

WPT500 at ARIA

LEVEL	ANTE (From Big Blind)	BLINDS
1	---	100 - 100
2	100	100 - 100
3	200	100 - 100
4	200	100 - 200
15 MINUTE BREAK		
5	300	200 - 300
6	400	200 - 400
7	500	300 - 500
8	600	300 - 600
15 MINUTE BREAK - REGISTRATION CLOSES		
9	800	400 - 800
10	1,000	500 - 1,000
11	1,200	600 - 1,200
15 MINUTE BREAK - REMOVE 100 CHIPS		
12	1,500	1,000 - 1,500
13	2,000	1,000 - 2,000
14	2,500	1,500 - 2,500
40 MINUTE BREAK - REMOVE 500 CHIPS		
15	3,000	2,000 - 3,000
16	4,000	2,000 - 4,000
17	5,000	3,000 - 5,000
15 MINUTE BREAK		
18	6,000	3,000 - 6,000
19	8,000	4,000 - 8,000
20	10,000	5,000 - 10,000
15 MINUTE BREAK		
21	12,000	6,000 - 12,000
22	16,000	8,000 - 16,000
23	20,000	10,000 - 20,000
15 MINUTE BREAK - REMOVE 1,000 CHIPS		
24	25,000	15,000 - 25,000
25	30,000	15,000 - 30,000
26	40,000	20,000 - 40,000
15 MINUTE BREAK		
27	50,000	25,000 - 50,000
28	60,000	30,000 - 60,000
29	80,000	40,000 - 80,000
15 MINUTE BREAK - REMOVE 5,000 CHIPS		
30	100,000	50,000 - 100,000
31	125,000	75,000 - 125,000
32	150,000	75,000 - 150,000
15 MINUTE BREAK		
33	200,000	100,000 - 200,000
34	250,000	125,000 - 250,000
35	300,000	150,000 - 300,000

WPT500 at ARIA Rules:

1. WPT500 Buy-In is \$570 (500+70). WPT500 will have a \$1 Million GURANTEED Prize Pool. Players must have an MLife card and photo identification to register.
2. Players will start with 20,000 in tournament chips. Level length will be 30 minutes for the first 8 levels, 40 minutes thereafter. Final Table (Day 3) will be 60 minute levels. Levels will be 30 minutes when tournament has 2 players remaining.
Level length for Day 1 TURBO Flights will be 15 minutes for the first 8 levels, and 20 minutes thereafter. There will NOT be a dinner break in the TURBO Flights
3. **Ante is posted by the player in the Big Blind ONLY. Ante is posted PRIOR to Big Blind.**
4. Registration and Re-entry is permitted through the first 8 levels (including break) on Day 1s. Players are allowed ONE Re-entry per flight. Tournament surrender is permitted on the registration closing break provided the player has their re-entry option available. (TURBOS included)
5. 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.
6. Each Day 1 flight (TURBOS included) will play until 5% of the field size is reached. These players will have their chips verified, bagged, and will resume play on Day 2 (July 2nd). 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 6 hours of the conclusion of the 7pm Turbo flight on July 1st.
7. Payouts – On each Day 1 (TURBOS included), 12.5% (1 in 8) of the field will be paid.

12.5% - 8.5% = \$900	8.5% - 5% = \$1200	Day 2 Minimum Payout = \$1500
----------------------	--------------------	-------------------------------
8. 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 stacks will be removed from play and the player will receive the minimum Day 2 payout (\$1500) for each stack “forfeited”
9. Any player disqualified from a Day 1 for behavioral or unethical tournament practices will not be permitted to play in future Day 1s and will also forfeit any Day 2 qualifying stack without receiving payment.
10. Day 1s will be played 9 handed throughout. Management reserves the right to seat 10 handed to accommodate large fields, but will resort back to 9 handed play once registration closes. Day 1 TURBO flights will be played 10 handed until 10 tables remain, then proceed to 9 handed play.
- Day 2 will be played 9 handed until 10 tables remain. When 10 tables remain, ACTION CLOCK will be introduced, and play will move to 8 handed. ***See WPT500 ACTION CLOCK RULES for full rules/explanation***
11. There will be a full tournament redraw prior to Day 2, and on Day 2 when both 3 tables (24 players) remain, and 9 players remain.
12. Tournament will be played using TDA Rules. Management decisions are final.

Management reserves the right to cancel or change tournaments. Residents of a foreign country without a tax treaty will be subject to a withholding. This tournament is subject to NRS 463.362