

BUY-IN: €225 + €25 STARTING STACK: 250 CHIPS

#### **GENERAL INFORMATION**

1. BUY YOUR TICKET AT THE CASINO GAMES ROOM SITUATED IN THE CONFERENCE AREA.

2. GET A SEATING CARD FROM THE TOURNAMENT DIRECTOR.

ONE MAIN TABLE IS USED FOR THE SPIN WITH MULTIPLE FELTS TO PLACE CHIPS.
ONE DEALER PER FELT,
TOURNAMENT DIRECTOR OVERSEES ALL TABLES.

### **RULES/FORMAT**

PLAYERS ALWAYS MUST PLACE AT LEAST ONE BET PER ROUND





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#### DAY 1

ROUND 1 (30 + 3 SPINS),
BETS ALLOWED MIN BET 1 CHIP,
OUTSIDE BETS MIN 5 CHIPS,
MAX 100 CHIPS

**BREAK (10 MINUTES), END OF RE-ENTRY PERIOD** 

ROUND 2 (30 SPINS), BETS ALLOWED, MIN BET 5 CHIP, OUTSIDE BETS MIN 25 CHIPS, MAX 200 CHIPS





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DUE TO LATE REGISTRATION/RE-ENTRIES BALANCING/STACK SURRENDER IS ALLOWED OF TABLES WILL BE USED AS PER BELOW:

# CASINO GAMES BALANCING RULES [ONLY VALID DURING RE-ENTRY PERIOD]

- A) RE-ENTRY OPTION FIRST,
  THE PLAYER NEEDS TO DECIDE IMMEDIATELY
- B ALWAYS MOVING THE PLAYER AFTER DEALER BUTTON
- C) MOVE FROM TABLES WITH MORE PLAYERS TO

**TABLES WITH LESS PLAYERS** 

- D) MOVE FROM TABLES WITH HIGHER NUMBER TO LOWEST NUMBER
- **E**] ASSIGN NEW PLAYERS TO TABLE WITH LESS PLAYERS
- F ASSIGN NEW PLAYERS TO TABLE WITH LOWEST NUMBER

MAX 50%/2 PLAYERS WITH THE MOST CHIPS PER TABLE / FELT ADVANCES TO DAY 2.

IF A TABLE ONLY HAS 2 PLAYERS IN ROUND 2 THEN THAT TABLE IS COMPLETED AND THE TABLE IS CLOSED.





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#### DAY 2

NEW STARTING STACK FOR ALL PLAYERS.
BETTING ROUNDS AS ON DAY 1, NO RE-ENTRY.
PLAYER WITH THE BIGGEST STACK PER TABLE GOES TO THE FINAL TABLE [DAY 3].

IN CASE OF A TIE OVERTIME COMES INTO EFFECT: 3 SPINS ARE PLAYED TO DECIDE A WINNER OVERTIME REPEATS UNTIL A WINNER IS FOUND ANY DEAL MUST LEAVE 10% OF THE REMAINING PRIZE POOL FOR 1ST PLACE

