



## PLAYER GUIDE

**BUY-IN: \$1,100**

**GTD: \$2.5M**

FESTIVAL

**FEB 25 – MAR 9, 2026**

CHAMPIONSHIP

**MAR 5 – 9, 2026**



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## FESTIVAL SCHEDULE

DATE	TIME	EVENT	BUY-IN	GTD	STACK	LEVELS	DINNER	LATE REG	INFO
WED Feb 25	16:00	#1 Welcome Event NLH	\$600+\$60	\$50,000	20 000	20 Min.	18:30-19:00	LEVEL 9	1 day event
	21:00	Sat. to the Take-off Day 1A	\$200+\$20	10 Seats	10 000	15 Min.	N/A	LEVEL 7	
THU Feb 26	14:00	#2 Take-off Day 1A NLH	\$750+\$75	\$150,000	30 000	30 Min.	18:30-19:00	LEVEL 11	End day Lvl 8
	21:00	Sat. to the WPT Championship Day 1A	\$200+\$20	10 Seats	10 000	15 Min.	N/A	LEVEL 7	
FRI Feb 27	14:00	#2 Take-off Day 1B NLH	\$750+\$75	\$150,000	30 000	30 Min.	18:30-19:00	LEVEL 11	End day Lvl 8
	19:00	#3 Turbo Bounty K.O NLH	\$400+\$40	\$25,000	20 000	15 Min.	N/A	LEVEL 9	Each K.O \$200
	23:00	#2 Take-off Day 1C Speed NLH	\$750+\$75	\$150,000	30 000	15 Min.	N/A	LEVEL 11	End day Lvl 8
SAT Feb 28	14:00	#3 Take-off Final Day	\$750+\$75	\$150,000	30 000	30 Min.	18:30-19:00	LEVEL 11	2 More Lvl Late Reg.
	19:00	#4 Bounty ITM NLH	\$500+\$50	\$50,000	20 000	20 Min.	N/A	LEVEL 9	Bounty ITM \$1,000
	23:00	Combo Sat. To The WPT CS & High Roller	\$600+\$60	10 Seats	15 000	15 Min.	N/A	LEVEL 7	
SUN Mar 1	14:00	#5 5 Cards Pot Limit Omaha	\$750+\$50	\$60,000	20 000	20 Min.	18:30-19:00	LEVEL 9	
	19:00	#6 Old School Event	\$800+\$80	\$50,000	25 000	20 Min.	N/A	LEVEL 7	No Re-Entry
	23:00	Combo Sat. To The WPT CS & High Roller	\$600+\$60	10 Seats	15 000	15 Min.	N/A	LEVEL 7	
MON Mar 2	14:00	#7 Mystery Bounty Day 1A	\$750+\$75	\$200,000	30 000	20 Min.	18:30-19:00	LEVEL 11	End day %12.5 ITM
	20:00	Combo Sat. To The WPT CS & High Roller	\$600+\$60	10 Seats	15 000	15 Min.	N/A	LEVEL 7	
	0:00	#8 Speed-Up NLH	\$400+\$40	\$20,000	20 000	10 Min.	N/A	LEVEL 9	
TUE Mar 3	14:00	#7 Mystery Bounty Day 1B	\$750+\$75	\$200,000	30 000	20 Min.	18:30-19:00	LEVEL 11	End day 12.5% ITM
	19:00	Combo Sat. To The WPT CS & High Roller	\$600+\$60	10 Seats	15 000	15 Min.	N/A	LEVEL 7	
	23:00	#7 Mystery Bounty Day 1C Speed	\$750+\$75	\$200,000	30 000	15 Min.	N/A	LEVEL 11	End day 12.5% ITM
WED Mar 4	14:00	#7 Mystery Bounty Final Day	CLOSED	\$200,000	-	30 Min.	18:30-19:00	CLOSED	
	18:00	#8 CHAMADA SUPER HIGH ROLLER	\$3,500+\$300	\$200,000	100 000	30 Min.	N/A	LEVEL 9	1 day event
	23:00	Combo Sat. To The WPT CS & High Roller	\$600+\$60	10 Seats	15 000	15 Min.	N/A	LEVEL 7	
THU Mar 5	12:00	#9 WPT PRIME CHAMPIONSHIP DAY-1A	\$1,000+\$100	\$1,000,000	40 000	40 Min.	18:30-19:15	LEVEL 10	End day 12.5% ITM
	20:00	#9 WPT PRIME CHAMPIONSHIP DAY-1B SPEED	\$1,000+\$100	\$1,000,000	40 000	20 Min.	N/A	LEVEL 10	End day 12.5% ITM
	12:00	#9 WPT PRIME CHAMPIONSHIP DAY-1C	\$1,000+\$100	\$1,000,000	40 000	40 Min.	18:30-19:15	LEVEL 10	End day 12.5% ITM
FRI Mar 6	17:00	#10 Mystery Fun Bounty	\$800+\$80	\$75,000	20 000	20 Min.	N/A	LEVEL 9	1 day event
	23:00	Combo Sat. To The WPT CS & High Roller	\$600+\$60	10 Seats	15 000	15 Min.	N/A	LEVEL 7	
SAT Mar 7	12:00	#9 WPT PRIME CHAMPIONSHIP DAY-1D	\$1,000+\$100	\$1,000,000	40 000	40 Min.	18:30-19:15	LEVEL 10	End day 12.5% ITM
	15:00	#11 Bounty Pot Limit Omaha	\$700+\$70	\$50,000	20 000	20 Min.	19:15-19:45	LEVEL 7	Each K.O \$300
	20:00	#9 WPT PRIME CHAMPIONSHIP DAY-1E SPEED	\$1,000+\$100	\$1,000,000	40 000	20 Min.	N/A	LEVEL 10	End day 12.5% ITM
SUN Mar 8	13:00	#9 WPT PRIME CHAMPIONSHIP DAY 2	CLOSED	\$1,000,000	-	60 Min.		8 HANDED	End Day Final Table
	16:00	Sat. to the Chamada High Roller Day 1	\$400+\$40	10 Seats	15 000	15 Min.		LEVEL 7	
	20:00	#12 CHAMADA HIGH ROLLER DAY 1	\$2,000+\$200	\$400,000	100 000	40 Min.		LEVEL 11	End day Lvl 8
MON Mar 9	13:00	#12 CHAMADA HIGH ROLLER FINAL DAY	\$2,000+\$200	\$400,000	100 000	40 Min.		LEVEL 11	2 More Lvl Late Reg.
	14:00	#9 WPT PRIME CHAMPIONSHIP FINAL DAY	CLOSED	\$1,000,000	-	60 Min.		-	-
	16:00	#13 WPT PRIME CLOSER EVENT K.O.	\$600+\$60	\$30,000	20 000	20 Min.		LEVEL 9	Each K.O \$400

3% WITHHELD FROM PRIZE POOL FOR STAFF AND DEALERS \*\*

LATE REGISTRATION CLOSES AT THE START OF THE APPLICABLE LEVEL. PRIME CHAMPIONSHIP, LEVEL 10. HIGH ROLLER, LEVEL 11. TAKE-OFF EVENT, LEVEL 11. We will start any tournament as soon as we have 14 players.

Package players and winners of satellites must play at first starting day of Main.

Unless otherwise specified. Satellite and Freeroll tickets are non transferable, and can only be used by the player who wins the seat.

Management reserves the right to alter tournament times and structures or cancel tournament.

Management reserves the right to correct any misprints.



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## CHAMPIONSHIP STRUCTURE

<b>Day 1 A:</b> Thu, Mar 5th - 12:00	<b>Day 1 B:</b> Thu, Mar 5th - 20:00	<b>Day 1 C:</b> Fri, Mar 6th - 12:00	<b>Day 1 D:</b> Sat, Mar 7th - 12:00	<b>Day 1 E Speed:</b> Sat, Mar 7th - 20:00	<b>Day 2:</b> Sun, Mar 8th - 13:00	<b>Final Day</b> Mon, Mar 9th - 14:00
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### Rules and Information

BUY-IN: **\$1,100**      STARTING CHIPS: **40,000**

#### ACTION CLOCK:

The Action Clock will be put into play on each Day 1 at the conclusion of level 15. Each player will receive four (4) time extensions at the end of level 15, four (4) additional start of Day 2, four (4) when 24 players remain, and four (4) at the final table of nine. See Action Clock rules for details. Time extension chips will accumulate and not be reset. See additional 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 big blind comes before the ante when a player has less than a big blind and ante amount, per new TDA recommendations

#### BUY-IN & FEES:

\$1,100 buy-in = \$970 (Prize Pool) + \$100 (Entry Fee) + \$30 (Staff Fee).

#### START TIME:

Day 1s starting flights begin at 12:00. The speed flight will start at 20:00.  
Day 2 begin at 13:00.  
Final Table begins at 14:00.

#### LEVELS:

Levels 1-21 are 40 minutes  
Level 22 until heads up will be 60 minutes. Once two players remain levels will be 30 minutes.

#### RE-ENTRY RULES:

Re-entry is permitted for each starting flight until registration is closed.

#### LATE REGISTRATION:

Registration will close at the start of Level 10 on each Day 1.

#### STARTING STACK:

Players will start with 40,000 in tournament chips.  
Late registrants and alternates will begin with a full starting stack.  
Tournament chip stacks will be put into play at the start of the event for all registered players who have been issued a table and seat assignment.  
At the conclusion of the registration period, all paid entries (including alternates) who have yet to take their seat will be assigned a seat and their chips will be put into play.

#### BREAKS:

40 Minute levels: Players will have a 15-minute break every 3 levels.  
60 Minute levels: Players will have a 15-minute break every 2 levels.

#### DINNER BREAK:

Day 1 flights and Day 2 will be provided a 45-minute dinner break.

#### PLAYERS PER TABLE:

Day 1's will play 9-handed.  
Day 2 onward will play 8-handed, space permitting.  
In the event that Day 2 begins 9-handed, tables will be balanced to accommodate 8-handed play at the Tournament Director's discretion.  
The Final Table is 9-handed.

#### PAYOUTS:

One in eight (1-in-8) entries will be in the money (approximately 12.5%). WPT® Calculator will be used.

#### PLAYER'S CARD AND PLAYER RELEASE:

All Tournament players must have the Players Rewards card and execute the WPT Player Release Form to participate.

#### SEATING REDRAWS:

Redraws will take place at the end of Day 1 and at the final table of 9. Once six tables remain, we will use random table breaks until the final redraw at 9 players.

#### WPT PLAYER OF THE YEAR:

This Event is eligible for WPT® Player of the Year.

#### PLAYER REGISTRATION:

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



### Structure

LEVEL	BIG BLIND ANTE	BLINDS
1	200	100 - 200
2	300	200 - 300
3	400	200 - 400
4	500	300 - 500
5	600	300 - 600
6	800	400 - 800
7	1,000	500 - 1,000
8	1,200	600 - 1,200
9	1,600	800 - 1,600
10	2,000	1,000 - 2,000
11	2,500	1,500 - 2,500
12	3,000	1,500 - 3,000
13	4,000	2,000 - 4,000
14	5,000	3,000 - 5,000
15	6,000	3,000 - 6,000
16	8,000	4,000 - 8,000
17	10,000	5,000 - 10,000
18	12,000	6,000 - 12,000
19	15,000	10,000 - 15,000
20	20,000	10,000 - 20,000
21	25,000	15,000 - 25,000
22	30,000	15,000 - 30,000
23	40,000	20,000 - 40,000
24	50,000	25,000 - 50,000
25	60,000	30,000 - 60,000
26	75,000	50,000 - 75,000
27	100,000	50,000 - 100,000
28	125,000	75,000 - 125,000
29	150,000	75,000 - 150,000
30	200,000	100,000 - 200,000
31	250,000	125,000 - 250,000
32	300,000	150,000 - 300,000
33	400,000	200,000 - 400,000
34	500,000	250,000 - 500,000
35	600,000	300,000 - 600,000
36	800,000	400,000 - 800,000
37	1,000,000	500,000 - 1,000,000
38	1,200,000	600,000 - 1,200,000
39	1,600,000	800,000 - 1,600,000
40	2,000,000	1,000,000 - 2,000,000
— Break		





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## **ACTION CLOCK RULES**

1. Dealers will initiate the start of the Tournament Action Clock upon the completion of the deal. Time will begin for a player once the natural flow of play has come to a brief pause pending their action and be reset to the corresponding time for the next player to act
2. Once action clocks are put in, players will have 15 seconds to act preflop and 30 seconds postflop.
3. Once the tournament has reached the final table, players will have thirty (30) seconds on their Action Clock preflop
4. Once a player has voluntarily placed chips into the pot, the Tournament Action Clock will increase to thirty (30) seconds for each subsequent action of that player until the hand has concluded. Any unused voluntarily placed chips into the pot will be forfeited.
5. The small and big blind are forced bets and are not considered voluntary
6. When a bet or raise has been made, the dealer will count and announce the bet or raise (including All In bets) prior to starting the Action Clock for the next player
7. To facilitate the smooth operation of the tournament, all tournament chips must remain in full stacks of twenty (20) chips, when available
8. When breaking a table, a player must keep their time extensions and tournament chips in plain view while traveling to their new seat
9. Each time extension will add an additional thirty (30) seconds to act
10. Players will receive time extension chips at predetermined stages (set level or remaining number of players) as outlined on the structure sheet
11. Players are required to keep all time extension chips visible and on the table at all times
12. Players will automatically lose one (1) time extension each time the Action Clock reaches zero (0), and will be instructed by the dealer to turn in the corresponding amount of time extensions used at the completion of their action. Players are not responsible for placing a time extension chip into the pot in real time
13. In the event that a player does not have any time extensions remaining and the Action Clock reached zero (0), the player's hand will be declared dead (or the player will be forced to check if facing no action)
14. Once implemented, the Tournament Action Clock will be used until the completion of the event and will not be suspended
15. 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
16. See individual event rules for additional details.

