

SEMINOLE HARD ROCK HOTEL & CASINO

POKER SHOWDOWN SERIES

April 12 – 16, 2019

EVENT 17 \$3,000,000 GUARANTEED PRIZE POOL

\$3,500 Buy-In

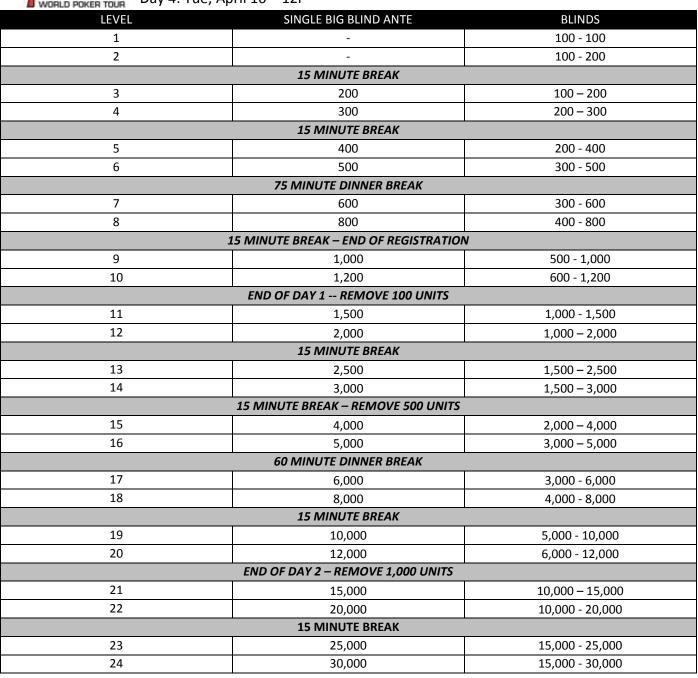
No Limit Hold'em Championship (Re-Entry)

Day 1A: Fri, April 12 - 11A | Day 1B: Sat, April 13 - 11A

Day 2: Sun, April 14 – 12P

Day 3: Mon, April 15 - 12P

Day 4: Tue, April 16 - 12P



Tournament Rules:

- 1. Players will start with 40,000 in tournament chips. This is a five-day tournament with two starting days.
- On-Site Registration and unlimited Re-Entries are available until the start of Level 9. No Refunds.
- 3. Pre-purchased stacks and stacks for satellite winners will be "live" on the table from the beginning of the tournament. Alternates and late sign-ups will enter the tournament with a full chip stack and no obligation from it.
- 4. Players may register for Day 1A, and/or Day 1B. If player entered into any starting day and has been eliminated from tournament, player may Re-Enter or Register for subsequent starting day(s). Players may not bag and play a subsequent flight. Players may forfeit their stack to Re-Enter or participate in subsequent starting day.
- 5. Day 1 & Day 2 levels will last 60 minutes each. Day 3 Levels will be 90 minutes. Day 4 Levels will be 90 minutes until players reach the Final Table of 6. The Final Table of 6 will be played at the HyperX Esports Arena at the Luxor in Las Vegas, Nevada on May 30th, 2019.
- 6. Due to the WPT Poker Showdown Final Table being played in Las Vegas, Nevada, where the minimum gambling age is 21, all participants must be 21 years of age or older to play in the Championship and related satellites.
- 7. Day 1 will end after Level 10. Day 2 will end after Level 20. Day 3 will play (5) 90 Minute Levels. Day 4 will play down to 6 players.
- 8. A redraw will occur at the end of Day 1 & 2. Players will also redraw at 24, 16, and 9 players or at Tournament Director's discretion.
- 9. Players will have a break every two levels on Day 1 & 2. Players will have a break after every level on Day 3 and Day 4.
- 10. This tournament will use the Action Clock one table outside the money. Please see Action Clock Rules for more information.
- 11. Management reserves the right to alter, change, or cancel this tournament. Management will not be held responsible in the event of typographical errors or misinformation on the website or printed material pertaining to this event, and players will have no claim in these matters. Tournament Director's decisions are final.
- 12. Any unauthorized chips introduced into tournament play will be immediately removed upon detection without substitution. Any parties determined to be responsible for the introduction of said chips will be disqualified without refund. It's each and every player's responsibility to bring to management's attention unusual chips, circumstances, or irregularities.
- 13. Residents of foreign countries without a U.S. tax treaty will be subject to withholding.
- 14. Tournament tickets are non-refundable and non-transferable.
- 15. \$3,200 entry fee will be used to fund the prize pool. \$300 is a registration fee of which \$100 will go towards staffing.
- 16. \$15,000 will be withheld from the prize pool and issued to 1st Place in the form of an entry to the 2019 WPT Tournament of Champions.
- 17. This tournament uses Pay Chart WPT Championship.





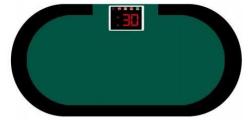


WPT ACTION CLOCK RULES

- The Action Clock will be implemented into play when the tournament field is one table off the money.
- The Action Clock will be controlled by the dealer. Dealers will start the Action Clock following the completion of each deal once the last card has been dealt. When players act in turn, the Action Clock will be reset, with each player receiving a fresh 30 seconds to begin his or her action.
- When a bet or raise has been made, the dealer will first count the bet or raise size, announce the amount, and then start the clock for the next action. If a player calls the bet, the dealer will reset the clock to begin the next player's action.
- Dealers will advise players when the Action Clock reaches 10 seconds.
- To begin play in the Action Clock portion of the tournament, each player will receive time-extension chips. Each time-extension chip is worth a 30-second addition to a player's action.

Number of players in the money	Number of time-extension chips (per player)
25-34 players	Two (2) time-extension chips, per player
35-44 players	Three (3) time-extension chips, per player
45-64 players	Four (4) time-extension chips, per player
65-80 players	Five (5) time-extension chips, per player
81-100 players	Six (6) time-extension chips, per player
101-120 players	Seven (7) time-extension chips, per player
121-140 players	Eight (8) time-extension chips, per player
141-160 players	Nine (9) time-extension chips, per player
161+ players	Ten (10) time-extension chips, per player

- Players should keep all remaining time-extension chips with them throughout the duration of the tournament once the Action Clock has been implemented into play.
- Upon reaching the final three (3) tables of the tournament, each remaining player will reset to a maximum of six (6) 30-second time-extension chips.
- Upon reaching the official WPT final table of the tournament, each remaining player will reset to a maximum of eight (8) 30-second time-extension chips.
- Time-extension chips are to be treated with the same level of importance as tournament chips. In the case that the field reaches the conclusion of a day's play during the Action Clock portion of the tournament but before the final three (3) tables are reached, all remaining players will place any unused time-extension chips in their chip bag to return with the following day.
- Players are required to keep remaining time-extension chips visible at all times.
- If a player wishes to use a time-extension chip, the player is to pass the time-extension chip forward to the dealer in exchange for an additional 30 seconds to be added to their Action Clock.
- In the case that the Action Clock expires for a player with remaining time-extension chips, the player's Action Clock will be automatically extended an additional 30 seconds before the dealer collects the time-extension chip(s) used. Collection will take place at the end of the player's action. If a player's Action Clock expires and the player does not have any time-extension chips remaining, he or she will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise.
- The Action Clock will never be paused unless there is an extreme situation that calls for play to be halted.
- Tournament play will transition to eight-handed play once 10 tables remain.



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