

CHARITY POKER TOURNAMENT

3 MAN-TEAM TOURNAMENT

SATURDAY JULY 23RD

HAPPY DAYS BINGO & ARCADE

7139 S US HIGHWAY 1
PORT ST LUCIE, FL 34952

REGISTRATION STARTS 1:30PM

TOURNAMENT WILL START AT 3:00PM

**** TOURNAMENT BUY-IN--\$125.00-30,000 UNITS. ****

**** DEALER ADD-ON AND HIGH HAND INCLUDED. ****

**1 REBUY(REBUYS-\$75.00) WILL BE ALLOWED UNTIL THE END OF
LEVEL 5 (100 MINS).(OPTIONAL ADD-ON AT THE BREAK, \$50.00/30,000)**

**TEAM CAPTAIN WILL HAVE CONTROL OVER TEAMMATES,
IF TEAMMATE GETS ELIMINATED/ HE MAY USED TO SUB
FOR 1 LEVEL OF PLAY FOR OTHER TEAMMATE. SUBS MAY
BE USED MORE THAN ONCE BUT NO MORE THAN 1 LEVEL
OF PLAY AT A TIME. EACH TEAM WILL HAVE 5 TIMEOUT
BUTTONS(60 SEC EACH) TO DISCUSS STRATEGY FOR THAT
HAND IN PLAY.**

MAX WILL BE 9 TEAMS OF 3 PLAYERS,(TOTAL 27).

**DEPOSITS WILL BE MANDATORY TO HOLD YOUR TEAM
SPOT, \$25.00 PER PLAYER OR \$75.00 FOR TEAM. WITH
DEPOSIT YOU WILL ALSO RECEIVE 5,000 EXTRA UNITS.**

THERE WILL BE 2 HIGH HANDS FOR THE ENTIRE TOURNAMENT(\$50.00 EACH)

MORE INFO: PLEASE CALL 954-445-1391 OR MIKE 772-361-2406

OR GO TO: POKER4CHARITY.ORG

CHARITY POKER TOURNAMENT

3 MAN-TEAM TOURNAMENT

SATURDAY JULY 23RD

BLINDS WILL BE 20 MINUTE LEVELS FOR ENTIRE TOURNAMENT.

1. 100-100	8. 600-1,200	15. 8,000-16,000
2. 100-200	9. 1,000-2,000	16. 10,000-20,000
3. 100-300	10. 2,000-4,000	17. 15,000-30,000
4. 200-400	11. 3,000-6,000	18. 20,000-40,000
5. 300-600	12. 4,000-8,000	19. 25,000-50,000
6. 400-800	13. 5,000-10,000	20. 30,000-60,000
7. 500-1,000	14. 6,000-12,000	21. 35,000-70,000

PAYOUTS WILL BE AS FOLLOWS BASED ON 9 TEAMS, 27 PLAYERS. (TOTAL MONEY PAYOUTS FOR INDIVIDUAL AND TEAMMATES)

**1ST PLACE \$1500.00 PLAYER--\$1000---TEAMMATES \$500.
2ND PLACE \$1000.00 PLAYER- \$ 700---TEAMMATES \$300.
3RD PLACE \$ 700.00 PLAYER--\$ 500---TEAMMATES \$200.
4TH PLACE \$ 500.00 PLAYER--\$ 350---TEAMMATES \$150.
HIGHER AND MORE COULD BE PAID OUT BASED ON
REBUYS AND OR ADD-ON MONIES, INTO TOURNAMENT.**

**FOR MORE DETAILS: POKER4CHARITY.ORG OR
CALL BILL 954-445-1391 OR MIKE 772-361-2406**