



#16,19,21 - MILESTONE SATELLITE TURBO TO CPT MAIN EVENT

\$200

No Limit Hold'em (Re-Entry)

#16,19 – Nov 20,21 - 4:00 PM

#21 – Nov 22 - 1:15 PM

LEVEL	BB ANTE	SMALL BLIND	BIG BLIND	TIME
1	---	25	50	12'
2	---	50	100	12'
3	200	100	200	12'
4	200	100	200	12'
5	300	150	300	12'
6	400	200	400	12'
7	600	300	600	12'
8	800	400	800	12'
9	1.000	500	1.000	12'
10	1.200	600	1.200	12'
11	1.600	800	1.600	12'
12	2.000	1.000	2.000	12'
13	3.000	1.500	3.000	12'
14	4.000	2.000	4.000	12'

Additional Levels will be added as needed

*\$200 Buy-In (\$160 prize pool + \$40 Administrative fee)

*Optional **Staff Bonus 2000** in tournament chips for **\$20**

*Players will start with **6.000** in tournament chips

*Registration will remain open **until the start of level 7**

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* A Player who accumulates 75.000 in tournament chips ("**The Milestone**") or more will instantly receive direct entry into the CPT Main Event. Upon verification by poker room management, the player who achieved **The Milestone** will cease play and have their chips removed from play.

The tournament will conclude when the number of players remaining is equal to the remaining number of CPT Main Event direct entry seats to be awarded, less the number of Milestone CPT Main Event direct entry seats already awarded previously. Any odd monies will be awarded to the last player eliminated prior to the conclusion of the tournament.

It is the players responsibility to identify when they have reached the **Milestone**, and to notify poker room management accordingly. Any player dealt into a hand must complete the hand before verification of the **Milestone** by poker room management. Any player who subsequently falls below the **Milestone**, before verification can be completed, must once again reach the **Milestone** and have their chips verified, in order to be eligible for the CPT Main Event direct entry seat prize.

Only a member of Poker room management can verify official chip counts. However, any other player at the table, or the dealer can help identify and alert any other player who may have reached the **Milestone**. To better assist with identification of **Milestones**, and to assist the counting process, we recommend players keep their chips in stacks of twenty (20) chips.