| No-Limit Tournament Structure |  |  |  |
| :---: | :---: | :---: | :---: |
| Level | Small Blind | Big Blind | Time |
| 1 | 25 | 50 | 30 Minutes |
| 2 | 50 | 100 | 30 Minutes |
| 3 | 75 | 150 | 30 Minutes |
| Break - 15 Minutes |  |  |  |
| 4 | 100 | 200 | 30 Minutes |
| 5 | 150 | 300 | 30 Minutes |
| 6 | 200 | 400 | 30 Minutes |
| Break - 15 Minutes |  |  |  |
| 7 | 250 | 500 | 30 Minutes |
| 8 | 300 | 600 | 30 Minutes |
| 9 | 350 | 700 | 30 Minutes |
| Break - 15 Minutes - Remove \$25 Chips |  |  |  |
| 10 | 400 | 800 | 30 Minutes |
| 11 | 500 | 1000 | 30 Minutes |
| 12 | 600 | 1200 | 30 Minutes |
| Break - 30 Minutes |  |  |  |
| 13 | 700 | 1400 | 30 Minutes |
| 14 | 800 | 1600 | 30 Minutes |
| 15 | 1000 | 2000 | 30 Minutes |
| Break - 15 Minutes |  |  |  |
| 16 | 1200 | 2400 | 30 Minutes |
| 17 | 1500 | 3000 | 30 Minutes |

This is a sample betting structure that should produce an 8-10 hour tournament.
The starting stack consists of three colours as designated. The fourth colour should be available for "colouring up". In this case designated as 1000.

## 1500 chip starting stack examples

| 25-12 chips |  | 25-16 chips |  | 25-20 chips |
| :---: | :---: | :---: | :---: | :---: |
| 100-7 chips | or | 100-6 chips | or | 100-5 chips |
| 500-1 chip |  | 500-1 chip |  | 500-1 chip |
| 20 chips |  | 23 chips |  | 26 chips |

## Colouring Up

At designated times lower value chips will be removed from the table and "coloured up" to a higher value. This will be done by the table managers under the supervision of the chairperson. A $50 \%$ rule will be followed - if a player has a portion of a higher value chip remaining a $50 \%$ rule shall be followed - if the remainder is $50 \%$ or more than the higher value chip the player will recieve a higher value chip for the remainder. If it is less than $50 \%$ the player will lose the remainder.

