have his hand killed.
23. In NL or PL, when raising, a player must either put the amount of the raise out in one motion or state the raise amount. By stating the word "raise", a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.
24. Verbally disclosing the contents of your hand or advising a player how to play a hand may result in a penalty.
25. In no-limit and pot limit, less than a full raise does not reopen the betting to a player who already has acted.
26. Must have at least 4 players to start a tournament. If a tournament does not have at least 4 players at the scheduled start time the tournament will be cancelled and refunds will be issued.
27. Prize pool may not be chopped until the end of registration.

PAYOUT

PLACES / PLAYERS	1 - 10	11 - 20	21 - 30	31 - 40	41 - 50	51 - 60	61 - 70	71 - 80	81 - 90	91 - 120	121 - 150	151 - 180	181 - 210
1	100	60	50	38	36	34	32.25	30	29.00	25.8	23.7	22	21.08
2		40	30	27	24.5	23	21.75	21	20.03	18	17	15.9	15.53
3			20	20	17	16	15	14.75	14.00	12.75	12.4	11.9	11.68
4				15	12	11.5	11	10.5	10.00	9.7	9.3	8.95	8.82
5					10.5	8.5	8.25	7.9	7.82	7.5	7.2	6.8	6.72
6						7	6.5	6.25	6.15	6	5.6	5.2	5.17
7							5.25	5.2	5.00	4.83	4.4	4.2	4.12
8								4.4	4.25	3.9	3.6	3.45	3.3
9									3.75	3.27	3	2.85	2.7
10 - 12										2.75	2.5	2.4	2.21
13 - 15											2.1	2.05	1.85
16 - 18												1.8	1.56
19 - 21													1.34

1. Caesars Palace reserves the right to modify or cancel these tournaments at its sole discretion and without prior notice.
2. Of the $100 buy-in, $77 goes to the prize pool, $23 is held by Caesars Palace as a maintenance fee.
3. Of the $125 buy-in, $97 goes to the prize pool, $28 is held by Caesars Palace as a maintenance fee.
4. Of the $150 buy-in, $117 goes to the prize pool and $33 is held by Caesars Palace as a maintenance fee.
5. Once registration is closed all tournament fees will be calculated.
6. If the player's total prize pool does not equal posted guarantee Caesars Palace will add the difference to the prize pool to equal the posted guarantee.

SIGN-UP

1. Sign-ups start two hours before the scheduled start of the event.
2. Registration is open until the end of the first break.
3. Participants may only register themselves.
4. Players may re-enter by paying the entry fee upon elimination within the first break of play.
5. Foreign players from tax treaty countries must provide a valid ITIN or will face 30% withholding. Refusal to present an ITIN will result in 30% withholding.

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