



PLAYER GUIDE

BUY-IN: \$1,100

GTD: \$2.5M

FESTIVAL

OCT 7 – OCT 19, 2026

CHAMPIONSHIP

OCT 15 – OCT 19, 2026



@WorldPokerTour



@WPT



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CHAMPIONSHIP STRUCTURE

Day 1 A:	Day 1 B:	Day 1 C:	Day 1 D:	Day 1 E Speed:	Day 2:	Final Day
Thu, Oct 15th - 12:00	Thu, Oct 15th - 20:00	Fri, Oct 16th - 12:00	Sat, Oct 17th - 12:00	Sat, Oct 17th - 20:00	Sun, Oct 18th - 13:00	Mon, Oct 19th - 14:00

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.

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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		



ACTION CLOCK RULES

- The Action Clock will be implemented into play after Level 15.
- 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 Prime	Pre-Flop	Post-Flop
Upon Implementation	15 seconds	30 seconds
Final Table	30 seconds	30 seconds

- When a bet or raise has been made, the dealer will first count the bet or raise size (including all in), 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. If the player raises the bet, the dealer will count the full amount and then reset the clock for the next player.
- Pre-Flop: A player will receive 15 or 30 seconds for their initial pre-flop decision, as outlined in the table above. If action returns to that same player after they have voluntarily committed chips to the pot, they will receive 30 seconds to make their subsequent decision. Posting the small blind or big blind does not count as voluntarily committing chips for the purposes of this rule.
- When players receive 15 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)
Upon Implementation	Four (4) time-extension chips, per player
Start of Day 2	Four (4) time-extension chips, per player
24 players	Four (4) time-extension chips, per player
Final Table (of 9 players)	Four (4) time-extension chips, per player

- Players are required to keep their 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.
- The Action Clock is considered to have "expired" at the exact instant the displayed time reaches 0 — no earlier and no later. If the Action Clock expires for a player who has a remaining time-extension chip, one time-extension chip is automatically used and the player's Action Clock is immediately extended by an additional 30 seconds. The dealer does not physically collect the time-extension chip(s) used until the end of the player's action for that street (pre-flop, flop, turn, river). If the Action Clock expires for a player who 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.
- If a player voluntarily puts multiple time-extension chips into the pot while still thinking, the dealer is to immediately add that amount of time to the clock. Those time chips have been used even if the player acts with time remaining on the clock. No time-extension chips will be refunded.