# Event #12

**$400 No Limit Hold’em 3pm Sunday, April 13, 2025**

**30K Starting Stack**

Sunday Sizzler

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Minutes | Big Blind Ante | Small Blind | Big Blind |
| 1 | **20** | **100** | **100** | **100** |
| 2 | **20** | **200** | **100** | **200** |
| 3 | **20** | **300** | **200** | **300** |
| 4 | **20** | **400** | **200** | **400** |
| 5 | **20** | **500** | **300** | **500** |
| 6 | **20** | **600** | **300** | **600** |
| 7 | **20** | **800** | **400** | **800** |
| 8 | **20** | **1000** | **500** | **1,000** |
| 9 | **20** | **1200** | **600** | **1,200** |
| 10 | **20** | **1400** | **700** | **1,400** |
| 11 | **20** | **1500** | **1,000** | **1,500** |
| 12 | **20** | **2000** | **1,000** | **2,000** |
| 13 | **20** | **2500** | **1,000** | **2,500** |
| 14 | **20** | **3000** | **1,500** | **3,000** |
| 15 | **20** | **4000** | **2,000** | **4,000** |
| 16 | **20** | **5000** | **2,500** | **5,000** |
| 17 | **20** | **6000** | **3,000** | **6,000** |
| 18 | **20** | **8000** | **4,000** | **8,000** |
| 19 | **20** | **10000** | **5,000** | **10,000** |
| 20 | **20** | **12000** | **6,000** | **12,000** |
| 21 | **20** | **14000** | **7,000** | **14,000** |
| 22 | **20** | **16000** | **8,000** | **16,000** |
| 23 | **20** | **20000** | **10,000** | **20,000** |
| 24 | **20** | **25000** | **15,000** | **25,000** |
| 25 | **20** | **30000** | **15,000** | **30,000** |
| 26 | **20** | **40000** | **20,000** | **40,000** |
| 27 | **20** | **60000** | **30,000** | **60,000** |
| 28 | **20** | **80000** | **40,000** | **80,000** |

# Tournament Rule

1. Players will start the tournament with 25,000 in tournament chips.
2. All levels will be 20 minutes.
3. This is a one-day event.
4. Registration will close at the beginning of Level 12.
5. Eliminated players may re-enter until the beginning of Level 12.
6. $325 will go into the prize pool, $25 will go towards all Poker employees and Poker management, and $50 will be the administrative fee.

