

# Turbo Satellite to EAPT Rozvadov ME

DATE	STARTING TIME	LEVELS	STARTING STACK
23 - 24 June	12:00 / 10:00	12 minutes	20 000

LEVEL	SMALL BLIND	BIG BLIND	BIG BLIND ANTE
1	100	200	200
2	100	300	300
3	100	300	300
4	200	400	400
5	200	500	500
6	300	600	600
7	400	800	800
8	500	1 000	1 000
9	600	1 200	1 200
10	1 000	1 500	1 500
11	1 000	2 000	2 000
12	1 500	2 500	2 500
13	1 500	3 000	3 000
14	2 000	4 000	4 000
15	2 500	5 000	5 000
16	3 000	6 000	6 000
17	4 000	8 000	8 000
18	5 000	10 000	10 000
19	6 000	12 000	12 000
20	10 000	15 000	15 000
21	10 000	20 000	20 000
22	15 000	25 000	25 000
23	15 000	30 000	30 000
24	20 000	40 000	40 000
25	25 000	50 000	50 000
26	30 000	60 000	60 000
27	40 000	80 000	80 000
28	50 000	100 000	100 000
29	60 000	120 000	120 000
30	100 000	150 000	150 000
31	100 000	200 000	200 000
32	150 000	250 000	250 000
33	150 000	300 000	300 000
34	200 000	400 000	400 000
35	250 000	500 000	500 000
36	300 000	600 000	600 000
37	400 000	800 000	800 000
38	500 000	1 000 000	1 000 000
39	600 000	1 200 000	1 200 000
40	1 000 000	1 500 000	1 500 000
41	1 000 000	2 000 000	2 000 000
42	1 500 000	2 500 000	2 500 000
43	1 500 000	3 000 000	3 000 000
44	2 000 000	4 000 000	4 000 000
45	2 500 000	5 000 000	5 000 000
46	3 000 000	6 000 000	6 000 000
47	4 000 000	8 000 000	8 000 000
48	5 000 000	10 000 000	10 000 000
49	6 000 000	12 000 000	12 000 000
50	10 000 000	15 000 000	15 000 000

Main event Guarantee included - First to third place will receive a €10,500 WSOPE seat + €5,000 Cyprus EAPT GF package, Fourth place a €5,000 package only

- Guarantees include Bounty and % for marketing and operation costs
- TD withholds the right to add or subtract a level or a day to all tournaments and reserves the right to amend structures or schedule.
- Final Table levels will be change every 20 hands, If prize pool changes, the levels will be reduce.
- Main Event , EAPT Cup - ITM starts in Day 2
- TD has final decision over all the rules.
- 5% of every prize pool will be withheld for marketing and operation costs.