

The Star Gold Coast

WPT AUSTRALIA 2024

TEXAS HOLD'EM &

OMAHA POKER

TOURNAMENTS

AND

SATELLITES

CONDITIONS FOR CONDUCT

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1. TOURNAMENT AND SATELLITE FORMAT DETAILS AND SCHEDULE OF EVENTS

Dates and Starting Times:

WPT AUSTRALIA GOLD COAST						
12 - 25 SEPTEMBER 2024						
DATE	DAY	TIME	EVENT	BUY-IN	STACK	LEVELS
12-Sep	THU	10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		2.30 PM	1 I OPENING EVENT DAY 1A/3 (unlimited re-entry)	AUD\$1,500 (\$1,325+\$175)	40,000	30 MIN
		6.30 PM	2 I \$600 FLAT OUT FREEZE OUT ONE DAY EVENT (freezeout)	AUD \$600 (\$540+\$60)	25,000	12 MIN
		7.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		8.30 PM	OPENING EVENT MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$340 (\$300+\$40)	8,000	15 MIN
13-Sep	FRI	10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		11.30 AM	3 I \$575 PLO TURBO ONE DAY EVENT (unlimited re-entry)	AUD\$575 (\$500+\$75)	25,000	15 MIN
		2.30 PM	1 I OPENING EVENT DAY 1B/3 (unlimited re-entry)	AUD\$1,500 (\$1,325+\$175)	40,000	30 MIN
		6.30 PM	4 I \$675 SHARK BAIT ONE DAY EVENT (freezeout)	AUD\$675 (\$600+\$75)	20,000	20 MIN
		7.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
14-Sep	SAT	8.30 PM	MYSTERY BOUNTY MILESTONE 1 in 6 (unlimited re-entry)	AUD\$315 (\$275+\$40)	10,000	15 MIN
		10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		11.30 AM	1 I OPENING EVENT DAY 2/3	DAY 2		45 MIN
		2.30 PM	5 I MYSTERY BOUNTY DAY 1A/2 (unlimited re-entry)	AUD\$1,650 (\$1,000+\$500+\$150)	40,000	30 MIN/40 MIN
		6.30 PM	6 I \$880 ULTRA TURBO ONE DAY EVENT (single re-entry)	AUD\$880 (\$800+\$80)	20,000	12 MIN
15-Sep	SUN	7.30 PM	MYSTERY BOUNTY MILESTONE SATELLITE 1 in 6 (unlimited re-entry)	AUD\$315 (\$275+\$40)	10,000	15 MIN
		8.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 5 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		11.30 AM	1 I OPENING EVENT FINAL DAY 3/3	FINAL DAY		45 MIN
		12.30 PM	5 I MYSTERY BOUNTY DAY 1B/2 (unlimited re-entry)	AUD\$1,650 (\$1,000+\$500+\$150)	40,000	30 MIN/40 MIN
16-Sep	MON	7.00 PM	7 I \$5K 8 MAX DAY 1/2 (double re-entry until start of level 12 on day 2)	AUD\$5,000 (\$4,600+\$400)	250,000	30 MIN
		8.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		11.30 AM	5 I MYSTERY BOUNTY DAY 2/2	DAY 2		40 MIN
		1.30 PM	7 I \$5K 8 MAX DAY 2/2 (double re-entry until start of level 12)	AUD\$5,000 (\$4,600+\$400)	250,000	30 MIN
17-Sep	TUE	2.30 PM	8 I OUTBACK SURVIVOR BOUNTY DAY 1/2 (double re-entry)	AUD\$1,150 (\$600+\$400+\$150)	30,000	30 MIN
		7.30 PM	LADIES AUSTRALIAN CHAMPIONSHIP MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$175 (\$135+\$40)	8,000	15 MIN
		8.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		11.30 AM	8 I OUTBACK SURVIVOR BOUNTY DAY 2/2	DAY 2		30 MIN
18-Sep	WED	1.30 PM	9 I \$800 PLO DAY 1/2 (unlimited re-entry)	AUD\$800 (\$720+\$80)	30,000	30 MIN
		3.30 PM	10 I LADIES AUSTRALIAN CHAMPIONSHIP EVENT DAY 1/2 (double re-entry)	AUD\$675 (\$600+\$75)	25,000	30 MIN
		6.30 PM	11 I \$575 TRUE BLUE TURBO ONE DAY EVENT (single re-entry)	AUD \$575 (\$500+\$75)	25,000	15 MIN
		8.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 5 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
19-Sep	THU	11.30 AM	10 I LADIES CHAMPIONSHIP EVENT DAY 2/2	DAY 2		30 MIN
		11.45 AM	10 I LADIES CHAMPIONSHIP EVENT DAY 2/2	DAY 2		30 MIN
		2.30 PM	12 I \$880 BONZA BOUNTY DAY 1/2 (unlimited re-entry)	AUD\$880 (\$400+\$400+\$80)	30,000	30 MIN
		7.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		8.30 PM	SUPER HIGH ROLLER MILESTONE SATELLITE 1 in 8 (unlimited re-entry)	AUD\$2,575 (\$2,500+\$75)	10,000	20 MIN
20-Sep	FRI	10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		12.15 PM	14 I SUPER HIGH ROLLER DAY 2/2	DAY 2		60 MIN
		12.30 PM	13 I SHANE WARNE LEGACY PERPETUAL TROPHY EVENT - ONE DAY EVENT (Single re-entry)	AUD\$880 (\$800+\$80)	23,000	20 MIN
		2.30 PM	14 I SUPER HIGH ROLLER DAY 1/2 (single re-entry)	AUD\$20,000 (\$19,000+\$1,000)	250,000	40 MIN
		7.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
21-Sep	SAT	10.30 AM	CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	8,000	15 MIN
		12.15 PM	14 I SUPER HIGH ROLLER DAY 2/2	DAY 2		60 MIN
		12.30 PM	15 I CHAMPIONSHIP EVENT DAY 1A/5 (unlimited re-entry)	AUD\$8,000 (\$7,400+\$600)	50,000	60 MIN
		6.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		8.30 PM	CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
22-Sep	SUN	11.30 AM	15 I CHAMPIONSHIP EVENT DAY 1B/5 (unlimited re-entry)	AUD\$8,000 (\$7,400+\$600)	50,000	60 MIN
		7.00 PM	16 I \$2K ULTIMATE TURBO ONE DAY EVENT (freezeout)	AUD \$2,000 (\$1,800+\$200)	25,000	15 MIN
		8.30 PM	MINI CHAMPIONSHIP EVENT MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$450 (\$400+\$50)	10,000	15 MIN
		11.30 AM	15 I CHAMPIONSHIP EVENT DAY 2/5	DAY 2		90 MIN
		2.30 PM	17 I MINI CHAMPIONSHIP EVENT DAY 1/2 (single re-entry)	AUD\$2,000 (\$1,800+\$200)	50,000	40 MIN
23-Sep	MON	9.00 PM	PLAYER WELCOME PARTY			
		9.30 PM	\$10K WORLD CHAMPIONSHIP WARM UP MILESTONE SATELLITE 1 in 10 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	10,000	20 MIN
		11.30 AM	15 I CHAMPIONSHIP EVENT DAY 3/5	DAY 3		90 MIN
		1.30 PM	17 I MINI CHAMPIONSHIP EVENT DAY 2/2	DAY 2		40 MIN
		3.30 PM	18 I \$10K WORLD CHAMPIONSHIP WARM UP DAY 1/2 (unlimited re-entry)	AUD\$10,000 (\$9,500+\$500)	200,000	40 MIN
24-Sep	TUE	7.30 PM	19 I \$1,250 EXTREME TURBO ONE DAY EVENT (freezeout)	AUD \$1,250 (\$1,100+\$150)	25,000	12 MIN
		9.30 PM	WPT WORLD CHAMPS ROAD TO VEGAS MILESTONE SATELLITE 1 in 5 (unlimited re-entry)	AUD\$260 (\$220+\$40)	8,000	15 MIN
		11.30 AM	15 I CHAMPIONSHIP EVENT DAY 4/5	DAY 4		90 MIN
		12.30 PM	18 I \$10K WORLD CHAMPIONSHIP WARM UP DAY 2/2	DAY 2		40 MIN
		2.30 PM	20 I WPT WORLD CHAMPS ROAD TO VEGAS - DAY 1/2 (unlimited re-entry)	AUD\$1,150 (\$1,000+\$150)	30,000	30 MIN
25-Sep	WED	3.30 PM	21 I \$5K HIGH ROLLER PLO DAY 1/2 (unlimited re-entry)	AUD\$5,000 (\$4,600+\$400)	200,000	40 MIN
		11.30 AM	15 I CHAMPIONSHIP EVENT FINAL DAY 5/5	FINAL DAY		60 MIN
		11.45 AM	20 I WPT WORLD CHAMPS ROAD TO VEGAS - DAY 2/2	DAY 2		30 MIN
		12.15 PM	21 I \$5K HIGH ROLLER PLO DAY 2/2	DAY 2		40 MIN
		1.15 PM	22 I \$1,150 PREMIER PLO ONE DAY EVENT (unlimited re-entry)	AUD\$1,150 (\$1,000+\$150)	30,000	20 MIN
1.45 PM	23 I \$675 FINALE ONE DAY EVENT (freezeout)	AUD\$675 (\$600+\$75)	25,000	20 MIN		



WPT World Championship Prime Package (WPT Prime Championship Event entry and Travel Expenses of \$4,300)



WPT World Championship Prime Event Entry



WPT World Championship Package (WPT Championship Event entry and Travel Expenses of \$4,000)



WPT World Championship Package (WPT Ladies Championship Event entry and Travel expenses of \$4,300)



WPT World Championship Event Entry



ACTION CLOCK TOURNAMENT

Satellites

WPT AUSTRALIA GOLD COAST 2024						
SATELLITES GOLD COAST						
1-Aug	THU	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
2-Aug	FRI	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
3-Aug	SAT	11.30 AM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
8-Aug	THU	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
9-Aug	FRI	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
10-Aug	SAT	11.30 AM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
15-Aug	THU	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
16-Aug	FRI	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
17-Aug	SAT	11.30 AM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
22-Aug	THU	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
23-Aug	FRI	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
24-Aug	SAT	11.30 AM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
29-Aug	THU	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
30-Aug	FRI	2.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		11.30 AM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
31-Aug	SAT	4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
		6.30 PM	OPENING EVENT SATELLITE 1 in 5 (unlimited re-entry)	AUD\$340 (\$300+\$40)	10,000	20 MIN
5-Sep	THU	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
6-Sep	FRI	2.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		11.30 AM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
7-Sep	SAT	4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
		6.30 PM	OPENING EVENT SATELLITE 1 in 5 (unlimited re-entry)	AUD\$340 (\$300+\$40)	10,000	20 MIN
9-Sep	MON	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		8.30 PM	OPENING EVENT SATELLITE 1 in 5 (unlimited re-entry)	AUD\$340 (\$300+\$40)	10,000	20 MIN
10-Sep	TUE	6.30 PM	MAIN EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	20 MIN
		8.30 PM	OPENING EVENT SATELLITE 1 in 5 (unlimited re-entry)	AUD\$340 (\$300+\$40)	10,000	20 MIN
11-Sep	WED	1.30 PM	CHAMPIONSHIP EVENT STEP 1 SATELLITE 1 in 5 (unlimited re-entry)	AUD\$255 (\$215+\$40)	10,000	15 MIN
		4.30 PM	MAIN EVENT DIRECT QUALIFIER 1 in 8 (unlimited re-entry)	AUD\$1,075 (\$1,000+\$75)	30,000	20 MIN
		8.30 PM	OPENING EVENT SATELLITE 1 in 5 (unlimited re-entry)	AUD\$340 (\$300+\$40)	10,000	20 MIN

Duration:

Until a winner is /winners are determined.

The Tournament Director reserves the right to call time and suspend action on a tournament, at their ultimate discretion if they believe it will not be completed within a twelve-hour period for that day's play, or to support any other responsible gambling initiative as deemed necessary. If time is called by a Tournament Director, the remaining entrants will return the following day at an agreed time to continue play and complete the tournament. Returning entrants will be seated at the same table and seat number when time was called, and play was suspended on the previous day. The Tournament Director will advise the returning entrants of the blind schedule prior to the commencement of the day's play.

Entrants may decide to Chop the prize money once the tournament reaches a certain stage when all remaining players are eligible for a prize payout (in the money). To initiate a Chop, all remaining Entrants must agree on the amount/percentage each Entrant will receive of the remaining prize pool amount. Casino Management will not be responsible for the Chop amounts agreed to by Entrants.

Betting Format:

No Limit Texas Hold'em & Omaha Poker

TOURNAMENT AND SATELLITE FORMAT

The maximum number of entrants for all tournaments and satellites will be determined by the number of tables available for each event up to a maximum of 2,000 entries for all events with exception of the Mystery Bounty which will be capped at 1,000 entries. A minimum of 2 entrants is required to commence each tournament or satellite.

The number of tables used will be determined by the number of entries received by the start of the tournament, with the number of Entrants being adjusted to evenly distribute Entrants between tables. Once all available seats have been allocated on these tables, every Entrant who enters the tournament prior to the completion of the registration period, will be considered an alternate.

An Entrant who is considered an alternate will be seated with a full starting stack when their seat becomes available. Alternate Entrants will be seated before re-entry Entrants.

The Casino Operator reserves the right to cancel a tournament with less than 10 Entrants.

2. ENTRY FEE

The Casino Operator reserves the right to pay the Entry Fee and Administration Fee for an Entrant into any tournament or satellite.

All Entry Fees are used exclusively as prizes.

3. PRIZE POOL DIVIDENDS

Satellites

Entrants in the satellite compete to win a Tournament entry with the satellite playing down until the remaining prize pool is less than the Tournament entry fee, with this remaining prize pool being awarded as a single cash* prize to the next placegetter. Entrants are only eligible to win one Tournament entry or cash* prize in a satellite.

Satellites will run as per the attached schedule but may be offered at the discretion of the Operator if there is sufficient interest from player. If the Operator approves the running of a specific Satellite, it must be conducted as per the approved terms and conditions included in this document for that specific satellite.

Milestone Satellites

All Milestone satellites will be conducted with an Action Clock with players having 20 sec to act. There will be no Time Bank Chips allocated for Satellites and all satellites will be subject to Action Clock Rule 7.46

In Milestone satellites, an Entrant who accumulates the required amount of tournament chips (specific amount of chips required to win a seat as per the table below) or more will be awarded one entry into the corresponding tournament, with the value of the entry taken from the total satellite prize pool. Upon verification from the Tournament Supervisor that the entrant has achieved the milestone, the entrant will cease play, receive their entry and the total of their chips will be removed from play as per rule 7.47.

Milestone Satellite	Milestone required
Opening Event Milestone 1 in 5 Satellite	40,000 (5 starting stacks)
Championship Event Step 1 Milestone 1 in 5 Satellite	40,000 (5 starting stacks)
Championship Direct Qualifier Milestone 1 in 8 Satellite	80,000 (8 starting stacks)
Mystery Bounty Milestone 1 in 6 Satellite	60,000 (6 starting stacks)
Ladies Australia Championship Milestone 1 in 5 Satellite	40,000 (5 starting stacks)
Super High Roller Milestone 1 in 10 Satellite	100,000 (10 starting stacks)
\$10K World Championship Warm Up Milestone 1 in 10 Satellite	100,000 (10 starting stacks)
WPT World Champs Road to Vegas Milestone 1 in 5 Satellite	40,000 (5 starting stacks)

Opening Event

All entry fees for the Opening Event satellite 1 in 5 and Opening Event Milestone satellite 1 in 5 will make up the total satellite prize pools, with one entry to the Opening Event on offer for every \$1,500 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Championship Event

All entry fees for the Championship Event Step 1, 1 in 5 satellite and Championship Event Step 1 Milestone 1 in 5 satellite will make up the total satellite prize pools, with one entry to The

Championship Event Direct Qualifier 1 in 8 or Championship Event Milestone Direct Qualifier 1 in 8 on offer for every \$1,075 in the prize pools, and with any remaining money being awarded as a single cash* prize.

All entry fees for the Championship Event Direct Qualifier 1 in 8 and Championship Event Milestone Direct Qualifier satellite 1 in 8 will make up the total satellite prize pools, with one entry to The Championship Event on offer for every \$8,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Mini Championship Event

All entry fees for the Mini Championship Event Milestone 1 in 5 satellite will make up the total satellite prize pools, with one entry to the Mini Championship Event for every \$2,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Mystery Bounty

All entry fees for the Mystery Bounty Milestone 1 in 6 satellite will make up the total satellite prize pools, with one entry to the Mystery Bounty Event on offer for every \$1,650 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Ladies Australia Championship

All entry fees for the Ladies Australia Championship Milestone 1 in 5 satellite will make up the total satellite prize pools, with one entry to the Ladies Australian Championship Event on offer for every \$675 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Super High Roller

All entry fees for the Super High Roller Milestone 1 in 8 satellite make up the total satellite prize pools, with one entry to the Super High Roller on offer for every \$20,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

\$10K World Championship Warm Up

All entry fees for the \$10K World Championship Warm Up Milestone 1 in 10 satellite will make up the total satellite prize pools, with one entry to the \$10K World Championship Warm Up on offer for every \$10,000 in the prize pools, and with any remaining money being awarded as a single cash* prize.

WPT World Champs Road to Vegas

All entry fees for the WPT World Champs Road to Vegas Milestone 1 in 5 satellite will make up the total satellite prize pools, with one entry to the WPT World Champs Road to Vegas on offer for every \$1,100 in the prize pools, and with any remaining money being awarded as a single cash* prize.

Example:

Opening Event 1 in 5 satellite

Buy-in \$340 (\$300 Entry Fee + \$40 Administration Fee)

Opening Event Entry - \$1,500

Satellite Entries	Entry Fee	Total Prize Pool	Opening Event Tournament Entries	Cash* Prize
42	\$300	\$12,600	8	\$600

In the example, the ninth placegetter will receive \$600 cash* and the top eight placegetters will each receive a Tournament entry to the Opening Event.

The Casino Operator reserves the right to guarantee a certain number of Tournament entries for a satellite with any short fall in entry fees to meet the guarantee to be covered by the Casino Operator.

Example:

If The Casino Operator, wishes to guarantee 10 Tournament entries will be available for a satellite and 100 entries will be required to meet this guarantee. If this number is short by 20 entries, The Casino Operator will cover the short fall in entry fees to make up the 10 Tournament entries.

Tournament Prize Pools and Packages

The total value of the Prize Pool will be the Entry Fee multiplied by the number of Entrants, with the Prize Pool paid in accordance with the Cash Payout scale attached. (See 8. Appendices)

Championship Event

Sixteen thousand dollars (\$16,000) will be withheld from the prize pool of the Championship Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$16,000 season-ending WPT World Championship Main Event to be hosted in Las Vegas (USA). The WPT World Championship entry is non-transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$16,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

Opening Event

Six thousand dollars (\$6,000) will be withheld from the prize pool of the Opening Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$1,700 season-ending WPT World Championship Prime event to be hosted in Las Vegas (USA) along with \$4,300 in travel expenses. The WPT World Championship Prime entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$6,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

Mystery Bounty Event

Six thousand dollars (\$6,000) will be withheld from the prize pool of the Mystery Bounty Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$1,700 season-ending WPT World Championship Prime event to be hosted in Las Vegas (USA) along with \$4,300 in travel expenses. The WPT World Championship Prime entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$6,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

A further one thousand seven hundred dollars (\$1,700) will be withheld from the Bounty prize pool of the Mystery Bounty Event by the Casino Operator should the tournament exceed 400 entrants. In lieu of that amount being awarded as part of a mystery bounty prize, one mystery bounty prize getter will be awarded an entry to the \$1,700 season-ending WPT World Championship Prime event to be hosted in Las Vegas (USA). The WPT World Championship Prime entry is transferable. The remaining value of the Bounty prize pool (being the Bounty Entry Fee multiplied by the number of Entrants less \$1,700), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

Outback Survivor Bounty Event

Six thousand dollars (\$6,000) will be withheld from the prize pool of the Outback Survivor Bounty Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$1,700 season-ending WPT World Championship Prime event to be hosted in Las Vegas (USA) along with \$4,300 in travel expenses. The WPT World Championship Prime entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$6,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

Ladies Australian Championship Event

The first-place finisher will be awarded an entry to the \$1,700 season-ending WPT World Championship Ladies event to be hosted in Las Vegas (USA) along with \$4,300 in travel expenses. The WPT World Championship Ladies Event entry is non-transferable and is a value-added prize offered by the operator.

Super High Roller Event

Twenty thousand dollars (\$20,000) will be withheld from the prize pool of the WPT Australia Super High Roller Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$16,000 season-ending WPT World Championship Main event to be hosted in Las Vegas (USA) along with \$4,000 in travel expenses. The WPT World Championship entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$20,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

Mini Championship Event

Six thousand dollars (\$6,000) will be withheld from the prize pool of the WPT Australia Mini Main Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$1,700 season-ending WPT World Championship Prime event to be hosted in Las Vegas (USA) along with \$4,300 in travel expenses. The WPT World Championship Prime entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$6,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

\$10K World Championship Warm Up Event

Twenty thousand dollars (\$20,000) will be withheld from the prize pool of the WPT Australia World Championship Warm Up Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$16,000 season-ending WPT World Championship Main event to be hosted in Las Vegas (USA) along with \$4,000 in travel expenses (paid by cheque). The WPT World Championship entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants

less \$20,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

WPT World Champs Road to Vegas Event

Six thousand dollars (\$6,000) will be withheld from the prize pool of the WPT World Champs Road to Vegas Event by the Casino Operator and in lieu of that amount being awarded to the first-place finisher, the first-place finisher will be awarded an entry to the \$1,700 season-ending WPT World Championship Prime event to be hosted in Las Vegas (USA) along with \$4,300 in travel expenses (paid by cheque). The WPT World Championship Prime entry is transferable. The remaining value of the prize pool (being the Entry Fee multiplied by the number of Entrants less \$6,000), will be paid in accordance with the Cash Payout scale attached to this document. (See 8. Appendices)

*Cash prizes may be paid in cash, chips, electronic funds transfer, cheque or by transfer to a front money account at The Star Gold Coast or Treasury Brisbane at the discretion of the Casino Operator.

4. TOURNAMENT STRUCTURES

WPT AUSTRALIA 2024

CHAMPIONSHIP EVENT STEP 1 SATELLITE 1 in 5 (UNLIMITED RE-ENTRY)

Buy-in \$255 (\$215 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: A Main Event Direct Qualifier 1 in 8 entry for every \$1,075 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	20 MIN	25	50
LEVEL 2	20 MIN	50	100
LEVEL 3	20 MIN	75	150
LEVEL 4	20 MIN	100	200
LEVEL 5	20 MIN	150	300
LEVEL 6	20 MIN	200	400
BREAK	15 MIN		
LEVEL 7	20 MIN	300	600
LEVEL 8	20 MIN	400	800
LEVEL 9	20 MIN	500	1,000
LEVEL 10	20 MIN	700	1,400
LEVEL 11	20 MIN	1,000	2,000
LEVEL 12	20 MIN	1,500	3,000
BREAK	15 MIN		
LEVEL 13	20 MIN	2,000	4,000
LEVEL 14	20 MIN	3,000	6,000
LEVEL 15	20 MIN	4,000	8,000
LEVEL 16	20 MIN	5,000	10,000
LEVEL 17	20 MIN	6,000	12,000
LEVEL 18	20 MIN	8,000	16,000
BREAK	30 MIN		
LEVEL 19	20 MIN	10,000	20,000
LEVEL 20	20 MIN	15,000	30,000
LEVEL 21	20 MIN	20,000	40,000

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

CHAMPIONSHIP EVENT STEP 1 MILESTONE SATELLITE 1 in 5 (UNLIMITED RE-ENTRY)

Buy-in \$255 (\$215 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 8,000 in tournament chips

Prizes: A Main Event Milestone Direct Qualifier Action Clock 1 in 8 entry for every \$1,075 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	15 MIN	25	50
LEVEL 2	15 MIN	50	100
LEVEL 3	15 MIN	75	150
LEVEL 4	15 MIN	100	200
LEVEL 5	15 MIN	150	300
LEVEL 6	15 MIN	200	400
BREAK	15 MIN		
LEVEL 7	15 MIN	300	600
LEVEL 8	15 MIN	400	800
LEVEL 9	15 MIN	500	1,000
LEVEL 10	15 MIN	700	1,400
LEVEL 11	15 MIN	1,000	2,000
LEVEL 12	15 MIN	1,500	3,000
LEVEL 13	15 MIN	2,000	4,000
BREAK	15 MIN		
LEVEL 14	15 MIN	3,000	6,000
LEVEL 15	15 MIN	4,000	8,000
LEVEL 16	15 MIN	5,000	10,000
LEVEL 17	15 MIN	6,000	12,000
LEVEL 18	15 MIN	8,000	16,000
LEVEL 19	15 MIN	10,000	20,000
LEVEL 20	15 MIN	15,000	30,000
LEVEL 21	15 MIN	20,000	40,000

WPT AUSTRALIA 2024

CHAMPIONSHIP EVENT DIRECT QUALIFIER 1 in 8 (UNLIMITED RE-ENTRY)

Buy-in \$1,075 (\$1,000 Entry fee + \$75 administration fee)

The tournament will be conducted as per the schedule of events.

Registration until start of level 11

Starting Stack: 30,000 in tournament chips

Prizes: A Main Event entry for every \$8,000 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	20 MIN	100	100	
LEVEL 2	20 MIN	100	100	100
LEVEL 3	20 MIN	100	200	200
LEVEL 4	20 MIN	200	300	300
LEVEL 5	20 MIN	200	400	400
BREAK	15 MIN			
LEVEL 6	20 MIN	300	500	500
LEVEL 7	20 MIN	300	600	600
LEVEL 8	20 MIN	400	800	800
LEVEL 9	20 MIN	500	1,000	1,000
LEVEL 10	20 MIN	600	1,200	1,200
BREAK	15 MIN			
LEVEL 11	20 MIN	800	1,600	1,600
LEVEL 12	20 MIN	1,000	2,000	2,000
LEVEL 13	20 MIN	1,500	2,500	2,500
LEVEL 14	20 MIN	1,500	3,000	3,000
LEVEL 15	20 MIN	2,000	4,000	4,000
LEVEL 16	20 MIN	3,000	5,000	5,000
BREAK	30 MIN			
LEVEL 17	20 MIN	3,000	6,000	6,000
LEVEL 18	20 MIN	4,000	8,000	8,000
LEVEL 19	20 MIN	5,000	10,000	10,000
LEVEL 20	20 MIN	6,000	12,000	12,000
LEVEL 21	20 MIN	10,000	15,000	15,000
LEVEL 22	20 MIN	10,000	20,000	20,000
BREAK	15 MIN			
LEVEL 23	20 MIN	15,000	25,000	25,000
LEVEL 24	20 MIN	15,000	30,000	30,000
LEVEL 25	20 MIN	20,000	40,000	40,000
LEVEL 26	20 MIN	25,000	50,000	50,000
LEVEL 27	20 MIN	30,000	60,000	60,000
LEVEL 28	20 MIN	40,000	80,000	80,000
BREAK	15 MIN			
LEVEL 29	20 MIN	50,000	100,000	100,000
LEVEL 30	20 MIN	75,000	125,000	125,000
LEVEL 31	20 MIN	75,000	150,000	150,000
LEVEL 32	20 MIN	100,000	200,000	200,000

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WPT AUSTRALIA 2024

CHAMPIONSHIP EVENT MILESTONE DIRECT QUALIFIER 1 in 8 (UNLIMITED RE-ENTRY)

Buy-in \$1,075 (\$1,000 Entry fee + \$75 administration fee)

The tournament will be conducted as per the schedule of events or when 8 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: A Main Event entry for every \$8,000 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	20 MIN	25	50
LEVEL 2	20 MIN	50	100
LEVEL 3	20 MIN	75	150
LEVEL 4	20 MIN	100	200
LEVEL 5	20 MIN	150	300
LEVEL 6	20 MIN	200	400
BREAK	15 MIN		
LEVEL 7	20 MIN	300	600
LEVEL 8	20 MIN	400	800
LEVEL 9	20 MIN	500	1,000
LEVEL 10	20 MIN	700	1,400
LEVEL 11	20 MIN	1,000	2,000
LEVEL 12	20 MIN	1,500	3,000
BREAK	15 MIN		
LEVEL 13	20 MIN	2,000	4,000
LEVEL 14	20 MIN	3,000	6,000
LEVEL 15	20 MIN	4,000	8,000
LEVEL 16	20 MIN	5,000	10,000
LEVEL 17	20 MIN	6,000	12,000
LEVEL 18	20 MIN	8,000	16,000
BREAK	30 MIN		
LEVEL 19	20 MIN	10,000	20,000
LEVEL 20	20 MIN	15,000	30,000
LEVEL 21	20 MIN	20,000	40,000

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

OPENING EVENT SATELLITE 1 in 5 (UNLIMITED RE-ENTRY)

Buy-in \$340 (\$300 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: An Opening Event entry for every \$1,500 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	20 MIN	25	50
LEVEL 2	20 MIN	50	100
LEVEL 3	20 MIN	75	150
LEVEL 4	20 MIN	100	200
LEVEL 5	20 MIN	150	300
LEVEL 6	20 MIN	200	400
BREAK	15 MIN		
LEVEL 7	20 MIN	300	600
LEVEL 8	20 MIN	400	800
LEVEL 9	20 MIN	500	1,000
LEVEL 10	20 MIN	700	1,400
LEVEL 11	20 MIN	1,000	2,000
LEVEL 12	20 MIN	1,500	3,000
BREAK	15 MIN		
LEVEL 13	20 MIN	2,000	4,000
LEVEL 14	20 MIN	3,000	6,000
LEVEL 15	20 MIN	4,000	8,000
LEVEL 16	20 MIN	5,000	10,000
LEVEL 17	20 MIN	6,000	12,000
LEVEL 18	20 MIN	8,000	16,000
BREAK	30 MIN		
LEVEL 19	20 MIN	10,000	20,000
LEVEL 20	20 MIN	15,000	30,000
LEVEL 21	20 MIN	20,000	40,000

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

OPENING EVENT MILESTONE SATELLITE 1 in 5 (UNLIMITED RE-ENTRY)

Buy-in \$340 (\$300 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 8,000 in tournament chips

Prizes: An Opening Event entry for every \$1,500 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	15 MIN	25	50
LEVEL 2	15 MIN	50	100
LEVEL 3	15 MIN	75	150
LEVEL 4	15 MIN	100	200
LEVEL 5	15 MIN	150	300
LEVEL 6	15 MIN	200	400
BREAK	15 MIN		
LEVEL 7	15 MIN	300	600
LEVEL 8	15 MIN	400	800
LEVEL 9	15 MIN	500	1,000
LEVEL 10	15 MIN	700	1,400
LEVEL 11	15 MIN	1,000	2,000
LEVEL 12	15 MIN	1,500	3,000
LEVEL 13	15 MIN	2,000	4,000
BREAK	15 MIN		
LEVEL 14	15 MIN	3,000	6,000
LEVEL 15	15 MIN	4,000	8,000
LEVEL 16	15 MIN	5,000	10,000
LEVEL 17	15 MIN	6,000	12,000
LEVEL 18	15 MIN	8,000	16,000
LEVEL 19	15 MIN	10,000	20,000
LEVEL 20	15 MIN	15,000	30,000
LEVEL 21	15 MIN	20,000	40,000

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

MYSTERY BOUNTY MILESTONE SATELLITE 1 IN 6 (UNLIMITED RE-ENTRY)

Buy-in \$315 (\$275 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 6 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: A Mystery Bounty entry for every \$1,650 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	15 MIN	25	50
LEVEL 2	15 MIN	50	100
LEVEL 3	15 MIN	75	150
LEVEL 4	15 MIN	100	200
LEVEL 5	15 MIN	150	300
LEVEL 6	15 MIN	200	400
BREAK	15 MIN		
LEVEL 7	15 MIN	300	600
LEVEL 8	15 MIN	400	800
LEVEL 9	15 MIN	500	1,000
LEVEL 10	15 MIN	700	1,400
LEVEL 11	15 MIN	1,000	2,000
LEVEL 12	15 MIN	1,500	3,000
LEVEL 13	15 MIN	2,000	4,000
BREAK	15 MIN		
LEVEL 14	15 MIN	3,000	6,000
LEVEL 15	15 MIN	4,000	8,000
LEVEL 16	15 MIN	5,000	10,000
LEVEL 17	15 MIN	6,000	12,000
LEVEL 18	15 MIN	8,000	16,000
LEVEL 19	15 MIN	10,000	20,000
LEVEL 20	15 MIN	15,000	30,000
LEVEL 21	15 MIN	20,000	40,000

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WPT AUSTRALIA 2024

LADIES AUSTRALIAN CHAMPIONSHIP MILESTONE SATELLITE 1 IN 5 (UNLIMITED RE-ENTRY)

Buy-in \$175 (\$135 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 8,000 in tournament chips

Prizes: A Ladies Australian Championship entry for every \$675 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	15 MIN	25	50
LEVEL 2	15 MIN	50	100
LEVEL 3	15 MIN	75	150
LEVEL 4	15 MIN	100	200
LEVEL 5	15 MIN	150	300
LEVEL 6	15 MIN	200	400
BREAK	15 MIN		
LEVEL 7	15 MIN	300	600
LEVEL 8	15 MIN	400	800
LEVEL 9	15 MIN	500	1,000
LEVEL 10	15 MIN	700	1,400
LEVEL 11	15 MIN	1,000	2,000
LEVEL 12	15 MIN	1,500	3,000
LEVEL 13	15 MIN	2,000	4,000
BREAK	15 MIN		
LEVEL 14	15 MIN	3,000	6,000
LEVEL 15	15 MIN	4,000	8,000
LEVEL 16	15 MIN	5,000	10,000
LEVEL 17	15 MIN	6,000	12,000
LEVEL 18	15 MIN	8,000	16,000
LEVEL 19	15 MIN	10,000	20,000
LEVEL 20	15 MIN	15,000	30,000
LEVEL 21	15 MIN	20,000	40,000

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WPT AUSTRALIA 2024

SUPER HIGH ROLLER MILESTONE SATELLITE 1 IN 8 (UNLIMITED RE-ENTRY)

Buy-in \$2,575 (\$2,500 Entry fee + \$75 administration fee)

The tournament will be conducted as per the schedule of events or when 8 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: A Super High Roller Event entry for every \$20,000 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	20 MIN	25	50
LEVEL 2	20 MIN	50	100
LEVEL 3	20 MIN	75	150
LEVEL 4	20 MIN	100	200
LEVEL 5	20 MIN	150	300
LEVEL 6	20 MIN	200	400
BREAK	15 MIN		
LEVEL 7	20 MIN	300	600
LEVEL 8	20 MIN	400	800
LEVEL 9	20 MIN	500	1,000
LEVEL 10	20 MIN	700	1,400
LEVEL 11	20 MIN	1,000	2,000
LEVEL 12	20 MIN	1,500	3,000
BREAK	15 MIN		
LEVEL 13	20 MIN	2,000	4,000
LEVEL 14	20 MIN	3,000	6,000
LEVEL 15	20 MIN	4,000	8,000
LEVEL 16	20 MIN	5,000	10,000
LEVEL 17	20 MIN	6,000	12,000
LEVEL 18	20 MIN	8,000	16,000
BREAK	30 MIN		
LEVEL 19	20 MIN	10,000	20,000
LEVEL 20	20 MIN	15,000	30,000
LEVEL 21	20 MIN	20,000	40,000

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WPT AUSTRALIA 2024

MINI CHAMPIONSHIP EVENT MILESTONE SATELLITE 1 IN 5 (UNLIMITED RE-ENTRY)

Buy-in \$450 (\$400 Entry fee + \$50 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: A Mini Main Event entry for every \$2,000 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	15 MIN	25	50
LEVEL 2	15 MIN	50	100
LEVEL 3	15 MIN	75	150
LEVEL 4	15 MIN	100	200
LEVEL 5	15 MIN	150	300
LEVEL 6	15 MIN	200	400
BREAK	15 MIN		
LEVEL 7	15 MIN	300	600
LEVEL 8	15 MIN	400	800
LEVEL 9	15 MIN	500	1,000
LEVEL 10	15 MIN	700	1,400
LEVEL 11	15 MIN	1,000	2,000
LEVEL 12	15 MIN	1,500	3,000
LEVEL 13	15 MIN	2,000	4,000
BREAK	15 MIN		
LEVEL 14	15 MIN	3,000	6,000
LEVEL 15	15 MIN	4,000	8,000
LEVEL 16	15 MIN	5,000	10,000
LEVEL 17	15 MIN	6,000	12,000
LEVEL 18	15 MIN	8,000	16,000
LEVEL 19	15 MIN	10,000	20,000
LEVEL 20	15 MIN	15,000	30,000
LEVEL 21	15 MIN	20,000	40,000

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

\$10K WORLD CHAMPIONSHIP WARM UP MILESTONE SATELLITE 1 IN 10 (UNLIMITED RE-ENTRY)

Buy-in \$1,075 (\$1,000 Entry fee + \$75 administration fee)

The tournament will be conducted as per the schedule of events or when 10 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 10,000 in tournament chips

Prizes: A \$10K World Championship Warm Up entry for every \$10,000 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	20 MIN	25	50
LEVEL 2	20 MIN	50	100
LEVEL 3	20 MIN	75	150
LEVEL 4	20 MIN	100	200
LEVEL 5	20 MIN	150	300
LEVEL 6	20 MIN	200	400
BREAK	15 MIN		
LEVEL 7	20 MIN	300	600
LEVEL 8	20 MIN	400	800
LEVEL 9	20 MIN	500	1,000
LEVEL 10	20 MIN	700	1,400
LEVEL 11	20 MIN	1,000	2,000
LEVEL 12	20 MIN	1,500	3,000
BREAK	15 MIN		
LEVEL 13	20 MIN	2,000	4,000
LEVEL 14	20 MIN	3,000	6,000
LEVEL 15	20 MIN	4,000	8,000
LEVEL 16	20 MIN	5,000	10,000
LEVEL 17	20 MIN	6,000	12,000
LEVEL 18	20 MIN	8,000	16,000
BREAK	30 MIN		
LEVEL 19	20 MIN	10,000	20,000
LEVEL 20	20 MIN	15,000	30,000
LEVEL 21	20 MIN	20,000	40,000

WPT AUSTRALIA 2024

WPT WORLD CHAMPS ROAD TO VEGAS MILESTONE SATELLITE 1 IN 5 (UNLIMITED RE-ENTRY)

Buy-in \$260 (\$220 Entry fee + \$40 administration fee)

The tournament will be conducted as per the schedule of events or when 5 entrants have registered their interest with the start time of the tournament subject to the availability of tables and staff.

Registration until start of level 7

Starting Stack: 8,000 in tournament chips

Prizes: A WPT World Champs Road to Vegas entry for every \$1,100 in the prize pool

Any remaining money will be awarded as a single cash* prize

LEVEL	DURATION	SMALL BLIND	BIG BLIND
LEVEL 1	15 MIN	25	50
LEVEL 2	15 MIN	50	100
LEVEL 3	15 MIN	75	150
LEVEL 4	15 MIN	100	200
LEVEL 5	15 MIN	150	300
LEVEL 6	15 MIN	200	400
BREAK	15 MIN		
LEVEL 7	15 MIN	300	600
LEVEL 8	15 MIN	400	800
LEVEL 9	15 MIN	500	1,000
LEVEL 10	15 MIN	700	1,400
LEVEL 11	15 MIN	1,000	2,000
LEVEL 12	15 MIN	1,500	3,000
LEVEL 13	15 MIN	2,000	4,000
BREAK	15 MIN		
LEVEL 14	15 MIN	3,000	6,000
LEVEL 15	15 MIN	4,000	8,000
LEVEL 16	15 MIN	5,000	10,000
LEVEL 17	15 MIN	6,000	12,000
LEVEL 18	15 MIN	8,000	16,000
LEVEL 19	15 MIN	10,000	20,000
LEVEL 20	15 MIN	15,000	30,000
LEVEL 21	15 MIN	20,000	40,000

THE STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

EVENT #1 OPENING EVENT (UNLIMITED RE-ENTRY)

Day 1a 12 September 2024 (2.30 PM), **Day 1b** 13 September 2024 (2.30 PM)

Day 2 14 September 2024 (11.30 AM), **Final Day** 15 September 2024 (11.30 AM)

Buy-in \$1,500 (\$1,325 Entry fee + \$175 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	45 MIN	4,000	8,000	8,000
LEVEL 18	2	45 MIN	5,000	10,000	10,000
LEVEL 19	2	45 MIN	6,000	12,000	12,000
BREAK	2	15 MIN			
LEVEL 20	2	45 MIN	10,000	15,000	15,000
LEVEL 21	2	45 MIN	10,000	20,000	20,000
LEVEL 22	2	45 MIN	15,000	25,000	25,000
BREAK	2	15 MIN			
LEVEL 23	2	45 MIN	15,000	30,000	30,000
LEVEL 24	2	45 MIN	20,000	40,000	40,000
LEVEL 25	2	45 MIN	25,000	50,000	50,000
BREAK	2	30 MIN			
LEVEL 26	2	45 MIN	30,000	60,000	60,000
LEVEL 27	2	45 MIN	40,000	80,000	80,000
END DAY 2					
LEVEL 28	3	45 MIN	50,000	100,000	100,000
LEVEL 29	3	45 MIN	75,000	125,000	125,000
LEVEL 30	3	45 MIN	75,000	150,000	150,000
BREAK	3	15 MIN			
LEVEL 31	3	45 MIN	100,000	200,000	200,000
LEVEL 32	3	45 MIN	125,000	250,000	250,000
LEVEL 33	3	45 MIN	150,000	300,000	300,000
BREAK	3	15 MIN			
LEVEL 34	3	45 MIN	200,000	400,000	400,000
LEVEL 35	3	45 MIN	250,000	500,000	500,000
LEVEL 36	3	45 MIN	300,000	600,000	600,000
BREAK	3	30 MIN			
LEVEL 37	3	45 MIN	400,000	800,000	800,000
LEVEL 38	3	45 MIN	500,000	1,000,000	1,000,000

STRUCTURE

REGISTRATION:
Until start of level 9.

FORMAT:
Unlimited re-entry until close of registration period.

STARTING STACK:
40,000 in tournament chips.

Prize Pool:
Winner will receive AUD\$6,000 WPT World Championship package consisting of AUD\$1,700 entry to the season-ending WPT Championship Prime Event and AUD\$4,300 for travel expenses. AUD\$6,000 package will be deducted from the overall prize pool.

PLAYING LEVELS:
Day 1a & 1b will be 30 min levels and will play down to end of level 16.

Day 2 will be 45 min levels and will play down to end of level 27 or Final table.

Day 3 will be 45 min levels and will play down until a winner is declared.

SEATING & RE-DRAWS
Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2, day 3 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #2 \$600 FLAT OUT FREEZEOUT ONE DAY EVENT (FREEZEOUT)

12 September 2024 (6.30 PM)

Buy-in \$600 (\$540 Entry fee + \$60 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	12 MIN	100	100	
LEVEL 2	1	12 MIN	100	100	100
LEVEL 3	1	12 MIN	100	200	200
LEVEL 4	1	12 MIN	200	300	300
LEVEL 5	1	12 MIN	200	400	400
LEVEL 6	1	12 MIN	300	600	600
LEVEL 7	1	12 MIN	400	800	800
LEVEL 8	1	12 MIN	500	1,000	1,000
LEVEL 9	1	12 MIN	600	1,200	1,200
LEVEL 10	1	12 MIN	800	1,600	1,600
BREAK	1	30 MIN			
LEVEL 11	1	12 MIN	1,000	2,000	2,000
LEVEL 12	1	12 MIN	1,500	2,500	2,500
LEVEL 13	1	12 MIN	1,500	3,000	3,000
LEVEL 14	1	12 MIN	2,000	4,000	4,000
LEVEL 15	1	12 MIN	3,000	5,000	5,000
LEVEL 16	1	12 MIN	3,000	6,000	6,000
LEVEL 17	1	12 MIN	4,000	8,000	8,000
LEVEL 18	1	12 MIN	5,000	10,000	10,000
LEVEL 19	1	12 MIN	6,000	12,000	12,000
LEVEL 20	1	12 MIN	10,000	15,000	15,000
BREAK	1	15 MIN			
LEVEL 21	1	12 MIN	10,000	20,000	20,000
LEVEL 22	1	12 MIN	15,000	25,000	25,000
LEVEL 23	1	12 MIN	15,000	30,000	30,000
LEVEL 24	1	12 MIN	20,000	40,000	40,000
LEVEL 25	1	12 MIN	25,000	50,000	50,000
LEVEL 26	1	12 MIN	30,000	60,000	60,000
LEVEL 27	1	12 MIN	40,000	80,000	80,000
LEVEL 28	1	12 MIN	50,000	100,000	100,000
LEVEL 29	1	12 MIN	75,000	125,000	125,000
LEVEL 30	1	12 MIN	75,000	150,000	150,000
BREAK	1	15 MIN			
LEVEL 31	1	12 MIN	100,000	200,000	200,000
LEVEL 32	1	12 MIN	125,000	250,000	250,000
LEVEL 33	1	12 MIN	150,000	300,000	300,000
LEVEL 34	1	12 MIN	175,000	350,000	350,000
LEVEL 35	1	12 MIN	200,000	400,000	400,000
LEVEL 36	1	12 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:
Until start of level 7.

FORMAT:
Freezeout.

STARTING STACK:
25,000 in tournament chips.

PLAYING LEVELS:
Levels will be 12 min for the duration of the tournament until a winner is declared.

ACTION CLOCK:
Action clock will be introduced at the start of play.
Players will have 20 sec to act.
Players will receive 3 Time Bank Chips at the start of play.
Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS
Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #3 \$575 PLO TURBO ONE DAY EVENT (UNLIMITED RE-ENTRY)

13 September 2024 (11.30 AM)

Buy-in \$575 (\$500 Entry fee + \$75 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	15 MIN	100	100	100
LEVEL 2	1	15 MIN	100	200	200
LEVEL 3	1	15 MIN	200	300	300
LEVEL 4	1	15 MIN	200	400	400
LEVEL 5	1	15 MIN	300	600	600
LEVEL 6	1	15 MIN	400	800	800
LEVEL 7	1	15 MIN	500	1,000	1,000
BREAK	1	15 MIN			
LEVEL 8	1	15 MIN	600	1,200	1,200
LEVEL 9	1	15 MIN	800	1,600	1,600
LEVEL 10	1	15 MIN	1,000	2,000	2,000
LEVEL 11	1	15 MIN	1,500	2,500	2,500
LEVEL 12	1	15 MIN	1,500	3,000	3,000
LEVEL 13	1	15 MIN	2,000	4,000	4,000
LEVEL 14	1	15 MIN	3,000	5,000	5,000
LEVEL 15	1	15 MIN	3,000	6,000	6,000
BREAK	1	15 MIN			
LEVEL 16	1	15 MIN	4,000	8,000	8,000
LEVEL 17	1	15 MIN	5,000	10,000	10,000
LEVEL 18	1	15 MIN	6,000	12,000	12,000
LEVEL 19	1	15 MIN	10,000	15,000	15,000
LEVEL 20	1	15 MIN	10,000	20,000	20,000
LEVEL 21	1	15 MIN	15,000	25,000	25,000
LEVEL 22	1	15 MIN	15,000	30,000	30,000
LEVEL 23	1	15 MIN	20,000	40,000	40,000
BREAK	1	30 MIN			
LEVEL 24	1	15 MIN	25,000	50,000	50,000
LEVEL 25	1	15 MIN	30,000	60,000	60,000
LEVEL 26	1	15 MIN	40,000	80,000	80,000
LEVEL 27	1	15 MIN	50,000	100,000	100,000
LEVEL 28	1	15 MIN	75,000	125,000	125,000
LEVEL 29	1	15 MIN	75,000	150,000	150,000
LEVEL 30	1	15 MIN	100,000	200,000	200,000
LEVEL 31	1	15 MIN	125,000	250,000	250,000
BREAK	1	15 MIN			
LEVEL 32	1	15 MIN	150,000	300,000	300,000
LEVEL 33	1	15 MIN	175,000	350,000	350,000
LEVEL 34	1	15 MIN	200,000	400,000	400,000
LEVEL 35	1	15 MIN	250,000	500,000	500,000
LEVEL 36	1	15 MIN	300,000	600,000	600,000

STRUCTURE

REGISTRATION:

Until start of level 8.

FORMAT:

Unlimited re-entry until end of registration period

STARTING STACK:

25,000 in tournament chips.

PLAYING LEVELS:

Levels will be 15 min for the duration of the tournament until a winner is declared.

ACTION CLOCK:

Action clock will be introduced at the start of play.

Players will have 20 sec to act.

Players will receive 3 Time Bank Chips at the start of play.

Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #4 \$675 SHARK BAIT ONE DAY EVENT (FREEZEOUT)

13 September 2024 (6.30 PM)

Buy-in \$675 (\$600 Entry fee + \$75 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	30 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	5,000	5,000
LEVEL 16	1	20 MIN	3,000	6,000	6,000
LEVEL 17	1	20 MIN	4,000	8,000	8,000
LEVEL 18	1	20 MIN	5,000	10,000	10,000
BREAK	1	15 MIN			
LEVEL 19	1	20 MIN	6,000	12,000	12,000
LEVEL 20	1	20 MIN	10,000	15,000	15,000
LEVEL 21	1	20 MIN	10,000	20,000	20,000
LEVEL 22	1	20 MIN	15,000	25,000	25,000
LEVEL 23	1	20 MIN	15,000	30,000	30,000
LEVEL 24	1	20 MIN	20,000	40,000	40,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	25,000	50,000	50,000
LEVEL 26	1	20 MIN	30,000	60,000	60,000
LEVEL 27	1	20 MIN	40,000	80,000	80,000
LEVEL 28	1	20 MIN	50,000	100,000	100,000
LEVEL 29	1	20 MIN	75,000	125,000	125,000
LEVEL 30	1	20 MIN	75,000	150,000	150,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	100,000	200,000	200,000
LEVEL 32	1	20 MIN	125,000	250,000	250,000
LEVEL 33	1	20 MIN	150,000	300,000	300,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:
Until start of level 7.

FORMAT:
Freezeout

STARTING STACK:
20,000 in tournament chips.

PLAYING LEVELS:
Levels will be 20 min for the duration of the tournament. Play will continue until a winner is declared.

ACTION CLOCK:
Action clock will be introduced at the start of play.
Players will have 30 sec to act.
Players will receive 3 Time Bank Chips at the start of play.
Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS
Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #5 MYSTERY BOUNTY (UNLIMITED RE-ENTRY)

Day 1a 14 September 2024 (2.30 PM), Day 1b 15 September 2024 (12.30 PM)

Day 2 16 September 2024 (11.30 AM)

Buy-in \$1,650 (\$1,000 Entry fee + \$500 Bounty + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
BREAK	1	15 MIN			
LEVEL 17	1	30 MIN	4,000	8,000	8,000
APPROXIMATE END OF DAY 1a & 1b WITH 12.5% OF ENTRANTS REMAINING					
LEVEL 18	2	40 MIN	5,000	10,000	10,000
LEVEL 19	2	40 MIN	6,000	12,000	12,000
LEVEL 20	2	40 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	40 MIN	10,000	20,000	20,000
LEVEL 22	2	40 MIN	15,000	25,000	25,000
LEVEL 23	2	40 MIN	15,000	30,000	30,000
BREAK	2	15 MIN			
LEVEL 24	2	40 MIN	20,000	40,000	40,000
LEVEL 25	2	40 MIN	25,000	50,000	50,000
LEVEL 26	2	40 MIN	30,000	60,000	60,000
BREAK	2	30 MIN			
LEVEL 27	2	40 MIN	40,000	80,000	80,000
LEVEL 28	2	40 MIN	50,000	100,000	100,000
LEVEL 29	2	40 MIN	75,000	125,000	125,000
BREAK	2	15 MIN			
LEVEL 30	2	40 MIN	75,000	150,000	150,000
LEVEL 31	2	40 MIN	100,000	200,000	200,000
LEVEL 32	2	40 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	40 MIN	150,000	300,000	300,000
LEVEL 34	2	40 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry until close of registration period.

STARTING STACK:

40,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$6,000 WPT World Championship package consisting of AUD\$1,700 entry to WPT World Championship Prime Event and AUD\$4,300 for travel expenses. AUD\$6,000 will be deducted from the overall prize pool. If over 400 entries, one Mystery Bounty prize will include an AUD\$1,700 WPT World Championship Prime Championship entry as part of the prize payout.

PLAYING LEVELS:

Day 1a & 1b will play down until 12.5% of entrants remain. Day 2 will play down until a winner is determined.

Levels will be 30 min until the end of level 17 and 40 min for the remainder of the tournament.

MYSTERY BOUNTY:

Mystery Bounties will come into play on day 2 (approximately 12.5% of Entrants remaining in the tournament) with one Bounty chip allocated to each remaining entrant prior to play commencing.

Entrants may redeem Bounty Chips they have won at any time during the Tournament. Entrants who share a pot where a Bounty is won will split the Bounty.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits. Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #6 \$880 ULTRA TURBO - ONE DAY EVENT (SINGLE RE-ENTRY)

14 September 2024 (6.30 PM)

Buy-in \$880 (\$800 Entry fee + \$80 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	12 MIN	100	100	
LEVEL 2	1	12 MIN	100	100	100
LEVEL 3	1	12 MIN	100	200	200
LEVEL 4	1	12 MIN	200	300	300
LEVEL 5	1	12 MIN	200	400	400
LEVEL 6	1	12 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	12 MIN	400	800	800
LEVEL 8	1	12 MIN	500	1,000	1,000
LEVEL 9	1	12 MIN	600	1,200	1,200
LEVEL 10	1	12 MIN	800	1,600	1,600
LEVEL 11	1	12 MIN	1,000	2,000	2,000
LEVEL 12	1	12 MIN	1,500	2,500	2,500
LEVEL 13	1	12 MIN	1,500	3,000	3,000
LEVEL 14	1	12 MIN	2,000	4,000	4,000
LEVEL 15	1	12 MIN	3,000	5,000	5,000
LEVEL 16	1	12 MIN	3,000	6,000	6,000
BREAK	1	30 MIN			
LEVEL 17	1	12 MIN	4,000	8,000	8,000
LEVEL 18	1	12 MIN	5,000	10,000	10,000
LEVEL 19	1	12 MIN	6,000	12,000	12,000
LEVEL 20	1	12 MIN	10,000	15,000	15,000
LEVEL 21	1	12 MIN	10,000	20,000	20,000
LEVEL 22	1	12 MIN	15,000	25,000	25,000
LEVEL 23	1	12 MIN	15,000	30,000	30,000
LEVEL 24	1	12 MIN	20,000	40,000	40,000
LEVEL 25	1	12 MIN	25,000	50,000	50,000
LEVEL 26	1	12 MIN	30,000	60,000	60,000
BREAK	1	15 MIN			
LEVEL 27	1	12 MIN	40,000	80,000	80,000
LEVEL 28	1	12 MIN	50,000	100,000	100,000
LEVEL 29	1	12 MIN	75,000	125,000	125,000
LEVEL 30	1	12 MIN	75,000	150,000	150,000
LEVEL 31	1	12 MIN	100,000	200,000	200,000
LEVEL 32	1	12 MIN	125,000	250,000	250,000
LEVEL 33	1	12 MIN	150,000	300,000	300,000
LEVEL 34	1	12 MIN	175,000	350,000	350,000
LEVEL 35	1	12 MIN	200,000	400,000	400,000
LEVEL 36	1	12 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Single re-entry.

STARTING STACK:

20,000 in tournament chips.

PLAYING LEVELS:

Levels will be 12 min for the duration of the tournament until a winner is declared.

ACTION CLOCK:

Action clock will be introduced at the start of play.

Players will have 20 sec to act.

Players will receive 3 Time Bank Chips at the start of play.

Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #7 \$5K 8 MAX (DOUBLE RE-ENTRY)

Day 1 15 September 2024 (7 PM), Day 2 16 September 2024 (1.30 PM)

Buy-in \$5,000 (\$4,600 Entry fee + \$400 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	500	1,000	
LEVEL 2	1	30 MIN	500	1,000	1,000
LEVEL 3	1	30 MIN	1,000	1,500	1,500
LEVEL 4	1	30 MIN	1,000	2,000	2,000
BREAK	1	30 MIN			
LEVEL 5	1	30 MIN	1,500	2,500	2,500
LEVEL 6	1	30 MIN	1,500	3,000	3,000
LEVEL 7	1	30 MIN	2,000	4,000	4,000
LEVEL 8	1	30 MIN	3,000	5,000	5,000
BREAK	1	15 MIN			
LEVEL 9	1	30 MIN	3,000	6,000	6,000
LEVEL 10	1	30 MIN	4,000	8,000	8,000
END DAY 1					
LEVEL 11	2	30 MIN	5,000	10,000	10,000
LEVEL 12	2	30 MIN	6,000	12,000	12,000
LEVEL 13	2	30 MIN	10,000	15,000	15,000
LEVEL 14	2	30 MIN	10,000	20,000	20,000
BREAK	2	15 MIN			
LEVEL 15	2	30 MIN	15,000	25,000	25,000
LEVEL 16	2	30 MIN	15,000	30,000	30,000
LEVEL 17	2	30 MIN	20,000	40,000	40,000
LEVEL 18	2	30 MIN	25,000	50,000	50,000
BREAK	2	15 MIN			
LEVEL 19	2	30 MIN	30,000	60,000	60,000
LEVEL 20	2	30 MIN	40,000	80,000	80,000
LEVEL 21	2	30 MIN	50,000	100,000	100,000
LEVEL 22	2	30 MIN	75,000	125,000	125,000
BREAK	2	30 MIN			
LEVEL 23	2	30 MIN	75,000	150,000	150,000
LEVEL 24	2	30 MIN	100,000	200,000	200,000
LEVEL 25	2	30 MIN	150,000	300,000	300,000
LEVEL 26	2	30 MIN	200,000	400,000	400,000
BREAK	2	15 MIN			
LEVEL 27	2	30 MIN	250,000	500,000	500,000
LEVEL 28	2	30 MIN	300,000	600,000	600,000
LEVEL 29	2	30 MIN	400,000	800,000	800,000
LEVEL 30	2	30 MIN	500,000	1,000,000	1,000,000

STRUCTURE

REGISTRATION:

Until start of level 12 on day 2. A Player eliminated in a round of play as registration closes will be permitted to re-enter if completed directly after the player is eliminated.

FORMAT:

Double re-entry permitted until close of registration period.

STARTING STACK:

250,000 in tournament chips.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30sec to act. Time bank chips (TBCs) will be in use with entrants receiving 5 at the start of day 1. Entrants will re-set to 5 TBCs for the start of Day 2 and for the final table.

PLAYING LEVELS

Day 1 will play until end of level 10 with Day 2 playing down until a winner is declared. Levels will be 30 Min for the duration of the tournament.

SEATING & RE-DRAWS

Play will be 8 handed for the duration of the tournament with a final table of 9.

Seating re-draws will be conducted prior to the start of final table.

Breaks and Levels may change at the discretion of the Tournament Director.

EVENT #8 OUTBACK SURVIVOR BOUNTY (DOUBLE RE-ENTRY)

Day 1 16 September 2024 (2.30 PM), **Day 2** 17 September 2024 (11.30 AM)

Buy-in \$1,150 (\$600 Entry fee + \$400 Bounty + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
BREAK	2	30 MIN			
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	30 MIN	150,000	300,000	300,000
LEVEL 34	2	30 MIN	200,000	400,000	400,000
LEVEL 35	2	30 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Double re-entry (two re-entries) permitted until close of registration period.

STARTING STACK:

30,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$6,000 WPT World Championship package consisting of AUD\$1,700 entry to WPT World Championship Prime Event and AUD\$4,300 for travel expenses. AUD\$6,000 package will be deducted from the overall prize pool.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament. Day 1 will play until end of level 16 or final table of 9 entrants. Day 2 will play down until a winner is declared.

BOUNTY CHIPS:

Bounty Chips will come into play with 20% (rounded down) of Entrants remaining in the tournament. Each Bounty Chip will be valued at \$2,000 with any remaining money in the Bounty prize pool awarded to the overall winner of the tournament.

Entrants who share a pot where a Bounty is won will split the Bounty.

SEATING & RE-DRAWS

Play will be 9 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

THE STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

EVENT #9 \$800 PLO (UNLIMITED RE-ENTRY)

Day 1 17 September 2024 (1.30 PM), **Day 2** 18 September 2024 (11.30 AM)

Buy-in \$800 (\$720 Entry fee + \$80 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
BREAK	2	30 MIN			
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	30 MIN	150,000	300,000	300,000
LEVEL 34	2	30 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

30,000 in tournament chips.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament.

Day 1 will play until end of level 16 or final table of 9 entrants. Day 2 will play down until a winner is declared.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30 sec to act. Time bank chips (TBCs) will be in use with entrants receiving 4 at the start of day 1. Entrants will re-set to 4 TBCs for Day 2 and for the final table.

SEATING & RE-DRAWS

Play will move to 8 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #10 \$675 LADIES AUSTRALIAN CHAMPIONSHIP (DOUBLE RE-ENTRY)

Day 1 17 September 2024 (3.30 PM), Day 2 18 September 2024 (11.45 AM)

Buy-in \$675 (\$600 Entry fee + \$75 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
END DAY 1					
LEVEL 14	2	30 MIN	2,000	4,000	4,000
LEVEL 15	2	30 MIN	3,000	5,000	5,000
LEVEL 16	2	30 MIN	3,000	6,000	6,000
LEVEL 17	2	30 MIN	4,000	8,000	8,000
BREAK	2	15 MIN			
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
LEVEL 21	2	30 MIN	10,000	20,000	20,000
BREAK	2	15 MIN			
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
LEVEL 25	2	30 MIN	25,000	50,000	50,000
BREAK	2	30 MIN			
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
LEVEL 29	2	30 MIN	75,000	125,000	125,000
BREAK	2	15 MIN			
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
LEVEL 33	2	30 MIN	150,000	300,000	300,000
BREAK	2	15 MIN			
LEVEL 34	2	30 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Double re-entry permitted until close of registration period.

STARTING STACK:

25,000 in tournament chips.

Prize Pool:

The winner will receive an AUD\$6,000 WPT World Championship package consisting of AUD\$1,700 entry to the WPT World Championship Ladies Event and AUD\$4,300 for travel expenses as ADDED VALUE from The Star Gold Coast.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30 sec to act. Time bank chips (TBCs) will be in use with entrants receiving 4 at the start of day 1. Entrants will re-set to 4 TBCs for Day 2 and for the final table.

Day 1 will play until end of level 13 or final table of 9 entrants. Day 2 will play down until a winner is declared.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #11 \$575 TRUE BLUE TURBO ONE DAY EVENT (SINGLE RE-ENTRY)

17 September 2024 (6.30 PM)

Buy-in \$575 (\$500 Entry fee + \$75 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	15 MIN	100	100	100
LEVEL 2	1	15 MIN	100	200	200
LEVEL 3	1	15 MIN	200	300	300
LEVEL 4	1	15 MIN	200	400	400
LEVEL 5	1	15 MIN	300	600	600
LEVEL 6	1	15 MIN	400	800	800
LEVEL 7	1	15 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 8	1	15 MIN	600	1,200	1,200
LEVEL 9	1	15 MIN	800	1,600	1,600
LEVEL 10	1	15 MIN	1,000	2,000	2,000
LEVEL 11	1	15 MIN	1,500	2,500	2,500
LEVEL 12	1	15 MIN	1,500	3,000	3,000
LEVEL 13	1	15 MIN	2,000	4,000	4,000
LEVEL 14	1	15 MIN	3,000	5,000	5,000
LEVEL 15	1	15 MIN	3,000	6,000	6,000
BREAK	1	15 MIN			
LEVEL 16	1	15 MIN	4,000	8,000	8,000
LEVEL 17	1	15 MIN	5,000	10,000	10,000
LEVEL 18	1	15 MIN	6,000	12,000	12,000
LEVEL 19	1	15 MIN	10,000	15,000	15,000
LEVEL 20	1	15 MIN	10,000	20,000	20,000
LEVEL 21	1	15 MIN	15,000	25,000	25,000
LEVEL 22	1	15 MIN	15,000	30,000	30,000
LEVEL 23	1	15 MIN	20,000	40,000	40,000
BREAK	1	15 MIN			
LEVEL 24	1	15 MIN	25,000	50,000	50,000
LEVEL 25	1	15 MIN	30,000	60,000	60,000
LEVEL 26	1	15 MIN	40,000	80,000	80,000
LEVEL 27	1	15 MIN	50,000	100,000	100,000
LEVEL 28	1	15 MIN	75,000	125,000	125,000
LEVEL 29	1	15 MIN	75,000	150,000	150,000
LEVEL 30	1	15 MIN	100,000	200,000	200,000
LEVEL 31	1	15 MIN	125,000	250,000	250,000
BREAK	1	15 MIN			
LEVEL 32	1	15 MIN	150,000	300,000	300,000
LEVEL 33	1	15 MIN	175,000	350,000	350,000
LEVEL 34	1	15 MIN	200,000	400,000	400,000
LEVEL 35	1	15 MIN	250,000	500,000	500,000
LEVEL 36	1	15 MIN	300,000	600,000	600,000

STRUCTURE

REGISTRATION:

Until start of level 8.

FORMAT:

Single re-entry.

STARTING STACK:

25,000 in tournament chips.

PLAYING LEVELS:

Levels will be 15 min for the duration of the tournament until a winner is declared.

ACTION CLOCK:

Action clock will be introduced at the start of play.

Players will have 20 sec to act.

Players will receive 3 Time Bank Chips at the start of play.

Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT 12 \$880 BONZA BOUNTY (UNLIMITED RE-ENTRY)

Day 1 18 September 2024 (2.30 PM), Day 2 19 September 2024 (11.30 AM)

Buy-in \$880 (\$400 Entry fee + \$400 Bounty + \$80 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
BREAK	2	30 MIN			
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	30 MIN	150,000	300,000	300,000
LEVEL 34	2	30 MIN	200,000	400,000	400,000
LEVEL 35	2	30 MIN	250,000	500,000	500,000
LEVEL 36	2	30 MIN	300,000	600,000	600,000
BREAK	2	15 MIN			
LEVEL 37	2	30 MIN	400,000	800,000	800,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

30,000 in tournament chips.

BOUNTIES:

Bounty value is \$400. Entrants who share a pot where a Bounty is won will split the Bounty.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament. Day 1 will play until end of level 16 or final table of 9 entrants.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30 sec to act. Time bank chips (TBCs) will be in use with entrants receiving 4 at the start of day 1. Entrants will re-set to 4 TBCs for Day 2 and for the final table.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

**EVENT #13 SHANE WARNE ONE DAY PERPETUAL TROPHY CHARITY EVENT
(SINGLE RE-ENTRY)**

19 September 2024 (12.30 PM)

Buy-in \$880 (\$800 Entry fee + \$80 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	5,000	5,000
LEVEL 16	1	20 MIN	3,000	6,000	6,000
LEVEL 17	1	20 MIN	4,000	8,000	8,000
LEVEL 18	1	20 MIN	5,000	10,000	10,000
BREAK	1	30 MIN			
LEVEL 19	1	20 MIN	6,000	12,000	12,000
LEVEL 20	1	20 MIN	10,000	15,000	15,000
LEVEL 21	1	20 MIN	10,000	20,000	20,000
LEVEL 22	1	20 MIN	15,000	25,000	25,000
LEVEL 23	1	20 MIN	15,000	30,000	30,000
LEVEL 24	1	20 MIN	20,000	40,000	40,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	25,000	50,000	50,000
LEVEL 26	1	20 MIN	30,000	60,000	60,000
LEVEL 27	1	20 MIN	40,000	80,000	80,000
LEVEL 28	1	20 MIN	50,000	100,000	100,000
LEVEL 29	1	20 MIN	75,000	125,000	125,000
LEVEL 30	1	20 MIN	75,000	150,000	150,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	100,000	200,000	200,000
LEVEL 32	1	20 MIN	125,000	250,000	250,000
LEVEL 33	1	20 MIN	150,000	300,000	300,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 10.
Players eliminated immediately before the start of level 10 will be permitted to re-enter provided it is straight away after the elimination.

FORMAT:

Single re-entry

STARTING STACK:

23,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament. Play will continue until a winner is declared.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #14 SUPER HIGH ROLLER (SINGLE RE-ENTRY PERMITTED)

Day 1 19 September 2024 (2.30 PM), **Day 2** 20 September 2024 (12.15 PM)

Buy-in \$20,000 (\$19,000 Entry fee + \$1,000 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	40 MIN	500	1,000	1,000
LEVEL 2	1	40 MIN	1,000	1,500	1,500
LEVEL 3	1	40 MIN	1,000	2,000	2,000
BREAK	1	15 MIN			
LEVEL 4	1	40 MIN	1,500	2,500	2,500
LEVEL 5	1	40 MIN	1,500	3,000	3,000
LEVEL 6	1	40 MIN	2,000	4,000	4,000
BREAK	1	15 MIN			
LEVEL 7	1	40 MIN	3,000	5,000	5,000
LEVEL 8	1	40 MIN	3,000	6,000	6,000
LEVEL 9	1	40 MIN	4,000	8,000	8,000
BREAK	1	30 MIN			
LEVEL 10	1	40 MIN	5,000	10,000	10,000
LEVEL 11	1	40 MIN	6,000	12,000	12,000
LEVEL 12	1	40 MIN	10,000	15,000	15,000
BREAK	1	15 MIN			
LEVEL 13	1	40 MIN	10,000	20,000	20,000
LEVEL 14	1	40 MIN	15,000	25,000	25,000
END DAY 1					
LEVEL 15	2	60 MIN	15,000	30,000	30,000
LEVEL 16	2	60 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 17	2	60 MIN	25,000	50,000	50,000
LEVEL 18	2	60 MIN	30,000	60,000	60,000
BREAK	2	15 MIN			
LEVEL 19	2	60 MIN	40,000	80,000	80,000
LEVEL 20	2	60 MIN	50,000	100,000	100,000
BREAK	2	15 MIN			
LEVEL 21	2	60 MIN	75,000	125,000	125,000
LEVEL 22	2	60 MIN	75,000	150,000	150,000
BREAK	2	15 MIN			
LEVEL 23	2	60 MIN	100,000	200,000	200,000
LEVEL 24	2	60 MIN	150,000	300,000	300,000
BREAK	2	15 MIN			
LEVEL 25	2	60 MIN	200,000	400,000	400,000
LEVEL 26	2	60 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 10.

FORMAT:

Single re-entry permitted until close of registration period.

STARTING STACK:

250,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$20,000 WPT World Championship package consisting of AUD\$16,000 entry to WPT World Championship Main Event and AUD\$4,000 for travel. AUD\$20,000 package will be deducted from the overall prize pool.

PLAYING LEVELS

Day 1 will play to level 14 or final table of 9 entrants.

Levels will be 40 min for Day 1 and then 60 min for the duration of the tournament.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30 sec to act. Time bank chips (TBCs) will be in use with entrants receiving 5 at the start of day 1. Entrants will re-set to 5 TBCs for Day 2 and for the final table.

SEATING & RE-DRAWS

Play will 8 handed for the duration of the tournament with a final table of 9 entrants.

Seating re-draws will be conducted prior to the start of day 2, 2 tables remaining and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #15 CHAMPIONSHIP EVENT (UNLIMITED RE-ENTRY)

Day 1a 20 September 2024 (12.30 PM), Day 1b 21 September 2024 (11.30 AM)

Day 2 22 September 2024 (11.30 AM), Day 3 23 September 2024 (11.30 AM), Day 4 24 September 2024 (11.30 AM), Day 5 25 September 2024 (11.30 AM)

Buy-in \$8,000 (\$7,400 Entry fee + \$600 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	60 MIN	100	200	200
LEVEL 2	1	60 MIN	200	300	300
LEVEL 3	1	60 MIN	200	400	400
LEVEL 4	1	60 MIN	300	500	500
LEVEL 5	1	60 MIN	300	600	600
LEVEL 6	1	60 MIN	400	800	800
45 MIN DINNER BREAK					
LEVEL 7	1	60 MIN	500	1,000	1,000
LEVEL 8	1	60 MIN	600	1,200	1,200
LEVEL 9	1	60 MIN	1,000	1,500	1,500
LEVEL 10	1	60 MIN	1,000	2,000	2,000
END DAY 1					
LEVEL 11	2	90 MIN	1,500	2,500	2,500
LEVEL 12	2	90 MIN	1,500	3,000	3,000
LEVEL 13	2	90 MIN	2,000	4,000	4,000
LEVEL 14	2	90 MIN	2,500	5,000	5,000
45 MIN DINNER BREAK					
LEVEL 15	2	90 MIN	3,000	6,000	6,000
LEVEL 16	2	90 MIN	4,000	8,000	8,000
LEVEL 17	2	90 MIN	5,000	10,000	10,000
END DAY 2					
LEVEL 18	3	90 MIN	6,000	12,000	12,000
LEVEL 19	3	90 MIN	10,000	15,000	15,000
LEVEL 20	3	90 MIN	10,000	20,000	20,000
LEVEL 21	3	90 MIN	15,000	25,000	25,000
45 MIN DINNER BREAK					
LEVEL 22	3	90 MIN	15,000	30,000	30,000
LEVEL 23	3	90 MIN	20,000	40,000	40,000
END DAY 3					
LEVEL 24	4	90 MIN	25,000	50,000	50,000
LEVEL 25	4	90 MIN	30,000	60,000	60,000
LEVEL 26	4	90 MIN	40,000	80,000	75,000
LEVEL 27	4	90 MIN	50,000	100,000	100,000
45 MIN DINNER BREAK					
LEVEL 28	4	90 MIN	75,000	125,000	125,000
LEVEL 29	4	90 MIN	75,000	150,000	150,000
END DAY 4					
LEVEL 30	5	60 MIN	100,000	200,000	200,000
LEVEL 31	5	60 MIN	125,000	250,000	250,000
LEVEL 32	5	60 MIN	150,000	300,000	300,000
LEVEL 33	5	60 MIN	200,000	400,000	400,000
LEVEL 34	5	60 MIN	250,000	500,000	500,000
LEVEL 35	5	60 MIN	300,000	600,000	600,000
45 MIN DINNER BREAK					
LEVEL 36	5	60 MIN	400,000	800,000	800,000
LEVEL 37	5	60 MIN	500,000	1,000,000	1,000,000
LEVEL 38	5	60 MIN	600,000	1,200,000	1,200,000
LEVEL 39	5	60 MIN	800,000	1,600,000	1,600,000
LEVEL 40	5	60 MIN	1,000,000	2,000,000	2,000,000

STRUCTURE

REGISTRATION:

Until start of level 10 with a 10 min break - after level 9 to accommodate late registration.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

50,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$16,000 WPT World Championship Main Event Entry as part of first prize payout.

ACTION CLOCK:

Action Clock will be introduced at the start of Level 17 and will remain in place for the duration of the tournament (tournament rule 7.46).

PLAYING LEVELS:

Levels will be 60 min for day 1, 90 minutes for Day 2, 3 & 4, and 60 minutes for Day 5. Final Table will be 30 min levels when Heads Up.

Day 1 will play to end of Level 10 with a 15 min break after every 2 levels -

Day 2 will play to end of level 17 with a 15 min break - after every level.

Day 3 will play to the end of level 23 with a 15 min break - after every level.

Day 4 will play to a final table of 6 entrants remaining with a 15 min break - after every level.

Day 5 (final day) will play until a winner is determined with a break - every two levels.

A 45 min dinner break will be scheduled for each day of play.

SEATING & RE-DRAWS

Play will commence 9 handed and move to 8 handed with 80 entrants remaining.

Seating re-draws will be conducted prior to the start of day 2, day 3, day 4 (if higher than 24 entrants) and with 24 entrants, 16 entrants and 9 entrants remaining.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #16 \$2K ULTIMATE TURBO - ONE DAY EVENT (FREEZEOUT)

21 September 2024 (7.00 PM)

Buy-in \$2,000 (\$1,800 Entry fee + \$200 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	15 MIN	100	100	100
LEVEL 2	1	15 MIN	100	200	200
LEVEL 3	1	15 MIN	200	300	300
LEVEL 4	1	15 MIN	200	400	400
LEVEL 5	1	15 MIN	300	600	600
LEVEL 6	1	15 MIN	400	800	800
LEVEL 7	1	15 MIN	500	1,000	1,000
BREAK	1	15 MIN			
LEVEL 8	1	15 MIN	600	1,200	1,200
LEVEL 9	1	15 MIN	800	1,600	1,600
LEVEL 10	1	15 MIN	1,000	2,000	2,000
LEVEL 11	1	15 MIN	1,500	2,500	2,500
LEVEL 12	1	15 MIN	1,500	3,000	3,000
LEVEL 13	1	15 MIN	2,000	4,000	4,000
LEVEL 14	1	15 MIN	3,000	5,000	5,000
LEVEL 15	1	15 MIN	3,000	6,000	6,000
BREAK	1	30 MIN			
LEVEL 16	1	15 MIN	4,000	8,000	8,000
LEVEL 17	1	15 MIN	5,000	10,000	10,000
LEVEL 18	1	15 MIN	6,000	12,000	12,000
LEVEL 19	1	15 MIN	10,000	15,000	15,000
LEVEL 20	1	15 MIN	10,000	20,000	20,000
LEVEL 21	1	15 MIN	15,000	25,000	25,000
LEVEL 22	1	15 MIN	15,000	30,000	30,000
LEVEL 23	1	15 MIN	20,000	40,000	40,000
BREAK	1	15 MIN			
LEVEL 24	1	15 MIN	25,000	50,000	50,000
LEVEL 25	1	15 MIN	30,000	60,000	60,000
LEVEL 26	1	15 MIN	40,000	80,000	80,000
LEVEL 27	1	15 MIN	50,000	100,000	100,000
LEVEL 28	1	15 MIN	75,000	125,000	125,000
LEVEL 29	1	15 MIN	75,000	150,000	150,000
LEVEL 30	1	15 MIN	100,000	200,000	200,000
LEVEL 31	1	15 MIN	125,000	250,000	250,000
BREAK	1	15 MIN			
LEVEL 32	1	15 MIN	150,000	300,000	300,000
LEVEL 33	1	15 MIN	175,000	350,000	350,000
LEVEL 34	1	15 MIN	200,000	400,000	400,000
LEVEL 35	1	15 MIN	250,000	500,000	500,000
LEVEL 36	1	15 MIN	300,000	600,000	600,000

STRUCTURE

REGISTRATION:
Until start of level 8.

FORMAT:
Freezeout.

STARTING STACK:
25,000 in tournament chips.

PLAYING LEVELS:
Levels will be 15 min for the duration of the tournament until a winner is declared.

ACTION CLOCK:
Action clock will be introduced at the start of play. Players will have 30 sec to act. Players will receive 4 Time Bank Chips at the start of play. Players will reset to 4 Time Bank Chips at Final table.

SEATING & RE-DRAWS
Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #17 MINI-CHAMPIONSHIP EVENT (SINGLE RE-ENTRY)

Day 1 22 September 2024 (2.30 PM), Day 2 23 September 2024 (1.30 PM)

Buy-in \$2,000 (\$1,800 Entry fee + \$200 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	40 MIN	100	200	200
LEVEL 2	1	40 MIN	200	300	300
LEVEL 3	1	40 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 4	1	40 MIN	300	500	500
LEVEL 5	1	40 MIN	300	600	600
LEVEL 6	1	40 MIN	400	800	800
BREAK	1	30 MIN			
LEVEL 7	1	40 MIN	500	1,000	1,000
LEVEL 8	1	40 MIN	600	1,200	1,200
LEVEL 9	1	40 MIN	1,000	1,500	1,500
BREAK	1	15 MIN			
LEVEL 10	1	40 MIN	1,000	2,000	2,000
LEVEL 11	1	40 MIN	1,500	2,500	2,500
LEVEL 12	1	40 MIN	1,500	3,000	3,000
BREAK	1	15 MIN			
LEVEL 13	1	40 MIN	2,000	4,000	4,000
LEVEL 14	1	40 MIN	2,500	5,000	5,000
LEVEL 15	1	40 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 16	2	40 MIN	4,000	8,000	8,000
LEVEL 17	2	40 MIN	5,000	10,000	10,000
LEVEL 18	2	40 MIN	6,000	12,000	12,000
BREAK	2	15 MIN			
LEVEL 19	2	40 MIN	10,000	15,000	15,000
LEVEL 20	2	40 MIN	10,000	20,000	20,000
LEVEL 21	2	40 MIN	15,000	25,000	25,000
BREAK	2	15 MIN			
LEVEL 22	2	40 MIN	15,000	30,000	30,000
LEVEL 23	2	40 MIN	20,000	40,000	40,000
LEVEL 24	2	40 MIN	25,000	50,000	50,000
BREAK	2	30 MIN			
LEVEL 25	2	40 MIN	30,000	60,000	60,000
LEVEL 26	2	40 MIN	50,000	75,000	75,000
LEVEL 27	2	40 MIN	50,000	100,000	100,000
BREAK	2	15 MIN			
LEVEL 28	2	40 MIN	75,000	125,000	125,000
LEVEL 29	2	40 MIN	75,000	150,000	150,000
LEVEL 30	2	40 MIN	100,000	200,000	200,000
BREAK	2	15 MIN			
LEVEL 31	2	40 MIN	125,000	250,000	250,000
LEVEL 32	2	40 MIN	150,000	300,000	300,000
LEVEL 33	2	40 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 10

FORMAT:

Single re-entry permitted until close of registration.

STARTING STACK:

50,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$6,000 WPT World Championship package consisting of AUD\$1,700 entry to WPT World Championship Prime Event and AUD\$4,300 for travel expenses. AUD\$6,000 package will be deducted from the overall prize pool.

PLAYING LEVELS

Levels will be 40 min for the duration of the tournament.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30 sec to act. Time bank chips (TBCs) will be in use with entrants receiving 4 at the start of day 1. Entrants will re-set to 4 TBCs for Day 2 and for the final table.

Day 1 will play to end of Level 15. Day 2 will play until a winner is declared.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the start of Day 2 and the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #18 \$10K WORLD CHAMPIONSHIP WARM UP (UNLIMITED RE-ENTRY)

Day 1a 23 September 2024 (3.30 PM), Day 2 24 September 2024 (12.30 PM)

Buy-in \$10,000 (\$9,500 Entry fee + \$500 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	40 MIN	500	1,000	1,000
LEVEL 2	1	40 MIN	1,000	1,500	1,500
LEVEL 3	1	40 MIN	1,000	2,000	2,000
BREAK	1	15 MIN			
LEVEL 4	1	40 MIN	1,500	2,500	2,500
LEVEL 5	1	40 MIN	1,500	3,000	3,000
LEVEL 6	1	40 MIN	2,000	4,000	4,000
BREAK	1	30 MIN			
LEVEL 7	1	40 MIN	3,000	5,000	5,000
LEVEL 8	1	40 MIN	3,000	6,000	6,000
LEVEL 9	1	40 MIN	4,000	8,000	8,000
BREAK	1	15 MIN			
LEVEL 10	1	40 MIN	5,000	10,000	10,000
LEVEL 11	1	40 MIN	6,000	12,000	12,000
LEVEL 12	1	40 MIN	10,000	15,000	15,000
END OF DAY 1					
LEVEL 13	2	40 MIN	10,000	20,000	20,000
LEVEL 14	2	40 MIN	15,000	25,000	25,000
LEVEL 15	2	40 MIN	15,000	30,000	30,000
BREAK	2	15 MIN			
LEVEL 16	2	40 MIN	20,000	40,000	40,000
LEVEL 17	2	40 MIN	25,000	50,000	50,000
LEVEL 18	2	40 MIN	30,000	60,000	60,000
BREAK	2	15 MIN			
LEVEL 19	2	40 MIN	40,000	80,000	80,000
LEVEL 20	2	40 MIN	50,000	100,000	100,000
LEVEL 21	2	40 MIN	75,000	125,000	125,000
BREAK	2	30 MIN			
LEVEL 22	2	40 MIN	75,000	150,000	150,000
LEVEL 23	2	40 MIN	100,000	200,000	200,000
LEVEL 24	2	40 MIN	150,000	300,000	300,000
BREAK	2	15 MIN			
LEVEL 25	2	40 MIN	200,000	400,000	400,000
LEVEL 26	2	40 MIN	250,000	500,000	500,000
LEVEL 27	2	40 MIN	300,000	600,000	600,000
BREAK	2	15 MIN			
LEVEL 28	2	40 MIN	400,000	800,000	800,000
LEVEL 29	2	40 MIN	500,000	1,000,000	1,000,000

STRUCTURE

REGISTRATION:

Until start of level 10.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

200,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$20,000 WPT World Championship package consisting of AUD\$16,000 entry to WPT World Championship Main Event and AUD\$4,000 for travel. AUD\$20,000 package will be deducted from the overall prize pool.

PLAYING LEVELS

Day 1 will play to level 12 or final table of 9 entrants.

Levels will be 40 min for the duration of the tournament.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30 sec to act. Time bank chips (TBCs) will be in use with entrants receiving 4 at the start of day 1. Entrants will re-set to 4 TBCs for Day 2 and for the final table.

SEATING & RE-DRAWS

Play will move to 8 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2, 2 tables remaining and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

EVENT #19 \$1,250 EXTREME TURBO ONE DAY EVENT (FREEZEOUT)

23 September 2024 (7.30 PM)

Buy-in \$1,250 (\$1,100 Entry fee + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	12 MIN	100	100	
LEVEL 2	1	12 MIN	100	100	100
LEVEL 3	1	12 MIN	100	200	200
LEVEL 4	1	12 MIN	200	300	300
LEVEL 5	1	12 MIN	200	400	400
LEVEL 6	1	12 MIN	300	600	600
LEVEL 7	1	12 MIN	400	800	800
LEVEL 8	1	12 MIN	500	1,000	1,000
LEVEL 9	1	12 MIN	600	1,200	1,200
LEVEL 10	1	12 MIN	800	1,600	1,600
BREAK	1	30 MIN			
LEVEL 11	1	12 MIN	1,000	2,000	2,000
LEVEL 12	1	12 MIN	1,500	2,500	2,500
LEVEL 13	1	12 MIN	1,500	3,000	3,000
LEVEL 14	1	12 MIN	2,000	4,000	4,000
LEVEL 15	1	12 MIN	3,000	5,000	5,000
LEVEL 16	1	12 MIN	3,000	6,000	6,000
LEVEL 17	1	12 MIN	4,000	8,000	8,000
LEVEL 18	1	12 MIN	5,000	10,000	10,000
LEVEL 19	1	12 MIN	6,000	12,000	12,000
LEVEL 20	1	12 MIN	10,000	15,000	15,000
BREAK	1	15 MIN			
LEVEL 21	1	12 MIN	10,000	20,000	20,000
LEVEL 22	1	12 MIN	15,000	25,000	25,000
LEVEL 23	1	12 MIN	15,000	30,000	30,000
LEVEL 24	1	12 MIN	20,000	40,000	40,000
LEVEL 25	1	12 MIN	25,000	50,000	50,000
LEVEL 26	1	12 MIN	30,000	60,000	60,000
LEVEL 27	1	12 MIN	40,000	80,000	80,000
LEVEL 28	1	12 MIN	50,000	100,000	100,000
LEVEL 29	1	12 MIN	75,000	125,000	125,000
LEVEL 30	1	12 MIN	75,000	150,000	150,000
BREAK	1	15 MIN			
LEVEL 31	1	12 MIN	100,000	200,000	200,000
LEVEL 32	1	12 MIN	125,000	250,000	250,000
LEVEL 33	1	12 MIN	150,000	300,000	300,000
LEVEL 34	1	12 MIN	175,000	350,000	350,000
LEVEL 35	1	12 MIN	200,000	400,000	400,000
LEVEL 36	1	12 MIN	250,000	500,000	500,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

Freezeout.

STARTING STACK:

25,000 in tournament chips.

PLAYING LEVELS:

Levels will be 12 min for the duration of the tournament until a winner is declared.

ACTION CLOCK:

Action clock will be introduced at the start of play.

Players will have 20 sec to act.

Players will receive 3 Time Bank Chips at the start of play.

Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

EVENT #20 WPT WORLD CHAMPS ROAD TO VEGAS (UNLIMITED RE-ENTRY)

Day 1 24 September 2024 (2.30 PM), **Day 2** 25 September 2024 (11.45 AM)

Buy-in \$1,150 (\$1,000 Entry fee + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	30 MIN	100	100	100
LEVEL 2	1	30 MIN	100	200	200
LEVEL 3	1	30 MIN	200	300	300
LEVEL 4	1	30 MIN	200	400	400
BREAK	1	15 MIN			
LEVEL 5	1	30 MIN	300	500	500
LEVEL 6	1	30 MIN	300	600	600
LEVEL 7	1	30 MIN	400	800	800
LEVEL 8	1	30 MIN	500	1,000	1,000
BREAK	1	30 MIN			
LEVEL 9	1	30 MIN	600	1,200	1,200
LEVEL 10	1	30 MIN	800	1,600	1,600
LEVEL 11	1	30 MIN	1,000	2,000	2,000
LEVEL 12	1	30 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	30 MIN	1,500	3,000	3,000
LEVEL 14	1	30 MIN	2,000	4,000	4,000
LEVEL 15	1	30 MIN	3,000	5,000	5,000
LEVEL 16	1	30 MIN	3,000	6,000	6,000
END DAY 1					
LEVEL 17	2	30 MIN	4,000	8,000	8,000
LEVEL 18	2	30 MIN	5,000	10,000	10,000
LEVEL 19	2	30 MIN	6,000	12,000	12,000
LEVEL 20	2	30 MIN	10,000	15,000	15,000
BREAK	2	15 MIN			
LEVEL 21	2	30 MIN	10,000	20,000	20,000
LEVEL 22	2	30 MIN	15,000	25,000	25,000
LEVEL 23	2	30 MIN	15,000	30,000	30,000
LEVEL 24	2	30 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 25	2	30 MIN	25,000	50,000	50,000
LEVEL 26	2	30 MIN	30,000	60,000	60,000
LEVEL 27	2	30 MIN	40,000	80,000	80,000
LEVEL 28	2	30 MIN	50,000	100,000	100,000
BREAK	2	30 MIN			
LEVEL 29	2	30 MIN	75,000	125,000	125,000
LEVEL 30	2	30 MIN	75,000	150,000	150,000
LEVEL 31	2	30 MIN	100,000	200,000	200,000
LEVEL 32	2	30 MIN	125,000	250,000	250,000
BREAK	2	15 MIN			
LEVEL 33	2	30 MIN	150,000	300,000	300,000
LEVEL 34	2	30 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 9.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

30,000 in tournament chips.

Prize Pool:

Winner will receive AUD\$6,000 WPT World Championship package consisting of AUD\$1,700 entry to WPT World Championship Prime Event and AUD\$4,300 for travel. AUD\$6,000 package will be deducted from the overall prize pool.

PLAYING LEVELS:

Levels will be 30 min for the duration of the tournament.

Day 1 will play until end of level 16 or final table of 9 entrants. Day 2 will play down until a winner is declared.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the start of day 2 and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #21 \$5K HIGH ROLLER PLO (UNLIMITED RE-ENTRY)

Day 1 24 September 2024 (3.30 PM), Day 2 25 September 2024 (12.15 PM)

Buy-in \$5,000 (\$4,600 Entry fee + \$400 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	40 MIN	500	1,000	1,000
LEVEL 2	1	40 MIN	1,000	1,500	1,500
LEVEL 3	1	40 MIN	1,000	2,000	2,000
BREAK	1	15 MIN			
LEVEL 4	1	40 MIN	1,500	2,500	2,500
LEVEL 5	1	40 MIN	1,500	3,000	3,000
LEVEL 6	1	40 MIN	2,000	4,000	4,000
BREAK	1	30 MIN			
LEVEL 7	1	40 MIN	3,000	5,000	5,000
LEVEL 8	1	40 MIN	3,000	6,000	6,000
LEVEL 9	1	40 MIN	4,000	8,000	8,000
BREAK	1	15 MIN			
LEVEL 10	1	40 MIN	5,000	10,000	10,000
LEVEL 11	1	40 MIN	6,000	12,000	12,000
LEVEL 12	1	40 MIN	10,000	15,000	15,000
BREAK	1	15 MIN			
LEVEL 13	1	40 MIN	10,000	20,000	20,000
END OF DAY 1					
LEVEL 14	2	40 MIN	15,000	25,000	25,000
LEVEL 15	2	40 MIN	15,000	30,000	30,000
LEVEL 16	2	40 MIN	20,000	40,000	40,000
BREAK	2	15 MIN			
LEVEL 17	2	40 MIN	25,000	50,000	50,000
LEVEL 18	2	40 MIN	30,000	60,000	60,000
LEVEL 19	2	40 MIN	40,000	80,000	80,000
BREAK	2	15 MIN			
LEVEL 20	2	40 MIN	50,000	100,000	100,000
LEVEL 21	2	40 MIN	75,000	125,000	125,000
LEVEL 22	2	40 MIN	75,000	150,000	150,000
BREAK	2	30 MIN			
LEVEL 23	2	40 MIN	100,000	200,000	200,000
LEVEL 24	2	40 MIN	150,000	300,000	300,000
LEVEL 25	2	40 MIN	200,000	400,000	400,000
BREAK	2	15 MIN			
LEVEL 26	2	40 MIN	250,000	500,000	500,000
LEVEL 27	2	40 MIN	300,000	600,000	600,000
LEVEL 28	2	40 MIN	400,000	800,000	800,000
BREAK	2	15 MIN			
LEVEL 29	2	40 MIN	500,000	1,000,000	1,000,000

STRUCTURE

REGISTRATION:

Until start of level 10.

FORMAT:

Unlimited re-entry permitted until close of registration period.

STARTING STACK:

200,000 in tournament chips.

ACTION CLOCK:

Action clock will be in play from the start of the tournament with entrants having 30sec to act. Time bank chips (TBCs) will be in use with entrants receiving 5 at the start of day 1. Entrants will re-set to 5 TBCs for the start of Day 2 and for the final table.

PLAYING LEVELS

Day 1 will play to the end of level 13 or final table of 9 entrants.

Levels will be 40 min for the duration of the tournament.

SEATING & RE-DRAWS

Play will be 8 handed for the duration of the tournament with the final table 9 handed.

Seating re-draws will be conducted prior to the start of day 2, 2 tables remaining and the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

THE  STAR ENTERTAINMENT GROUP
WPT AUSTRALIA 2024

EVENT #22 \$1,150 PREMIER PLO ONE DAY EVENT (UNLIMITED RE-ENTRY)

25 September 2024 (1.15 PM)

Buy-in \$1,150 (\$1,000 Entry fee + \$150 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	600	600
LEVEL 6	1	20 MIN	400	800	800
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	500	1,000	1,000
LEVEL 8	1	20 MIN	600	1,200	1,200
LEVEL 9	1	20 MIN	800	1,600	1,600
LEVEL 10	1	20 MIN	1,000	2,000	2,000
LEVEL 11	1	20 MIN	1,500	2,500	2,500
LEVEL 12	1	20 MIN	1,500	3,000	3,000
BREAK	1	15 MIN			
LEVEL 13	1	20 MIN	2,000	4,000	4,000
LEVEL 14	1	20 MIN	3,000	5,000	5,000
LEVEL 15	1	20 MIN	3,000	6,000	6,000
LEVEL 16	1	20 MIN	4,000	8,000	8,000
LEVEL 17	1	20 MIN	5,000	10,000	10,000
LEVEL 18	1	20 MIN	6,000	12,000	12,000
BREAK	1	30 MIN			
LEVEL 19	1	20 MIN	10,000	15,000	15,000
LEVEL 20	1	20 MIN	10,000	20,000	20,000
LEVEL 21	1	20 MIN	15,000	25,000	25,000
LEVEL 22	1	20 MIN	15,000	30,000	30,000
LEVEL 23	1	20 MIN	20,000	40,000	40,000
LEVEL 24	1	20 MIN	25,000	50,000	50,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	30,000	60,000	60,000
LEVEL 26	1	20 MIN	40,000	80,000	80,000
LEVEL 27	1	20 MIN	50,000	100,000	100,000
LEVEL 28	1	20 MIN	75,000	125,000	125,000
LEVEL 29	1	20 MIN	75,000	150,000	150,000
LEVEL 30	1	20 MIN	100,000	200,000	200,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	125,000	250,000	250,000
LEVEL 32	1	20 MIN	150,000	300,000	300,000
LEVEL 33	1	20 MIN	175,000	350,000	350,000
LEVEL 34	1	20 MIN	200,000	400,000	400,000
LEVEL 35	1	20 MIN	250,000	500,000	500,000
LEVEL 36	1	20 MIN	300,000	600,000	600,000

STRUCTURE

REGISTRATION:
Until start of level 7.

FORMAT:
Unlimited re-entry until end of registration period

STARTING STACK:
30,000 in tournament chips.

PLAYING LEVELS:
Levels will be 20 min for the duration of the tournament until a winner is declared.

SEATING & RE-DRAWS
Play will move to 8 handed when play permits.

Seating re-draws will be conducted prior to the final table.

Breaks and Levels may change at the discretion of the Tournament Director.

WPT AUSTRALIA 2024

EVENT #23 \$675 FINALE (FREEZEOUT)

25 Sep 2024 (1:45 PM)

Buy-in \$675 (\$600 Entry fee + \$75 administration fee)

LEVEL	DAY	DURATION	SMALL BLIND	BIG BLIND	BB ANTE
LEVEL 1	1	20 MIN	100	100	100
LEVEL 2	1	20 MIN	100	200	200
LEVEL 3	1	20 MIN	200	300	300
LEVEL 4	1	20 MIN	200	400	400
LEVEL 5	1	20 MIN	300	500	500
LEVEL 6	1	20 MIN	300	600	600
BREAK	1	15 MIN			
LEVEL 7	1	20 MIN	400	800	800
LEVEL 8	1	20 MIN	500	1,000	1,000
LEVEL 9	1	20 MIN	600	1,200	1,200
LEVEL 10	1	20 MIN	800	1,600	1,600
LEVEL 11	1	20 MIN	1,000	2,000	2,000
LEVEL 12	1	20 MIN	1,500	2,500	2,500
BREAK	1	15 MIN			
LEVEL 13	1	20 MIN	1,500	3,000	3,000
LEVEL 14	1	20 MIN	2,000	4,000	4,000
LEVEL 15	1	20 MIN	3,000	5,000	5,000
LEVEL 16	1	20 MIN	3,000	6,000	6,000
LEVEL 17	1	20 MIN	4,000	8,000	8,000
LEVEL 18	1	20 MIN	5,000	10,000	10,000
BREAK	1	30 MIN			
LEVEL 19	1	20 MIN	6,000	12,000	12,000
LEVEL 20	1	20 MIN	10,000	15,000	15,000
LEVEL 21	1	20 MIN	10,000	20,000	20,000
LEVEL 22	1	20 MIN	15,000	25,000	25,000
LEVEL 23	1	20 MIN	15,000	30,000	30,000
LEVEL 24	1	20 MIN	20,000	40,000	40,000
BREAK	1	15 MIN			
LEVEL 25	1	20 MIN	25,000	50,000	50,000
LEVEL 26	1	20 MIN	30,000	60,000	60,000
LEVEL 27	1	20 MIN	40,000	80,000	80,000
LEVEL 28	1	20 MIN	50,000	100,000	100,000
LEVEL 29	1	20 MIN	75,000	125,000	125,000
LEVEL 30	1	20 MIN	75,000	150,000	150,000
BREAK	1	15 MIN			
LEVEL 31	1	20 MIN	100,000	200,000	200,000
LEVEL 32	1	20 MIN	125,000	250,000	250,000
LEVEL 33	1	20 MIN	150,000	300,000	300,000
LEVEL 34	1	20 MIN	175,000	350,000	350,000
LEVEL 35	1	20 MIN	200,000	400,000	400,000

STRUCTURE

REGISTRATION:

Until start of level 7.

FORMAT:

This tournament is a freezeout with no re-entries permitted.

STARTING STACK:

25,000 in tournament chips.

PLAYING LEVELS:

Levels will be 20 min for the duration of the tournament.

ACTION CLOCK:

Action clock will be introduced at the start of play.

Players will have 20 sec to act.

Players will receive 3 Time Bank Chips at the start of play.

Players will reset to 3 Time Bank Chips at Final table.

SEATING & RE-DRAWS

Play will move to 9 handed when play permits.

Seating re-draws will be conducted prior to the start of the final table of 9 entrants.

Breaks and Levels may change at the discretion of the Tournament Director.

5. **DEFINITIONS**

In these rules, unless contrary intention appears:

Administration Fee

A fee charged by the casino operator in addition to the Entry Fee to cover the associated costs of conducting the tournament.

Action Clock

means a tournament where an entrant has a specific amount of time allocated to act on their hand. If the tournament permits, an entrant may use a time bank chip to extend the amount of time they have to act on their hand.

If an entrant's Action Clock expires and the entrant does not have any time-extension chips remaining, the entrant will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise. If the tournament permits, an entrant may use a time bank chip to extend the amount of time they have to act on their hand.

All-In

means an Entrant who has invested all their remaining chips in the outcome of a hand. Their bet cannot exceed the structured limit and/or raise if a raise is an option. An all-in Entrant can only win that portion of the pot or pots to which they have contributed.

Alternates

means an Entrant who is permitted to enter a tournament with a full starting stack of chips for a predetermined period where seats are available after the tournament starts or as Entrants are eliminated and seats become available, or where an additional table is added subsequent to the tournament commencement.

Ante

means a predetermined contribution to the pot placed by all Entrants prior to the first card being dealt in a round of play.

Balancing

means the method by which Entrants may be moved between across the tournament tables in use.

Big Blind Ante

means that instead of each Entrant posting an ante, the Entrant in the Big Blind position will post a specified amount to cover all the ante bets.

Bounty Tournament

Tournament where entrants receive a cash* prize for eliminating other entrants.

Bounty Button

Bounty tournament entrants receive a bounty button which has a cash* or other prize value. If the entrant is eliminated, the entrant that eliminates them takes the bounty button which can be exchanged for a cash* or other designated prize.

Breaking

means the method by which the number of tournament tables may be reduced as Entrants are eliminated from the tournament.

Bubble

means the finishing position immediately before those positions for which Entrants will receive prize money.

Buy-In

means the amount paid by the tournament entrants to comprise a prize pool or prize pools.

Casino Operator

means The Star Entertainment QLD Limited, being the organiser of the tournament.

Chip Race

means the method by which lower denomination chips are coloured up to higher denomination chips and dispersed to Entrants when they are no longer required in the tournament.

Chop

means when Entrants at a certain stage of a tournament make a deal to split the remaining prize pool between them.

Eliminated Entrant

means an Entrant that is unable to continue in the tournament after going All-In and losing their remaining table stake.

Entrant

means an entrant who meets entry requirements to participate in a tournament.

Entry Fee

means the amount paid by the tournament entrant(s) to enter the tournament. The Casino Operator reserves the right to pay the Entry Fee and Administration Fee for an Entrant into any tournament. All Entry Fees are used exclusively as prizes.

Flip Satellite Tournament

Tournament format with no Administration Fee, where Entrants are required to go All-In from the first round of play and subsequent rounds of play until a winner is declared. The winner wins an entry into a higher buy-in tournament.

Force Majeure Event

means the occurrence of an event or cause beyond the control of the Casino Operator including but not limited to an act of God, lightning, storm, flood, fire, earthquake, explosion, war, terrorism, illness of the Casino Operator's staff, epidemic, pandemic (including COVID-19 and any of its variants), actions or decrees of governmental bodies (including closure of business, expropriation, governmental restraint and prohibition), withdrawal of regulatory approval for the tournament, withdrawal of any licence required by the Casino Operator to hold the tournament, strikes, lockouts or other labour or industrial disturbance.

Forfeit

where an Entrant forfeits their remaining chips. An Entrant who forfeits their chips may be entitled to re-buy/re-enter when permitted.

Hand For Hand

means when multiple tables are in play and play has reached a critical part of a tournament, the Tournament Director may direct that each table in play must wait for all other tables to complete their hands before starting the next hand. Times this may be directed include the Bubble, a significant increase in the next prize pool level or when play reaches one Entrant more than the final table makeup.

Heads Up

means a game of poker where two Entrants in a tournament play exclusively against each other.

Milestone Satellite

means a Satellite Tournament where an Entrant will automatically qualify for a tournament or next step qualifier once they have accumulated the required amount of tournament chips.

Multi-Flight Tournaments

means a tournament with multiple day one's, after which all remaining Entrant's progress to play day 2.

Mystery Bounty Tournament

a Bounty Tournament where the bounties do not come into play until the second day or when 12.5% of Entrants remain in the tournament. Mystery Bounty amounts will vary as per the Mystery Bounty prize pool payout scale. To redeem a Mystery Bounty, Entrants will randomly select an envelope or container for each bounty chip they have won. Each envelope or container contains the amount of the Mystery Bounty and may also contain a bonus draw which will give an Entrant an additional selection.

NLH

abbreviated term for No Limit Texas Hold'em

Orbit

means one round of play for every Entrant at the table (e.g., if there are 8 Entrants at a table, an orbit is 8 rounds of play).

Penalties

means action taken against a tournament Entrant for abuse, disruptive behaviour, or contravention of the rules of play.

Placegetter

means a tournament Entrant who is either the overall Tournament winner, or who finishes in a position which will guarantee a stake in the tournament prize pool or advancement to a further session of play.

PLO

means the game of Omaha with the betting structure being Full Pot, where an Entrants bet, or raise is limited by the amount of the pot.

Re-Entry

means where a tournament format permits, an Entrant may, for a predetermined period of time, re-enter the tournament after being eliminated.

Satellite Tournament

means a lower buy-in tournament where winning Entrants receive entry into a higher buy-in tournament.

Session

means a period of play until a designated number of Entrants remain in the tournament or, a set time period or the play of a designated number of rounds of play, at the completion of which:

- (a) the winner and/or placegetters advance to a further session; or
- (b) the winner or placegetters are determined.

Substantial Action

means any two actions in turn by Entrants, with at least one of the actions resulting in chips being added to the pot (e.g., any two actions except 2 checks or two folds); or any combination of three actions in turn of check, bet, raise, call, or fold.

Survivor Bounty Tournament

means a Bounty Tournament where the bounties do not come into play until 20% (rounded down) of Entrants remain in the tournament. Bounty values will be the bounty buy-in amount multiplied by 5.

Table Cards

means turning all hole cards face up on the table and allowing the dealer and entrants to read the hand clearly.

Time Bank Chip

means a chip allocated to entrants for an Action or Shot clock Tournament which can be used to extend the amount of time the entrant has to act on their hand.

Tournament Chips

means non-value chips issued to tournament Entrants for the purpose of wagering during tournament play.

Tournament Director

means a licensed person(s), designated by the casino operator, who shall be present while the tournament is in progress and shall be responsible for the overall conduct of the tournament.

Tournament Float

means the float used on Tournament Poker Tables and shall be comprised of tournament chips which have no monetary value.

Tournament Poker

means a poker competition limited to those Entrants whose entries have been accepted by the Casino Operator.

Tournament Poker Table

means a table allocated by the casino to be used during the poker tournament.

6. CONDITIONS OF ENTRY

- 6.1 All applications for entry must be made at the Poker desk using the GES Poker Management System
- 6.2 Entrants must be members of the Loyalty Program operated by the Casino Operator.
- 6.3 The applicable Entry Fee and Administration Fee must be submitted at the time of entry and prior to the Entrant commencing the tournament. Entries may be accepted after this time at the discretion of the Tournament Director. Entry fees and Administration fees may be paid by Cash, Chips, Chip Purchase Vouchers or by Debit Card at the Poker Desk.
- 6.4 Entries for a particular tournament may be transferred to another Entrant provided that Entrant has not already entered that tournament.
- 6.5 At the discretion of the Tournament Director and subject to additional chip banks being available, for a predetermined period after the tournament commences, some tournaments may allow entrants to re-enter after they have been eliminated. The conditions for re-entry will be announced prior to the commencement of the tournament.
- 6.6 The number of entrants in a tournament may also include 'alternates'.
- 6.7 The Tournament Director reserves the right to refuse any application for entry to the tournament.
- 6.8 All entrants must abide by the tournament rules, practice proper etiquette, and generally contribute to an orderly event where all entrants feel welcome. Failure to do so may result in disqualification from the tournament.
- 6.9 Entrants disqualified from the tournament are not entitled to a refund of the Entry Fee and Administration fee and that entrant's tournament chips will be taken out of play.
- 6.10 Entrants will only be entitled to a refund of the Entry Fee and Administration Fee if the entrant cancels their entry not less than twenty-four (24) hours prior to the beginning of the tournament, in the event that the tournament does not proceed, or at the discretion of the Tournament Director.
- 6.11 All Entrants shall agree to such playing times as designated by the Tournament Director.
- 6.12 Entries will be limited to numbers specified by the Tournament Director.
- 6.13 Entrants are obliged to manage their individual time play management (**TPM**). Entrants will be asked to leave a tournament as a result of exceeding 12 hours of gaming (excluding breaks) in a 24-hour period. Entrants asked to leave for exceeding TPM will be eliminated from the tournament and their chips removed from play. Entrants eliminated for exceeding time play limits will not be reimbursed their entry fee.
- 6.14 The Casino Operator reserves the right to:

- (a) monitor and interact with Entrants for the duration of the tournament to assess and identify actual and potential indicators of gambling related harm; and
- (b) intervene if the Casino Operator believes Entrants are displaying actual or potential indicators of gambling related harm, with such 'intervention' by the Casino Operator including but not being limited to: (a) preventing entry or re-entry to a tournament; and/or (b) where necessary to prevent further harm, removing an entrant from a tournament.

Entrants removed from the tournament will be eliminated and their chips removed from play. Entrants eliminated for displaying indicators of gambling related harm will not be reimbursed their entry fee and will be prevented from participating in any further event for the duration of the tournament.

- 6.15 Entrants are responsible for verifying their registration data and seat assignments are correct prior to a round of play commencing.
- 6.16 This tournament is open to persons who are: (1) eighteen (18) years of age and over: (2) not excluded (including an exclusion direction or self-exclusion order) from a casino or premises operated by The Star Entertainment Group Limited (and its related entities); and (3) not the subject of a Withdrawal of Licence (WOL) from The Star Sydney, The Star Gold Coast, or Treasury Brisbane.
- 6.17 In the event of any dispute, the decision of the Tournament Director is final.
- 6.18 A copy of the rules of Tournament Poker are available for perusal at the Poker desk.
- 6.19 The Star Entertainment QLD Limited reserves the right to use selected entrant's names, suburbs, photographs, images, and likeness for the purpose of promoting and advertising the casinos.
- 6.20 The Casino Operator reserves the right to:
 - (a) cancel the tournament by notice (with such 'notice' being a notice published on the Casino Operator's website and relevant social media), provided such notice is published by the Casino Operator at least 30 days prior to the start date of the first event of the tournament.
 - (b) cancel, at any time prior to the start date of the tournament, a tournament with less than 10 Entrants.
 - (c) cancel, suspend, or delay the tournament (in its absolute discretion) in the event that, the Casino Operator determines that they cannot hold the tournament or cannot continue to hold the tournament (if the tournament has already started) due to a Force Majeure Event.
- 6.21 If:
 - (a) the tournament is cancelled under paragraph 6.20 prior to the start date of the first event of the tournament, all Entrants who have paid the Entry Fee will receive a full refund of any monies already paid.
 - (b) the start date of the tournament is suspended or delayed under paragraph 6.20(c); the Casino Operator will use reasonable endeavours to commence the tournament.

However, in the event that the tournament cannot commence (as determined by the Casino Operator), the Casino Operator may cancel the tournament under paragraph 6.20(c).

- (c) after the tournament has commenced, the tournament is cancelled, suspended, or delayed pursuant to paragraph 6.20, the Tournament Director will, in their absolute discretion, determine the most appropriate course of action given the stage of the tournament at the time of the cancellation or suspension.

7 TOURNAMENT RULES

- 7.1 The rules of the game of Texas Hold'em and Omaha Poker as set out in the Casino Gaming Rule shall apply to Tournament Poker except where the rules of the game have been specifically altered to apply to the rules of the game of Tournament Poker and subject to Part 5 – Casino tournaments, (28), (29) of the *Casino Control Regulation 1999*.
- 7.2 The rules of the game of Texas Hold'em and Omaha Poker shall be altered to the rules of the game of Tournament Poker as listed below:
- Schedule 10 s. 3(1)(2) altered to Tournament Poker Rule 7.34
 - Schedule 10 s. 18(1) altered to Tournament Poker Rule 7.6, 7.7, 7.8, 7.22, 7.23 and 7.24
 - Schedule 10 s. 32(3) altered to Tournament Poker Rule 7.37
 - Schedule 10 s. 33(1)(2)(3)(4)(5) altered to Tournament Poker Rule 7.39
 - Schedule 10 s. 34(1)(2)(3)(4)(5)(6) altered to Tournament Poker Rule 7.21
 - Schedule 10 s. 44(1)(2)(3)(4)(5)(6)(7) altered to Tournament Poker Rule 7.35 and 7.36
- 7.3 Satellite tournaments will be conducted in accordance with these terms and conditions and the approved tournament Rule. Prize details will be available to all entrants prior to the commencement of the satellite tournament.
- 7.4 A tournament prize pool will consist of all entry fees together with any re-entries. The total value of the Prize Pool will be the Entry Fee multiplied by the number of Entrants, with the cash* component of the Prize Pool broken down and paid in accordance with the relevant Appendix.
- 7.5 The Casino Operator may, at its discretion, add value to the prize pool in the form of cash*, approved gaming vouchers, or goods or services.
- 7.6 Prior to the beginning of play, all Entrants will be designated a specific table number and seating position at which to play. This shall be determined through computer generated random seating allocation.

- 7.7 Seating assignments may be altered to ensure that entrants who are known by the Tournament Director to be connected by family or association play at different tables or are separated on the final table.
- 7.8 The number of entrants allocated to a table shall be determined by the Tournament Director and is dependent upon the number of participants in the tournament.
- 7.9 All Entrants must provide their name for recording purposes to the table Supervisor upon request.
- 7.10 All Entrants will be allocated a table stake of Tournament Chips at the commencement of play.
- 7.11 At the conclusion of the tournament heat or final, the Entrants shall return all tournament chips which shall be counted by the staff to determine that their number and value is equal to the number and value of tournament chips issued to be used for that tournament heat or final.
- 7.12 At the end of a re-entry period or at the completion of play during a multi-flight tournament, should an Entrant have equal to or less than their Starting Stack they will be given the option of forfeiting these chips and therefore being able to buy back into the Tournament. If the Entrant chooses this option, their chips will be removed from play immediately. If the Entrant chooses not to use this option, they will continue play with those chips remaining. In the event of a multi-flight tournament, their remaining chips will be bagged as per normal procedure for the Entrant's return on Day 2 of the Tournament.
- 7.13 If an Entrant is not present at the table at the start of the tournament, then that Entrant shall have their table stake placed in their seat position and blinds will be posted from their table stake as required by the blind structure. If an Entrant has not taken their position by the completion of Level 4 of the Blind Structure, the Tournament Director may declare that the Entrant is "Provisionally Eliminated" and the remainder of that Entrant's stake will be removed from play. If the Entrant arrives later in the day, a calculation is made to determine the number of blinds and antes that would have been taken from their stack and their stake returned to play.
- 7.14 If an active Entrant is not present at the table at the start of a round of play, cards will be dealt to their betting position and if that Entrant is required to place a blind bet and/or Ante Bet, appropriate blind bets and/or Ante Bets will be placed from their table stake.
- 7.15 If an active Entrant is not present at the table to act on their hand the Tournament Director:
- 7.15.1 shall direct the dealer to deal the cards to the absent Entrant's position as though they are present. Should the entrant still not be present at the completion of the initial deal the hand shall be folded; and/or
- 7.15.2 may declare the tournament Entrant's position cancelled and the entrant disqualified. Once disqualified an Entrant will not be entitled to a refund of the entry fee, except on the approval of the Tournament Director and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.
- 7.16 An Entrant shall not lend or borrow Tournament Chips at any time.

- 7.17 Each Entrant is required to display in clear view of other Entrants and table supervisors, all Tournament Chips being held at any one time and those chips must be stacked in denomination. The dealer or supervisor may direct that an Entrant's chips be arranged such that the total value of those chips may be determined. Concealing, pocketing or otherwise hiding chips during tournament play may result in immediate and irrevocable disqualification. No such Tournament Entrant shall be entitled to a refund of entry fee, re-entry, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.
- 7.18 Where two or more all-in Entrants who would have been eligible for a place in the tournament, are eliminated in the same round of play:
- (a) If Entrants are eliminated from different tables, the placing/placings shall be equally shared among those Entrants.
 - (b) If the Entrants are on the same table, then the order of placings will be determined by the table stake with the Entrant/Entrants with the largest table stake prior to the start of the hand being declared the higher placegetter.
- 7.19 Play may go to hand for hand on all tables when multiple tables are in play and:
- (a) the bubble is approaching;
 - (b) the number of Entrants left just exceeds the required number for the final table.
- During hand for hand play, each hand will run the same pre-determined amount of time. The standard time allocated will be 2-minutes per hand regardless of how long the hand takes. Once the 2-minute limit has been reached, the Tournament Director or Supervisor will pause the clock until the next hand commences. Blinds continue to increase as time elapses off the clock at the rate of 2 minutes per hand and new levels are reached.
- 7.20 Blinds and antes are raised at scheduled intervals. At the end of a designated blind level, the new limits will apply on the next deal. (A deal begins with the cutting of the cards).
- 7.21 Where an Entrant has lost their entire table stake, they will be eliminated and must vacate the tournament table. However, where a tournament permits, Entrants may re-enter a tournament within the registration periods, and will be re-seated with a full starting stack of tournament chips once a seat becomes available.
- 7.22 The Tournament Director may determine the method of allocating tables and playing areas to tournament Entrants, the order of wagering, the method of balancing and breaking tables, and any other conditions providing those conditions are consistent with the relevant rules of the tournament.
- 7.23 Where an Entrant is re-seated, they will assume all rights and responsibilities of their new position. An Entrant moving to a new table is eligible to be dealt a hand in any position and will post blinds when and as required except if they are seated in between the button and the small blind.
- 7.24 Once the Entrant make-up for the final table has been determined Entrants will redraw for seating positions.

- 7.25 Entrants should act in a timely manner to maintain a reasonable pace of the game. If in the Tournament Director's (TD) judgement reasonable time has passed, the TD may call the clock or approve a clock request by any other entrant in the event. Entrants must be at their seats to call for a clock. An entrant on the clock has up to 25 seconds plus a 5 second countdown to act. If the Entrant faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. All wagers made by that Entrant will remain in the pot.
- 7.26 The Tournament Director reserves the right to direct any Entrant considered to be unduly delaying the game to expedite their play. Entrants unduly delaying a tournament may incur a penalty as determined under rule 7.39.
- 7.27 If an Entrant lacks sufficient chips for a blind, the Entrant is still entitled to go all-in with their remaining table stake.
- 7.28 All cards will be turned face-up (table cards) without delay once an Entrant is all-in and all betting action by all other Entrants in the hand is complete.
- 7.29 To claim a pot, entrants must turn (table cards) all their cards face up on the table, allowing the dealer and entrants to read the cards clearly. All cards means both hole cards in Texas Hold'em and all four cards in Omaha.
- 7.30 During Hand for Hand, where there has been an All-In and a call and there is no further action for that hand, those cards will remain face down until action is completed on the remaining tables.
- 7.31 Verbal affirmations as to the content of an Entrant's hand are not binding.
- 7.32 Oversized Chip Betting: A single oversized chip (including an entrants last chip) is a call if raise isn't first declared. To raise with an oversized chip, the entrant must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an oversized chip silently (no declaration) is a bet of the maximum for the chip.
- 7.33 An Entrant who bets unannounced with two chips of the same denomination totalling more than the amount to call and less than the minimum amount to raise (and one chip value is less than the previous bet), will be considered a call.
- 7.34 Acceptable methods of calling by entrants include:
- (a) Saying "Call"
 - (b) Pushing out chips equal to the amount to call
 - (c) Silently pushing out an oversized chip; or
 - (d) Silently pushing out multiple chips equal to a call under the multi-chip rule (7.33)
- 7.35 Any action out of turn (check, call, or raise) will be backed up to the correct entrant in order. The out of turn action is subject to penalty and is binding if action to the out of turn Entrant does not change. A check, call or fold by the correct Entrant does not change action. If action changes, the out of turn action is not binding; any bet or raise is returned to the out of turn entrant who now has all options: call, raise, or fold. An out of turn fold is binding.

Example 1.

Post flop Seat 3 opens for 300, Seat 4 folds, action is on Seat 5 when Seat 6 declares "raise to eight hundred".

Step 1: Action backs up to the correct entrant in order (Seat 5) who is facing a bet of 300.

Step 2: If Seat 5 calls or folds then the action (a 300 bet) has not changed and Seat 6's out of turn raise is binding (raise to 800). However, if Seat 5 raises to 600 total, then the action to Seat 6 has changed from a 300 bet to a 600 bet. If action changes, the 800 chips may be returned to Seat 6 who has all options open: call 600, re-raise to at least 900, or fold.

Example 2.

Post flop Seat 3 checks, Seat 4 checks, action is on Seat 5 when Seat 6 declares "check".

Step 1: Action backs up to the correct entrant in order (Seat 5) who is not facing a bet.

Step 2: If Seat 5 checks, then the action (a check) has not changed and Seat 6's out of turn check is binding. However, if Seat 5 bets, (say, 300), then the action to Seat 6 has changed from a check to a 300 bet. If action changes, then Seat 6 has all options open: call 300, raise to at least 600, or fold.

- 7.36 Entrants skipped by out of turn action must defend their right to act. If a skipped entrant had reasonable time and does not speak up before substantial action out of turn occurs after the entrant, the out of turn action is binding. Action backs up and the floor will rule on how to treat the skipped entrant given the circumstances, including ruling the hand dead or limiting the entrant to non-aggressive action.
- 7.37 During a Bounty Tournament, an Entrant will be assumed to have gone All-In if they throw in their Bounty Chip during a round of betting.
- 7.38 Where only two Entrants remain in the game, all rules pertaining to the order of wagering and order of play shall be amended to the extent that the designated Entrant will be the first to place the blind and shall be the first to bet or fold in the first betting round.
- 7.39 The Casino Operator will not charge a participation fee nor charge commission on any round of play during the tournament.
- 7.40 Penalties may be imposed at the Tournament Director's discretion. Penalties available for use shall be verbal warnings and/or missed hands or missed orbits. Missed hands or orbit penalties may include 1, 2, 3 or 4 orbits away from the table. During penalties of missed hands or orbits, the Entrant must remain away from the table. Cards are dealt to the Entrants seat, and blinds and antes will be posted from the Entrants stack as required, with the hand mucked after each initial deal. In extreme circumstances an Entrant may face disqualification. An Entrant who is disqualified shall have their chips removed from play.
- 7.41 An Entrant who exposes their hand during a round of play will not have their hand folded but may incur a Penalty.
- 7.42 Tournament Entrants must not advise or seek advice from another tournament Entrant or person not involved in the tournament during play.

- 7.43 From time to time, the Tournament Director will substitute Entrant's chips of lower denominations with chips of higher denominations - 'Chip Race'. To the extent that an entrant's lower denomination chips fail to evenly amount to the value of the new higher denomination chip (respectively, "Odd Chips", "New Chip"), the Chip Race will proceed as follows:
- (a) The total value of all Odd Chips on the table is tallied.
 - (b) As many New Chips as together wholly equate to the value of the Odd Chip tally are set aside for play and as many of the Odd Chips as equate to the value of those New Chips are removed from play.
 - (c) If the value of the remaining Odd Chips (if any) equates to less than 50% of the value of a single New Chip, those Odd Chips are removed from play and no further New Chips are set aside for play. If the value of the remaining Odd Chips equates to 50% or more of the value of a single New Chip, a single New Chip is set aside for play and those remaining Odd Chips are removed from play (e.g., Totals of \$450 and \$475 would all equal 5 x \$100 chips for the race).
 - (d) A "Race-off" is conducted to award the New Chips to Entrants who possessed Odd Chips. Starting at the first seating position to the left of the dealer, the dealer will deal cards to Entrant's face-up. Each Entrant will be dealt a number of cards corresponding to the number of Odd Chips they possess.
 - (e) The Entrant with the highest card value receives a New Chip and in sequence each Entrant with the next highest card value receives a New Chip until there are no further New Chips in the Race-off. If 2 Entrants have the same value card and there is one chip left an additional card will be dealt to each of these Entrants.
 - (f) Each Entrant may receive a maximum of one chip in any given Chip Race.
 - (g) If, following a Race-off, an Entrant has no chips of any denomination, that Entrant will receive a single chip of the lowest denomination in play.
 - (h) If after a Race-off is completed, an entrant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination in play will be removed without compensation.
- 7.43 It is the Entrant's' responsibility to always protect their hand. If a dealer mucks an unprotected hand, the Entrant will have no redress and will not be entitled to have any wagered chips returned. An exception would be if an Entrant raised and the raise had not been called yet, the Entrant would be entitled to receive the raise back.
- 7.44 It is the Entrants responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or other Entrants. If an Entrant requests a count for the amount to call but receives incorrect information from the dealer or entrants, then places that amount in the pot, the Entrant is assumed to accept the full correct action and is subject to the correct bet or all-in amount.
- 7.45 Entrants may not talk on a phone at the table. Ring tones, music, images, video etc. should be inaudible and non-disturbing to others. Betting apps and charts may not be used by

entrants with live hands. These and other devices, tools, photography, videography, and communication must not create a nuisance, delay the game, or create competitive advantage. Violations may be subject to penalties held under Rule 7.39.

7.46 Action Clock Rules

Milestone Satellite

- a) The Action Clock will be introduced at the start of play.
- b) The Action Clock will be controlled by the dealer.
- c) The dealer will start the Action Clock following the completion of each deal once the last card has been dealt.
- d) When entrants act in turn, the Action Clock will be reset, with each entrant receiving a fresh 20 seconds to begin his or her action.
- e) 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 an entrant calls the bet, the dealer will reset the clock to begin the next entrant's action.
- f) The dealer will advise entrants when the Action Clock reaches 10 seconds remaining.
- g) If an entrant's Action Clock expires the entrant will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise.
- h) The Action Clock will only be paused if there is an extreme situation that calls for play to be halted.

Championship Event

- a) The Action Clock will be introduced into play at the start of Level 17
- b) Each Entrant will receive time-bank chips (**TBCs**) based on the below distribution schedule, with entrants limited to a total of 20 (twenty) Time Bank Chips.

Start of level 17 (day 2)	5 (five) Time Bank Chips
Start of Day 3	5 (five) additional Time Bank Chips
At 24 Entrants remaining	5 (five) additional Time Bank Chips
At final 6 Entrants	5 (five) additional Time Bank Chips

- c) Each TBC is worth an additional 30 seconds for an entrant to act.
- d) The Action Clock will be controlled by the dealer.
- e) The dealer will start the Action Clock following the completion of each deal once the last card has been dealt. Time will begin for an entrant 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 entrant to act.
- f) Entrants will receive 15, 20 or 30 seconds to act pre-flop per the table listed below. For any additional pre-flop action (e.g. facing a 3-bet), the player will receive 30 seconds to complete their follow up action.

WPT Championship Event	Pre-Flop	Post Flop
Day 2 (start of level 17)	15 seconds	30 seconds
Day 3	20 seconds	30 seconds
Day 4 (final 6 entrants)	30 seconds	30 seconds

- g) When players receive 15 or 20 seconds to act, dealers will not advise players when the Action Clock reaches 10 seconds.
- h) When player receive 30 seconds to act, dealers will advise players when the Action Clock reaches 10 seconds.
- i) 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 an entrant calls the bet, the dealer will reset the clock to begin the next entrant's action.
- j) Entrants should keep all remaining time-bank chips with them throughout the duration of the tournament once the Action Clock has been implemented into play.
- k) Time-bank chips are to be treated with the same level of importance as tournament chips and must be visible on the table and when entrants are directed to move tables.
- l) Entrants will automatically forfeit one (1) TBC each time the action clock reaches zero (0) and will be instructed by the dealer to turn in the corresponding amount of TBCs used at the completion of their action. Entrants are not responsible for handing TBCs to the dealer in real time.
- m) An entrant placing multiple TBCs forward for additional time, will surrender the full amount of TBCs pushed forward, even if the full amount of time has not been used to complete their action.
- n) In the event that an entrant does not have any remaining TBCs, and the action clock reaches zero (0), the entrant's hand will be declared dead, or the player will be forced to check if facing no action.
- o) Once in play, the action clock will be used until the completion of the tournament and will not be suspended.
- p) At the conclusion of play each day, any unused TBCs will be placed in the entrant's chip bag and will carry forward to the next tournament day.

Side Event Action Clock Rules

- a) The Action Clock will be introduced into play at the start of Play for the below tournaments with each Entrant receiving time-bank chips (**TBCs**) based on the below distribution schedule.

Event #	Tournament	Time To act	TBCs at Start	TBCs Reset day 2	TBCs reset Final table
2	\$600 Flat Out freezeout	20 sec	3	-	-
3	\$575 PLO Turbo	20 sec	3	-	-
4	\$675 Shark Bait	30 sec	3	-	-
6	\$880 Ultra Turbo	20 sec	3	-	-
7	\$5K 8-Max	30 sec	5	5	5
9	\$800 PLO	30 sec	4	4	4
10	Australian ladies Championship	30 sec	4	4	4

11	True Blue Turbo	20 sec	3	-	-
12	\$880 Bonza Bounty	30 sec	4	4	4
14	Super High Roller	30 sec	5	5	5
16	\$2k Ultimate Turbo	30 sec	4	-	4
17	Mini Championship	30 sec	4	4	4
18	\$10k World Championship Warm Up	30 sec	4	4	4
19	\$1,250 Extreme Turbo	20 sec	3	-	-
21	\$5K High Roller PLO	30 Sec	5	5	5
23	\$675 Finale	20 sec	3	-	3

- b) The Action Clock will be controlled by the dealer.
- c) The dealer will start the Action Clock following the completion of each deal once the last card has been dealt. Time will begin for an entrant 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 entrant to act.
- d) 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 an entrant calls the bet, the dealer will reset the clock to begin the next entrant's action.
- e) Entrants should keep all remaining time-bank chips with them throughout the duration of the tournament once the Action Clock has been implemented into play.
- f) Time-bank chips are to be treated with the same level of importance as tournament chips and must be visible on the table and when entrants are directed to move tables.
- g) Each TBC will add an additional amount of time to act as per the schedule.
- h) Entrants will automatically forfeit one (1) TBC each time the action clock reaches zero (0) and will be instructed by the dealer to turn in the corresponding amount of TBCs used at the completion of their action. Entrants are not responsible for handing TBCs to the dealer in real time.
- i) An entrant placing multiple TBCs forward for additional time, will relinquish the full amount of TBCs pushed forward, even if the full amount of time has not been used to complete their action.
- j) In the event that an entrant does not have any remaining TBCs, and the action clock reaches zero (0), the entrant's hand will be declared dead, or the player will be forced to check if facing no action.
- k) Once in play, the action clock will be used until the completion of the tournament and will not be suspended.

7.47 Milestone Satellite Rules

- a) An Entrant who accumulates the required amount of tournament chips ("The Milestone") or more will instantly be awarded one (1) Tournament Entry or next level qualifier. Upon verification from the tournament supervisor that the entrant has achieved the Milestone, the entrant will cease play and the total of their chips will be removed from play.

- b) The Tournament will conclude when the number of Entrants remaining is equal to the number of prizes generated based on the satellite prize pool, less the number of Entrants who have previously won the prize by reaching the Milestone. Any Satellite prize pool funds remaining will be paid as a single cash* prize.
- c) While the tournament staff will make the best effort to identify Entrants as they achieve the Milestone, it is the responsibility of each individual entrant to notify the dealer or Tournament Supervisor when they have reached the required amount in tournament chips.
- d) An Entrant who is dealt into a subsequent hand after achieving the Milestone will be required to complete the hand prior to being awarded the Tournament Prize. If, at the completion of the additional hand, an Entrants' chip total falls below the Milestone they are not eligible to receive the Tournament Milestone Prize until their chip total is once again equal to or greater than the required amount.
- e) A Tournament Supervisor must be called to verify the tournament chip count of an Entrant who is making a claim for a Tournament Milestone Prize. Entrants may request that a Tournament Supervisor count their stack at any time between hands.
- f) An Entrant who assists another in counting their chip stack or notifying them that they have reached the Milestone is not in breach of the rules.

8. APPENDICIES

A. WPT Australia Main Prize Pool includes events,

- \$575 PLO Turbo
- Championship Event Prize Pool
- Super High Roller
- \$10K World Championship Warm Up
- \$5K 8 Max
- \$800 PLO
- \$5K High Roller PLO
- \$1,150 Premier PLO

B. WPT Australia Side Event Prize Pool includes events,

- Opening Event
- \$600 Flat Out Freezeout
- \$675 Shark Bait
- Mystery Bounty
- \$880 Ultra Turbo
- Outback Survivor Bounty
- Ladies Australian Championship
- \$575 True Blue Turbo

- \$880 Bonza Bounty
- Shane Warne One Day Perpetual Trophy Charity Event
- \$2K Ultimate Turbo
- Min-Championship Event
- \$1,250 Extreme Turbo
- WPT World Champs Road to Vegas
- \$675 Finale One Day Event

C. WPT Prime Mystery Bounty (Bounty) Prize Pool