



Tournament Registration & Payout Policies

Revised 05/17/18

Event Information (Buy-in/P.C. Fee/Entry Fee/Bounty)

\$60 NLH Cost:(\$42/\$3/\$15) Starting Chip Stack:10,000 Time Per Level: 15 Min	\$100 NLH Semi Turbo Cost:(\$77/\$3/\$20) Starting Chip Stack: 20,000 Time Per Level: 15 Min / 1-16 • 20 Min / 17+	\$120 NLH Super Stack Turbo Cost:(\$97/\$3/\$20) Starting Chip Stack:30,000 Time Per Level: 15 Min	\$160 NLH Cost:(\$132/\$3/\$25) Starting Chip Stack:20,000 Time Per Level: 20 Min / 1-12 • 25 Min / 13+	\$120 NLH Cost:(\$97/\$3/\$20) Starting Chip Stack:20,000 Time Level: 20 Min Wednesday Nights • 25,000 Chips
\$80 NLH Cost:(\$62/\$3/\$15) Starting Chip Stack:10,000 Time Per Level: 15 Min	\$100 NLH Bounty Cost:(\$52/\$3/\$20/\$25) Starting Chip Stack:15,000 Time Per Level: 15 Min	\$120 NLH Super Stack Turbo Bounty Cost:(\$72/\$3/\$20/\$25) Starting Chip Stack:30,000 Time Per Level: 15 Min	\$160 NLH Bounty Cost:(\$82/\$3/\$25/\$50) Starting Chip Stack:20,000 Time Per Level: 20 Min / 1-12 • 25 Min / 13+	Saturdays \$300 NLH Cost:(\$257/\$3/\$40) Starting Chip Stack:25,000 Time Level: 30 Min

Sit & Go Events offered daily from 10am-8:00pm | **\$65**(\$47/\$15/\$3) • **\$120**(\$97/\$20/\$3) • **\$230**(\$197/\$30/\$3) | 4,000 in chips/15 min levels | **1st-50%, 2nd-30%, 3rd-20%**

Tournament High Hand: On all daily events for the first level of play only, highest hand dealt (minimum 3 of a kind) will receive one full buy-in of the event, including entry fee and bounty.

STRUCTURE		
Level	Ante	Blinds
1		25 ~ 50
2		50 ~ 100
3		100 ~ 200
4	25	100 ~ 200
5	50	200 ~ 400
6	75	300 ~ 600
Registration Closed / Remove 25 Chips		
7	100	400 ~ 800
8	100	500 ~ 1,000
9	200	600 ~ 1,200
10	200	800 ~ 1,600
11	300	1,000 ~ 2,000
12	400	1,200 ~ 2,400
10 Min. Break / Remove 100 Chips		
13	500	1,500 ~ 3,000
14	500	2,000 ~ 4,000
15	1,000	3,000 ~ 6,000
16	1,000	4,000 ~ 8,000
10 Min. Break / Remove 500 Chips		
17	2,000	6,000 ~ 12,000
18	2,000	8,000 ~ 16,000
19	3,000	10,000 ~ 20,000
20	4,000	15,000 ~ 30,000
10 Min. Break / Remove 1,000 Chips		
21	5,000	20,000 ~ 40,000
Additional levels will be added as needed		

WED. NIGHT STRUCTURE			
Level	Time	Ante	Blinds
1	20		25 ~ 50
2	20		50 ~ 100
3	20		100 ~ 200
4	20	25	100 ~ 200
10 Minute Break			
5	20	50	200 ~ 400
6	20	75	300 ~ 600
7	20	100	400 ~ 800
8	20	100	500 ~ 1,000
Registration Closed / Remove 25 Chips			
9	20	200	600 ~ 1,200
10	20	200	800 ~ 1,600
11	20	300	1,000 ~ 2,000
12	20	400	1,200 ~ 2,400
13	20	500	1,500 ~ 3,000
14	20	500	2,000 ~ 4,000
Remove 100 & 500 Chips			
15	20	1,000	3,000 ~ 6,000
16	20	1,000	4,000 ~ 8,000
17	20	2,000	6,000 ~ 12,000
18	20	2,000	8,000 ~ 16,000
19	20	3,000	10,000 ~ 20,000
20	20	4,000	15,000 ~ 30,000
Remove 1,000 Chips			
21	20	5,000	20,000 ~ 40,000
22	20	5,000	30,000 ~ 60,000
Additional levels will be added as needed			

SUPER STACK TURBO STRUCTURE			
Level	Time	Ante	Blinds
1	15		25 ~ 50
2	15		50 ~ 100
3	15		100 ~ 200
4	15	25	100 ~ 200
5	15	50	200 ~ 400
6	15	75	300 ~ 600
7	15	100	400 ~ 800
8	15	100	500 ~ 1,000
Registration Closed / Remove 25 Chips			
9	15	200	600 ~ 1,200
10	15	200	800 ~ 1,600
11	15	300	1,000 ~ 2,000
12	15	400	1,200 ~ 2,400
13	15	500	1,500 ~ 3,000
14	15	500	2,000 ~ 4,000
15	15	1,000	3,000 ~ 6,000
16	15	1,000	4,000 ~ 8,000
Remove 100 & 500 Chips			
17	15	2,000	6,000 ~ 12,000
18	15	2,000	8,000 ~ 16,000
19	15	3,000	10,000 ~ 20,000
20	15	4,000	15,000 ~ 30,000
Remove 1,000 Chips			
21	15	5,000	20,000 ~ 40,000
22	15	5,000	30,000 ~ 60,000
23	15	10,000	40,000 ~ 80,000
24	15	10,000	60,000 ~ 120,000
Additional levels will be added as needed			

BIG BLIND ANTE STRUCTURE (Non Turbo)		
Level	Blinds	Big Blind Ante
1	25 ~ 50	
2	50 ~ 100	
3	100 ~ 200	
4	100 ~ 200	200
5	200 ~ 400	400
6	300 ~ 600	600
Registration Closed / Remove 25 Chips		
7	400 ~ 800	800
8	500 ~ 1,000	1,000
9	600 ~ 1,200	1,200
10	800 ~ 1,600	1,600
11	1,000 ~ 2,000	2,000
12	1,200 ~ 2,400	2,400
10 Min. Break / Remove 100 Chips		
13	1,500 ~ 3,000	3,000
14	2,000 ~ 4,000	4,000
15	3,000 ~ 6,000	6,000
16	4,000 ~ 8,000	8,000
10 Min. Break / Remove 500 Chips		
17	6,000 ~ 12,000	12,000
18	8,000 ~ 16,000	16,000
19	10,000 ~ 20,000	20,000
20	15,000 ~ 30,000	30,000
10 Min. Break / Remove 1,000 Chips		
21	20,000 ~ 40,000	40,000
Additional levels will be added as needed		



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Registration Policies

1. Registration will be open a minimum of 30 minutes prior to each tournament event being held that day. Registration will generally remain open until the conclusion of the 6th level.
2. Players will have the opportunity to start with a full stack. Once a player has registered their chips will be put into play.
3. No phone-ins or reservations.
4. Seating will be randomly assigned; any requests for a particular table and/or seat will not be honored unless approved by a supervisor. Exceptions may be granted to accommodate guests with special needs.
5. Players may only play in one event at a time. (No table jumping)
6. Foxwoods reserves the right to limit seating or to cancel events at its sole discretion.
7. Foxwoods reserves the right to allow alternates or late entries.
8. Registration receipts are non-transferable.
9. You must have an active Foxwoods Rewards Card in order to enter a tournament. Rewards Cards are free with valid ID to players over 21 years of age and are available at any Foxwoods Rewards location.

General Payout Policies

1. A current valid ID and a social security number are required by each winner in order to claim prize money. Prizes are non-transferable.
2. Cash prize vouchers expire 120 days from the date won.
3. US citizens will be issued a W-2G on all payouts of \$5,001 or more.
4. Players from foreign countries will be issued a 1042-S on all payouts and they will generally be subject to a US income tax withholding of 30%. Exceptions may apply according to country of residence and income tax treaty, if the player provides a ITIN (International Taxpayer Identification Number) and completes IRS Form W-8BEN.
5. Each prize pool will be paid out as listed, unless stated otherwise. Players may also choose to make a deal (change the posted payouts) in accordance with the tournament rules. Foxwoods reserves the right to allow or to disallow deal making at its sole and absolute discretion.

Bounty Chip Rules and Payout Policies

1. Players are issued a chip(s) when they register for a Bounty tournament. Players are responsible for the Bounty chip(s) and are required to have their Bounty chip(s) in front of their tournament chip stacks at all times during play. The Bounty chip(s) may not be placed in or on a stack of tournament chips.
2. **Placing the Bounty chip(s) in the pot is considered an all-in bet.**
3. When all-in, the Bounty value chip(s) must be placed in the pot and be clearly visible. Dealers must immediately call a supervisor if the Bounty is not produced. Failure to produce the Bounty can result in penalties up to disqualification and/or elimination from the tournament; players may be barred from playing in future tournaments and have their accounts frozen until the Bounty is paid.
4. When a player is eliminated and there is a resulting split pot, the player in the closest position clockwise from the button, is awarded the Bounty value chip(s).
5. The Prize Pool for Bounty Tournaments includes the tournament buy-in and the bounty fee (plus rebuys if applicable).

Survivor Rules & Payout Policies

1. Each prize pool will be paid out according to the following: The maximum number of 10 TIMES the BUY-IN will be awarded from the prize pool. Once the remaining prize pool is LESS than 10 TIMES the BUY-IN it will be awarded as a single cash prize, unless stated otherwise.
2. The Table Consolidation Policies of the Poker Tournament Rules will apply. Additionally, Foxwoods reserves the right to redraw tables at any time and to break tables randomly. Players who are thought to be in collusion will be penalized according to the Tournament Rules.



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Re-entry Policies

Re-entries are allowed for any player who has been eliminated during the registration period. Players must be completely depleted of chips (zero chips remaining) or inform the dealer they wish to forfeit their chips during the designated time to re-enter or they will be subject to disqualification. Players who re-enter will be treated as a new player in the tournament. Players may be seated at the same table or at a different table than they were originally assigned depending on availability. Players may re-enter multiple times during the registration period. All players that re-enter will receive a full stack.

Forfeiting Chips

1. Forfeiting of the player's chip stack will be available on all re-entry events, excluding bounty tournaments.
2. Forfeiting of the player's chip stack will be done during the break when registration closes or at the start of a level when registration closes.
3. If the end of registration falls on a level where there is no break, the floor supervisor will stop the clock and players will have the opportunity to forfeit their stack.
4. Once the new level is started and registration is closed the player loses all rights to forfeit their stack.
5. At the end of the tournament registration for that event if a player wishes to forfeit their remaining stack they are to notify the dealer and remain at the table.

Satellite Optional Add-On

Add-on must be purchased from a cashier during the designated time. Players who wish to purchase an add-on must have chips remaining. Once the player has zero chips remaining the optional add-on will no longer be available. Players who re-enter will have the opportunity to purchase an add-on during the designated time.

Hand for Hand Play

Hand for hand play is used when nearing the prize payouts and/or there must be a definitive player ranking. Hand for hand play requires all hands be dealt at the same time. After Hand-for-Hand begins each hand will **run 2 minutes off the clock**, regardless of how long the hand actually takes. The 2 minute run-off starts with the current hand at time of announcement. (Example: 20:00 remains in the current level when "finish the current hand..." is announced. At the end of the current hand the clock is set to 18:00. At the end of the next hand it is set to 16:00 and so on). So that participants can most clearly know the timing of level changes, whenever possible the clock should be reduced by 2 minutes after each hand not after "batches" of multiple hands.

Payout Table

	2 - 10 Entries	11 - 20 Entries	21 - 30 Entries	31 - 45 Entries	46 - 60 Entries	61-85 Entries	86-115 Entries	116-145 Entries	146-175 Entries	176-205 Entries	206-235 Entries	236-265 Entries	266-345 Entries	346-425 Entries	426-505 Entries
1st	60.00%	50.00%	40.00%	36.00%	32.50%	30.00%	28.00%	26.80%	26.00%	25.25%	24.30%	23.90%	22.93%	21.67%	20.75%
2nd	40.00%	30.00%	28.00%	25.00%	22.00%	21.00%	18.90%	17.50%	16.90%	16.25%	15.35%	14.75%	14.00%	13.45%	12.85%
3rd		20.00%	18.00%	16.00%	14.00%	13.00%	12.40%	11.70%	11.20%	10.30%	9.90%	9.60%	9.25%	9.00%	8.75%
4th			14.00%	13.00%	11.00%	10.00%	9.30%	8.70%	8.40%	8.25%	8.00%	7.60%	7.35%	7.05%	6.70%
5th				10.00%	8.50%	7.50%	7.00%	6.60%	6.40%	6.25%	6.00%	5.90%	5.40%	5.25%	5.00%
6th					6.50%	6.00%	5.60%	5.40%	5.20%	4.95%	4.80%	4.70%	4.40%	4.25%	4.00%
7th					5.50%	5.00%	4.60%	4.40%	4.20%	4.00%	3.90%	3.80%	3.60%	3.40%	3.30%
8th						4.00%	3.70%	3.50%	3.40%	3.25%	3.20%	3.05%	2.85%	2.65%	2.60%
9th						3.50%	3.00%	2.80%	2.70%	2.60%	2.50%	2.40%	2.20%	2.05%	2.00%
10th - 12th							2.50%	2.20%	1.90%	1.80%	1.75%	1.70%	1.60%	1.55%	1.46%
13th - 15th								2.00%	1.70%	1.60%	1.55%	1.50%	1.35%	1.30%	1.26%
16th - 18th									1.60%	1.50%	1.45%	1.40%	1.20%	1.15%	1.11%
19th - 21st										1.40%	1.35%	1.30%	1.05%	1.00%	0.96%
22nd - 24th											1.25%	1.20%	0.95%	0.85%	0.81%
25nd - 27th												1.00%	0.85%	0.75%	0.71%
28th - 36th													0.78%	0.67%	0.63%
37th - 45th														0.60%	0.56%
46th - 54th															0.49%

3% of each prize pool will be withheld as a Tournament Administration Fee. Foxwoods reserves the right to limit seating, cancel or modify tournaments at its sole discretion and without prior notice. Foxwoods will not be held responsible for typographical errors or misinformation on its website or in printed material pertaining to tournaments.