



SHOOTING STAR PLAYER GUIDE

CHAMPIONSHIP

OCT 24 – OCT 28, 2025

FESTIVAL

OCT 17 – NOV 2, 2025





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FESTIVAL SCHEDULE



DATE	TIME	EVENT	BUY-IN (\$)	STACK	LEVELS
FRI Oct 17	9:15 am	Shooting Star Opener 1A	US\$600	30 000	30
	5:15 pm	Shooting Star Satellite	US\$600	20 000	20
SAT Oct 18	9:15 am	Shooting Star Opener 1B	US\$600	30 000	30
	5:15 pm	Shooting Star Satellite	US\$600	20 000	20
SUN Oct 19	9:15 am	Pot Limit Omaha	US\$600	25 000	30
	11:15 am	Shooting Star Opener Day 2			40
	5:15 pm	Shooting Star Satellite	US\$600	20 000	20
MON Oct 20	9:15 am	Omaha 8	US\$600	25 000	30
	1:15 pm	Shooting Star Satellite	US\$600	20 000	20
	5:15 pm	Shooting Star Satellite	US\$600	20 000	20
TUE Oct 21	9:15 am	HORSE	US\$600	25 000	30
	1:15 pm	Shooting Star Satellite	US\$600	20 000	20
	5:15 pm	Shooting Star Satellite	US\$600	20 000	20
WED Oct 22	9:15 am	No Limit	US\$2 200	40 000	40
	5:15 pm	Shooting Star Satellite	US\$1 150	25 000	20
THU Oct 23	9:15 am	No Limit	US\$1 100	30 000	30
	11:15 am	No Limit Day 2			
	5:15 pm	Shooting Star Satellite	US\$1 150	25 000	20
FRI Oct 24	10:00 am	Shooting Star Championship Day 1A	US\$5 300	50 000	60
	5:15 pm	Shooting Star Satellite	US\$1 150	25 000	20
SAT Oct 25	10:00 am	Shooting Star Championship Day 1B			60
SUN Oct 26	11:15 am	Shooting Star Championship Day 2			60
	1:15 pm	High Roller Satellite	US\$2 650	25 000	20
	5:15 pm	High Roller	US\$15 400	75 000	40
MON Oct 27	9:15 am	Mystery Board Bounty			30
	11:15 am	Shooting Star Championship Day 3			60
	2:30 pm	High Roller Day 2			
TUE Oct 28	9:15 am	8 Handed No Limit	US\$2 200	40 000	40
	Noon	Shooting Star Championship Day 4			90
WED Oct 29	9:15 am	Limit Hold'em	US\$1 100	30 000	30
	11:15 am	8 Handed No Limit Day 2			
	1:15 pm	No Limit Lightning Stack			30
THU Oct 30	9:15 am	Pot Limit Omaha	US\$1 100	30 000	30
FRI Oct 31	9:15 am	Mystery Board Bounty Day 1A	US\$1 100		30
SAT Nov 1	09:15	Mystery Board Bounty Day 1B	US\$1 100		30
SUN Nov 2	09:15	Shooting Star Closer NL	US\$600	25 000	30
	11:15	Mystery Board Bounty Day 2			40





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EVENT STRUCTURE



Day 1 A	Day 1 B	Day 2	Day 3	Day 4
Fri, Oct. 24 – 10:15	Sat, Oct. 25 – 10:15	Sat, Oct. 26 – 11:15	Mon, Oct. 27 – 11:15	Tue, Oct. 28 – 12:00

Rules and information

ACTION CLOCKS:
The Action Clock by Poker Atlas will be used after level 16 on Day 2. Time extension chips will accumulate and not be reset. Players with time extensions are not responsible for throwing in time extension chips during their decisions, they will be collected at the end of the street or hand. If a player puts in multiple time extensions during play the dealer will add 30 seconds for each chip thrown forward. Players are not entitled to to a refund of unused time chips if multiple thrown forward and full time not used. See WPT Action Clock Rules for more details.

ANTE FORMAT (BIG BLIND ANTE):
Single ante will be posted by the player in the big blind, in the amount equivalent to the big blind. The ante takes precedent over the big blind when a player has less than a big blind and ante amount.

BREAKS:
Players will have a 15-minute break every two levels each day.

BUY-IN & FEES:
\$5,300 (\$4,800 prize pool + \$500 Registration Fee)

LATE REGISTRATION:
Players that register on either Day 1A or 1B have (1) optional re-entry. Players can also register at the beginning of Day 2 prior to the restart. No Refunds.

LEVELS, PER DAY:
Day 1: (8) 60-minute levels.
Day 2: 60-minute for (8) levels or until the money is reached.
Day 3: 60-minute levels until 36 players, 90-minute levels until 24 players remain.
Day 4: 90-minute levels until 6 players remain.
The Final Table of 6 will be televised in Las Vegas in December (date TBC).
Final Table Levels will be 60 minutes & 30 minutes at Heads-Up.

PAYOUTS:
One in eight (1-in-8) entries will be in the money (approximately 12.5%). Winners must show valid ID to collect winnings. \$10,400 will be withheld from the prize pool and issued to 1st Place in the form of an entry to the WPT World Championship held in Las Vegas.

SHOOTING STAR BOUNTIES: :
A \$2,500 bounty will be awarded to the player who eliminates a designated Shooting Star.

CHIP LEADEER BONUS:
A \$5,000 bonus will be awarded to the chip leader at the conclusion of each Day 1 flight.

PLAYERS PER TABLE:
Tables will be 9-Handed at the start of the event, 8-Handed at the start of Day 3 and 6-handed at 36 players.

RE-ENTRY:
This tournament features 2 starting flights and allows (1) optional re-entry per starting day and/or before the start of Day 2 (Level 9). Players may not bag and play a subsequent flight. Players may forfeit their stack to re-enter or participate in subsequent starting day.

RULES:
Tournament Directors Association (TDA) rules will be used, unless House Rules apply. Please, see tournament staff for House Rules. Participation in WPT tournaments is subject to rules and rulings set forth by the applicable venue(s) and/or WPT (e.g., tournament rules, sponsors). Tournament Director's decisions are final. Any unauthorized chips introduced into tournament play will be immediately removed upon detection without substitution. Any parties determined to be responsible for the introduction of said chips will be disqualified without refund. It's each and every player's responsibility to bring to management's attention unusual chips, circumstances, or irregularities. Time extension chips are considered tournament chips.

SEATING REDRAWS:
A redraw will occur at the end of Day 1 & 2. Players will also redraw at 36, 18, and 7 players or at Tournament Director's discretion.

STARTING STACK:
50,000 tournament chips. Pre-purchased stacks will be "live" on the table from the beginning of the tournament. Late registrants and alternates will be sold a full starting stack.

WPT PLAYER OF THE YEAR:
The WPT Main Tour Events are eligible for the WPT Player of the Year race.

WPT PLAYER RELEASE:
In order to play in the event, each player must sign the mandatory WPT Player Release Form. Please visit www.worldpokertour.com - Sign In - to pre-register on the WPT website.

Scan the QR code below to sign up and get verified.





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ACTION CLOCK RULES



- The Action Clock will be implemented into play after Level 16. While the Action Clock is in play, players must keep chips in stacks of 20, whenever possible.
- The Action Clock will be controlled by the dealer. Dealers will start the Action Clock following the completion of each deal once the last card has been dealt. When players act in turn, the Action Clock will be reset, with each player receiving a fresh clock to begin their action, as outlined below.

WPT Main Tour	Pre-Flop	Post-Flop
Start of Level 16	15 seconds	30 seconds
Start of Day 3	20 seconds	30 seconds
At 24 players	20 seconds	30 seconds
Final Table (Final 6 Players)	30 seconds	30 seconds

- When a bet or raise has been made, the dealer will first count the bet or raise size, announce the amount, and then start the clock for the next action. If a player calls the bet, the dealer will reset the clock to begin the next player’s action.
- Pre-Flop: for a player’s initial pre-flop action they will receive 20 or 30 seconds, per the table listed above. For any additional pre-flop action (e.g., facing a 3-bet), the player will receive 30 seconds to make their follow-up decision.
- When players receive 20 seconds to act, dealers will **not** advise players when the Action Clock reaches 10 seconds.
- When players receive 30 seconds to act, dealers **will** advise players when the Action Clock reaches 10 seconds.
- To begin play in the Action Clock portion of the tournament, each player will receive time-extension chips. Each time-extension chip is worth a 30-second addition to a player’s action.

WPT Main Tour	Number of Time Extension Chips (Per Player)
After Level 16	Five (5) time-extension chips, per player
Day 3 (start of the day)	Five (5) time-extension chips, per player
At 24 Players	Five (5) time-extension chips, per player
Final Table (Final 6 Players)	Five (5) time-extension chips, per player

- Players are required to keep their remaining time-extension chips visible at all times.
- At the conclusion of play each day, any unused time extension chips will be placed in the players’ tournament chip bag and will carry over to the next tournament day. Time extensions are to be treated with the same level of importance as tournament chips, and removal of time extensions may be subject to penalty up to and including disqualification. If a player does not use any of their time chips and reaches the final table, they will be limited to a maximum of 20 time extension chips.
- If a player wishes to use a time-extension chip, the player is to pass the time-extension chip forward to the dealer in exchange for an additional 30 seconds to be added to their Action Clock.
- In the case that the Action Clock expires for a player with remaining time-extension chips, the player’s Action Clock will be automatically extended an additional 30 seconds before the dealer collects the time-extension chip(s) used. Collection will take place at the end of the player’s action. If a player’s Action Clock expires and the player does not have any time-extension chips remaining, they will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise.
- The Action Clock will never be paused unless there is an extreme situation that calls for play to be halted.
- Tournament play will transition to eight-handed play once 10 tables remain.



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