



RDPT+ EVENT SCHEDULE

PLUS APRIL 10 - 21, 2026



DATE	TIME	#	EVENT NAME	BRACELET & JACKET & FTP CAP	KRW BUY-IN / BOUNTY POOL & ENTRY FEE	BOUNTY POOL	STACK	DURATION	REG. CLOSES	
10 FRIDAY APRIL 10, 2026	12:00	1	THE DRAGON'S GUARD: BOUNTY HUNT		800,000 (250,000 + 102,000)	400,000	25,000	15 MINUTES	LEVEL 8	
	14:00	2	PLO HI/LO 8 OR BETTER		800,000 (250,000 + 102,000)		25,000	20 MINUTES	LEVEL 8	
	17:00	3	THE DRAGON AWAKENING DAY 1A		1,500,000 (1,250,000 + 150,000)		40,000	30 MINUTES	LEVEL 9	
	20:00	4	PLO HIGH DOUBLE BOARD BOMB POT		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	5	NLH HYPER TURBO		600,000 (150,000 + 84,000)		50,000	10 MINUTES	LEVEL 3	
	22:00	MS1	MILESTONE SATELLITE TO DRAGON AWAKENING (WIN YOUR SEAT AT 70K CHIPS)		300,000 (250,000 + 45,000)		10,000	10 MINUTES	LEVEL 8	
	23:00	6	NLH SLUPER HYPER TURBO		300,000 (250,000 + 45,000)		50,000	5 MINUTES	LEVEL 3	
	11 SATURDAY APRIL 11, 2026	12:00	3	THE DRAGON AWAKENING DAY 1B		1,500,000 (1,250,000 + 150,000)		40,000	30 MINUTES	LEVEL 9
		13:00	7	9 GAME		1,000,000 (880,000 + 120,000)		40,000	20 MINUTES	LEVEL 9
		14:00	8	NLH		800,000 (250,000 + 102,000)		30,000	20 MINUTES	LEVEL 10
15:00		MS2	MILESTONE SATELLITE TO DRAGON AWAKENING (WIN YOUR SEAT AT 70K CHIPS)		300,000 (250,000 + 45,000)		10,000	10 MINUTES	LEVEL 8	
15:00		9	DRAGON'S GATE HIGH ROLLER DAY 1		5,000,000 (4,500,000 + 500,000)	300,000	300,000	40 MINUTES	LEVEL 14 ON DAY 2	
18:00		3	THE DRAGON AWAKENING DAY 1C (20 MINUTES)		1,500,000 (1,250,000 + 150,000)		40,000	20 MINUTES	LEVEL 9	
20:00		10	5 CARD PLO HIGH		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
21:00		11	NLH WIN THE BUTTON HYPER BOUNTY TURBO		600,000 (150,000 + 84,000)	150,000	50,000	10 MINUTES	LEVEL 3	
22:00		MS3	MILESTONE SATELLITE TO THE DRAGON'S HOARD (WIN YOUR SEAT AT 70K CHIPS)		350,000 (298,000 + 52,000)		10,000	10 MINUTES	LEVEL 8	
23:00		12	NLH SLUPER HYPER TURBO		300,000 (250,000 + 45,000)		50,000	5 MINUTES	LEVEL 3	
12 SUNDAY APRIL 12, 2026	12:00	3	THE DRAGON AWAKENING DAY 2					30 MINUTES		
	12:00	13	THE DRAGON'S HOARD (PKO) DAY 1A		1,800,000 (1,220,000 + 180,000)	400,000	40,000	30 MINUTES	LEVEL 9	
	13:00	9	DRAGON'S GATE HIGH ROLLER DAY 2		5,000,000 (4,500,000 + 500,000)	300,000	300,000	40 MINUTES	LEVEL 14 ON DAY 2	
	13:00	14	BIG O (5 CARD PLO HI/LO 8 OR BETTER)		800,000 (250,000 + 102,000)		25,000	20 MINUTES	LEVEL 8	
	14:00	15	NLH		1,000,000 (880,000 + 120,000)		30,000	20 MINUTES	LEVEL 10	
	15:00	MS4	MILESTONE SATELLITE TO THE DRAGON'S HOARD (WIN YOUR SEAT AT 70K CHIPS)		350,000 (298,000 + 52,000)		10,000	10 MINUTES	LEVEL 8	
	17:00	16	NLH SHORT DECK		2,000,000 (1,820,000 + 220,000)		100,000	20 MINUTES	LEVEL 8	
	18:00	13	THE DRAGON'S HOARD (PKO) DAY 1B		1,800,000 (1,220,000 + 180,000)	400,000	40,000	30 MINUTES	LEVEL 9	
	20:00	17	5 CARD PLO HIGH DOUBLE BOARD BOMB POT		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	18	NLH HYPER TURBO		600,000 (150,000 + 84,000)		50,000	10 MINUTES	LEVEL 3	
13 MONDAY APRIL 13, 2026	12:00	13	THE DRAGON'S HOARD (PKO) DAY 2					30 MINUTES		
	12:00	20	BABY DRAGON PLUS DAY 1A		2,200,000 (1,980,000 + 220,000)		40,000	40 MINUTES	LEVEL 9	
	13:00	21	PLO SINGLE DAY MYSTERY BOUNTY		1,000,000 (880,000 + 120,000)	300,000	30,000	20 MINUTES	LEVEL 8	
	15:00	22	RED DRAGON PRESTIGE HIGH ROLLER DAY 1		8,000,000 (7,280,000 + 720,000)	300,000	300,000	40 MINUTES	LEVEL 14 ON DAY 2	
	15:00	23	NLH BOUNTY		1,000,000 (880,000 + 120,000)	200,000	30,000	20 MINUTES	LEVEL 10	
	16:00	MS6	MILESTONE SATELLITE TO BABY DRAGON+ (WIN YOUR SEAT AT 70K CHIPS)		400,000 (340,000 + 60,000)		10,000	10 MINUTES	LEVEL 8	
	19:00	20	BABY DRAGON PLUS DAY 1B (TURBO)		2,200,000 (1,980,000 + 220,000)		40,000	20 MINUTES	LEVEL 9	
	20:00	24	BIG BET MIX		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	25	NLH BOUNTY HYPER TURBO		600,000 (150,000 + 84,000)	150,000	50,000	10 MINUTES	LEVEL 3	
	22:00	MS7	MILESTONE SATELLITE TO BABY DRAGON+ (WIN YOUR SEAT AT 70K CHIPS)		400,000 (340,000 + 60,000)		10,000	10 MINUTES	LEVEL 8	
14 TUESDAY APRIL 14, 2026	23:00	26	NLH SLUPER HYPER TURBO		300,000 (250,000 + 45,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	20	BABY DRAGON PLUS DAY 1C		2,200,000 (1,980,000 + 220,000)		40,000	40 MINUTES	LEVEL 9	
	12:00	27	9 GAME DRAGON MIX HIGH ROLLER		2,000,000 (1,820,000 + 220,000)		40,000	25 MINUTES	LEVEL 9	
	13:00	22	RED DRAGON PRESTIGE HIGH ROLLER DAY 2		8,000,000 (7,280,000 + 720,000)	300,000	300,000	60 MINUTES	LEVEL 14 ON DAY 2	
	15:00	28	NLH MEGA STACK		1,200,000 (1,050,000 + 144,000)		30,000	20 MINUTES	LEVEL 10	
	16:00	MS8	MILESTONE SATELLITE TO BABY DRAGON+ (WIN YOUR SEAT AT 70K CHIPS)		400,000 (340,000 + 60,000)		10,000	10 MINUTES	LEVEL 8	
	17:00	29	SINGLE DAY HIGH ROLLER		5,000,000 (4,500,000 + 500,000)		100,000	20 MINUTES	LEVEL 10	
	19:00	20	BABY DRAGON PLUS DAY 1D (TURBO)		2,200,000 (1,980,000 + 220,000)		40,000	20 MINUTES	LEVEL 9	
	20:00	30	NLH DOUBLE BOARD BOMB POT		500,000 (125,000 + 75,000)		50,000	10 MINUTES	LEVEL 3	
	21:00	31	NLH HYPER TURBO HIGH ROLLER		2,000,000 (1,820,000 + 220,000)		100,000	10 MINUTES	LEVEL 4	
15 WEDNESDAY APRIL 15, 2026	22:00	MS9	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WIN YOUR SEAT AT 100K CHIPS)		500,000 (425,000 + 75,000)		10,000	10 MINUTES	LEVEL 8	
	23:00	32	NLH SLUPER HYPER TURBO		400,000 (340,000 + 60,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	20	BABY DRAGON PLUS DAY 2					40 MINUTES		
	12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1A (GTD: 18B KRW)		4,000,000 (3,600,000 + 400,000)		80,000	60 MINUTES	START ON DAY 2	
	13:00	34	LIMIT 2 TO 7 TRIPLE DRAW		800,000 (250,000 + 102,000)		30,000	20 MINUTES	LEVEL 8	
	13:00	22	RED DRAGON PRESTIGE HIGH ROLLER DAY 3					60 MINUTES		
	15:00	35	SUPER U CHALLENGE DAY 1		USD 8,000 (7,480 + 520)	300,000	40,000	40 MINUTES	LEVEL 14 ON DAY 2	
	16:00	36	SURVIVOR BIG BOUNTY NLH (20% OF THE FIELD)		1,500,000 (850,000 + 150,000)	700,000	30,000	20 MINUTES	LEVEL 10	
	20:00	37	NL 2 TO 7 SINGLE DRAW		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	38	NLH HYPER TURBO		600,000 (150,000 + 84,000)		50,000	10 MINUTES	LEVEL 3	
16 THURSDAY APRIL 16, 2026	22:00	MS10	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WIN YOUR SEAT AT 100K CHIPS)		500,000 (425,000 + 75,000)		10,000	10 MINUTES	LEVEL 8	
	23:00	39	NLH SLUPER HYPER TURBO		400,000 (340,000 + 60,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1B (GTD: 18B KRW)		4,000,000 (3,600,000 + 400,000)		80,000	60 MINUTES	START ON DAY 2	
	13:00	35	SUPER U CHALLENGE DAY 2		USD 8,000 (7,480 + 520)	300,000	40,000	40 MINUTES	LEVEL 14 ON DAY 2	
	13:00	40	PLO BOUNTY		1,000,000 (880,000 + 120,000)	300,000	30,000	20 MINUTES	LEVEL 8	
	15:00	41	LADY DRAGON+		1,000,000 (880,000 + 120,000)		30,000	20 MINUTES	LEVEL 10	
	16:00	42	NLH DEEP STACK		1,200,000 (1,050,000 + 144,000)		30,000	20 MINUTES	LEVEL 10	
	20:00	43	5 CARD PLO HIGH		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	44	NLH BOUNTY HYPER TURBO		600,000 (150,000 + 84,000)	150,000	50,000	10 MINUTES	LEVEL 3	
	22:00	MS11	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WIN YOUR SEAT AT 100K CHIPS)		500,000 (425,000 + 75,000)		10,000	10 MINUTES	LEVEL 8	
17 FRIDAY APRIL 17, 2026	23:00	45	NLH SLUPER HYPER TURBO		400,000 (340,000 + 60,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1C (GTD: 18B KRW)		4,000,000 (3,600,000 + 400,000)		80,000	60 MINUTES	START ON DAY 2	
	13:00	46	LIMIT 7 CARD STUD MIXED		800,000 (250,000 + 102,000)		30,000	20 MINUTES	LEVEL 8	
	15:00	47	NLH PROGRESSIVE BOUNTY		1,000,000 (880,000 + 120,000)	200,000	30,000	20 MINUTES	LEVEL 10	
	16:00	MS12	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WIN YOUR SEAT AT 100K CHIPS)		500,000 (425,000 + 75,000)		10,000	10 MINUTES	LEVEL 8	
	17:00	48	SINGLE DAY HIGH ROLLER		5,000,000 (4,500,000 + 500,000)		100,000	20 MINUTES	LEVEL 10	
	19:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1D TURBO (GTD: 18B KRW)		4,000,000 (3,600,000 + 400,000)		80,000	30 MINUTES	START ON DAY 2	
	20:00	49	NO LIMIT 5 CARD DRAW HIGH		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	50	NLH HYPER TURBO HIGH ROLLER		2,000,000 (1,820,000 + 220,000)		100,000	10 MINUTES	LEVEL 4	
	22:00	MS13	MILESTONE SATELLITE TO MINI MAIN EVENT (WIN YOUR SEAT AT 70K CHIPS)		450,000 (383,000 + 67,000)		10,000	10 MINUTES	LEVEL 8	
18 SATURDAY APRIL 18, 2026	23:00	51	NLH SLUPER HYPER TURBO		300,000 (250,000 + 45,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 2 (GTD: 18B KRW)		4,000,000 (3,600,000 + 400,000)		80,000	90 MINUTES	START ON DAY 2	
	12:00	52	RED DRAGON+ MINI MAIN EVENT DAY 1A		2,500,000 (2,250,000 + 250,000)		40,000	30 MINUTES	LEVEL 9	
	12:00	53	BIG EASY HI/LO		800,000 (250,000 + 102,000)		25,000	20 MINUTES	LEVEL 8	
	15:00	54	RED DRAGON PRESTIGE SUPER HIGH ROLLER DAY 1		USD 20,000 (19,200 + 800)	600,000	40,000	40 MINUTES	LEVEL 14 ON DAY 2	
	15:00	55	NLH SINGLE DAY MYSTERY BOUNTY		1,500,000 (850,000 + 150,000)	500,000	30,000	20 MINUTES	LEVEL 10	
	18:00	52	RED DRAGON+ MINI MAIN EVENT DAY 1B TURBO		2,500,000 (2,250,000 + 250,000)		40,000	20 MINUTES	LEVEL 9	
	20:00	56	6 CARD PLO - H		500,000 (125,000 + 75,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	57	NLH HYPER TURBO		600,000 (150,000 + 84,000)		50,000	10 MINUTES	LEVEL 3	
	22:00	MS14	MILESTONE SATELLITE TO DRAGON EGG (WYS AT 100K CHIPS)		550,000 (473,000 + 77,000)		10,000	10 MINUTES	LEVEL 8	
19 SUNDAY APRIL 19, 2026	23:00	58	NLH SLUPER HYPER TURBO		400,000 (340,000 + 60,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 3					90 MINUTES		
	12:00	52	RED DRAGON+ MINI MAIN EVENT DAY 2					40 MINUTES		
	13:00	54	RED DRAGON PRESTIGE SUPER HIGH ROLLER DAY 2		USD 20,000 (19,200 + 800)	600,000	40,000	40 MINUTES	LEVEL 14 ON DAY 2	
	13:00	59	PLO CHAMPIONSHIP		1,500,000 (1,050,000 + 150,000)		40,000	20 MINUTES	LEVEL 10	
	14:00	60	DRAGON EGG MYSTERY BOUNTY DAY 1A		4,500,000 (2,050,000 + 450,000)	2,000,000	40,000	40 MINUTES	LEVEL 9	
	16:00	61	NLH BABY DRAGON TURBO		1,500,000 (1,350,000 + 150,000)		30,000	20 MINUTES	LEVEL 10	
	19:00	62	SUPER HOLD'EM (3 CARDS)		800,000 (250,000 + 102,000)		25,000	15 MINUTES	LEVEL 8	
	21:00	63	NLH HYPER TURBO HIGH ROLLER		2,000,000 (1,820,000 + 220,000)		100,000	10 MINUTES	LEVEL 4	
	22:00	MS15	MILESTONE SATELLITE TO DRAGON EGG (WIN YOUR SEAT AT 100K CHIPS)		550,000 (473,000 + 77,000)		10,000	10 MINUTES	LEVEL 8	
20 MONDAY APRIL 20, 2026	23:00	64	NLH SLUPER HYPER TURBO		400,000 (340,000 + 60,000)		50,000	5 MINUTES	LEVEL 3	
	12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 4					90 MINUTES		
	12:00	60	DRAGON EGG MYSTERY BOUNTY DAY 1B		4,500,000 (2,050,000 + 450,000)	2,000,000	40,000	40 MINUTES	LEVEL 9	



MILESTONE SATELLITES

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/10/2026 22:00	MS1	MILESTONE SATELLITE TO DRAGON AWAKENING (WYS AT 70K CHIPS)	300,000	10,000	10 minutes	level 8
04/11/2026 15:00	MS2	MILESTONE SATELLITE TO DRAGON AWAKENING (WYS AT 70K CHIPS)	300,000	10,000	10 minutes	level 8
04/11/2026 22:00	MS3	MILESTONE SATELLITE TO THE DRAGON'S HOARD (WYS AT 70K CHIPS)	350,000	10,000	10 minutes	level 8
04/12/2026 15:00	MS4	MILESTONE SATELLITE TO THE DRAGON'S HOARD (WYS AT 70K CHIPS)	350,000	10,000	10 minutes	level 8
04/12/2026 22:00	MS5	MILESTONE SATELLITE TO BABY DRAGON+ (WYS AT 70K CHIPS)	400,000	10,000	10 minutes	level 8
04/13/2026 16:00	MS6	MILESTONE SATELLITE TO BABY DRAGON+ (WYS AT 70K CHIPS)	400,000	10,000	10 minutes	level 8
04/13/2026 22:00	MS7	MILESTONE SATELLITE TO BABY DRAGON+ (WYS AT 70K CHIPS)	400,000	10,000	10 minutes	level 8
04/14/2026 16:00	MS8	MILESTONE SATELLITE TO BABY DRAGON+ (WYS AT 70K CHIPS)	400,000	10,000	10 minutes	level 8
04/14/2026 22:00	MS9	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WYS AT 100K CHIPS)	500,000	10,000	10 minutes	level 8
04/15/2026 22:00	MS10	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WYS AT 100K CHIPS)	500,000	10,000	10 minutes	level 8
04/16/2026 22:00	MS11	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WYS AT 100K CHIPS)	500,000	10,000	10 minutes	level 8
04/17/2026 16:00	MS12	MILESTONE SATELLITE TO RED DRAGON+ CHAMPIONSHIP (WYS AT 100K CHIPS)	500,000	10,000	10 minutes	level 8
04/17/2026 22:00	MS13	MILESTONE SATELLITE TO MINI MAIN EVENT (WYS AT 70K CHIPS)	450,000	10,000	10 minutes	level 8
04/18/2026 22:00	MS14	MILESTONE SATELLITE TO DRAGON EGG (WYS AT 100K CHIPS)	550,000	10,000	10 minutes	level 8
04/19/2026 22:00	MS15	MILESTONE SATELLITE TO DRAGON EGG (WYS AT 100K CHIPS)	550,000	10,000	10 minutes	level 8
04/20/2026 22:00	MS16	MILESTONE CASH (WIN 2 MIL KRW AT 70K CHIPS)	350,000	10,000	10 minutes	level 8

RULES AND INFORMATION

- All tournaments are subject to regulatory approval.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Staff Charge 4%
- Win Your Ticket at a predetermine amount of chips.
- TICKETS ARE NON-REFUNDABLE AND NON-TRANSFERABLE.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
15 minutes break / chip race 100's / registration closes			
9	1,000	1,000	1,000
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	3,000	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	10,000	10,000	10,000
20	10,000	15,000	15,000



RDPT+ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#1 - The Dragon's Guard: Bounty Hunt Sponsored by RD Expedition Club

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	BOUNTY	STACK	DURATION	REG. CLOSES AFTER
04/10/2026 12:00	1	THE DRAGON'S GUARD: BOUNTY HUNT	800,000	400,000	25,000	15 minutes	level 8

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 7.
- This event is a special bounty tournament sponsored by the RD Expedition Club.
- Selected sponsored players will participate in the tournament as "The Dragon's Guard".
- The Dragon's Guards will have specially made Bounty Cards to identified the value of their bounties.
- Once a Dragon's Guard is eliminated, they will be able to re-enter and will no longer carry a special Bounty.
- During the tournament, any player who eliminates "The Dragon's Guard" will receive an The Dragon Awakening Opening Event Ticket (Ticket Value: KRW 1,500,000).
- This reward is an additional special bounty sponsored by the RD Expedition Club and does not affect the tournament's original prize pool or payout structure.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	400	800	800
7	500	1,000	1,000
8	500	1,000	1,000
15 minutes break / chip race 100's / registration closes			
9	1,000	1,000	1,000
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
15 minutes break / chip race 500's & 1000's			
18	5,000	10,000	10,000
19	10,000	10,000	10,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
22	15,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000



#3 - THE DRAGON AWAKENING

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/10/2026 17:00	3	THE DRAGON AWAKENING DAY 1A	1,500,000	40,000	30 minutes	level 9
04/11/2026 12:00	3	THE DRAGON AWAKENING DAY 1B	1,500,000	40,000	30 minutes	level 9
04/11/2026 18:00	3	THE DRAGON AWAKENING DAY 1C (20 MINUTES)	1,500,000	40,000	20 minutes	level 9
04/12/2026 12:00	3	THE DRAGON AWAKENING DAY 2			30 minutes	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field. Players must qualify to DAY 2 to be in the money.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- This is a best stack forward event.
- Shot Clock will be introduced into play on at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards at the start of Day 2 and 5 more when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 13.

STRUCTURE

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



#7, #27 - 9 GAME

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/11/2026 13:00	7	9 GAME	1,000,000	40,000	20 minutes	level 9
04/14/2026 12:00	27	9 GAME DRAGON MIX HIGH ROLLER	2,000,000	40,000	25 minutes	level 9

LEVEL	TYPE	ANTE NLHE/2-7	BRING IN SMALL BLIND	COMPLETION BIG BLIND	LIMITS
1	LIMIT FLOP / DRAW	-	200	300	300-600
	STUD GAMES	100	100	300	300-600
	POT-LIMIT & NO-LIMIT	200/300	100	200	-
2	LIMIT FLOP / DRAW	-	200	400	400-800
	STUD GAMES	100	100	400	400-800
	POT-LIMIT & NO-LIMIT	200/300	100	200	-
3	LIMIT FLOP / DRAW	-	200	500	500-1,000
	STUD GAMES	100	100	500	500-1,000
	POT-LIMIT & NO-LIMIT	200/300	100	200	-
4	LIMIT FLOP / DRAW	-	300	600	600-1,200
	STUD GAMES	100	200	600	600-1,200
	POT-LIMIT & NO-LIMIT	300/400	100	300	-
5	LIMIT FLOP / DRAW	-	400	800	800-1,600
	STUD GAMES	200	200	800	800-1,600
	POT-LIMIT & NO-LIMIT	400/600	200	400	-
15 minutes break					
6	LIMIT FLOP / DRAW	-	500	1,000	1,000-2,000
	STUD GAMES	200	300	1,000	1,000-2,000
	POT-LIMIT & NO-LIMIT	500/800	300	500	-
7	LIMIT FLOP / DRAW	-	500	1,000	1,000-2,000
	STUD GAMES	200	300	1,000	1,000-2,000
	POT-LIMIT & NO-LIMIT	500/800	300	500	-
8	LIMIT FLOP / DRAW	-	600	1,200	1,200-2,400
	STUD GAMES	300	300	1,000	1,200-2,400
	POT-LIMIT & NO-LIMIT	600/900	300	600	-
9	LIMIT FLOP / DRAW	-	800	1,500	1,500-3,000
	STUD GAMES	300	500	1,500	1,500-3,000
	POT-LIMIT & NO-LIMIT	800/1,200	400	800	-
15 minutes break / remove 100's					
10	LIMIT FLOP / DRAW	-	1,000	2,000	2,000-4,000
	STUD GAMES	500	500	2,000	2,000-4,000
	POT-LIMIT & NO-LIMIT	1,000/1,500	500	1,000	-
11	LIMIT FLOP / DRAW	-	1,500	2,500	2,500-5,000
	STUD GAMES	500	1,000	2,500	2,500-5,000
	POT-LIMIT & NO-LIMIT	1,500/2,000	500	1,500	-
12	LIMIT FLOP / DRAW	-	1,500	3,000	3,000-6,000
	STUD GAMES	500	1,000	3,000	3,000-6,000
	POT-LIMIT & NO-LIMIT	1,500/2,000	500	1,500	-
13	LIMIT FLOP / DRAW	-	2,000	4,000	4,000-8,000
	STUD GAMES	1,000	1,000	4,000	4,000-8,000
	POT-LIMIT & NO-LIMIT	2,000/3,000	1,000	2,000	-
14	LIMIT FLOP / DRAW	-	2,500	5,000	5,000-10,000
	STUD GAMES	1,000	1,000	5,000	5,000-10,000
	POT-LIMIT & NO-LIMIT	2,500/3,500	1,000	2,500	-
15	LIMIT FLOP / DRAW	-	3,000	6,000	6,000-12,000
	STUD GAMES	1,500	2,000	6,000	6,000-12,000
	POT-LIMIT & NO-LIMIT	3,000/4,500	1,500	3,000	-
15 minutes break / remove 500's					
16	LIMIT FLOP / DRAW	-	4,000	8,000	8,000-16,000
	STUD GAMES	2,000	2,000	8,000	8,000-16,000
	POT-LIMIT & NO-LIMIT	4,000/6,000	2,000	4,000	-
17	LIMIT FLOP / DRAW	-	5,000	10,000	10,000-20,000
	STUD GAMES	2,000	3,000	10,000	10,000-20,000
	POT-LIMIT & NO-LIMIT	5,000/8,000	3,000	5,000	-
18	LIMIT FLOP / DRAW	-	6,000	12,000	12,000-24,000
	STUD GAMES	3,000	3,000	12,000	12,000-24,000
	POT-LIMIT & NO-LIMIT	6,000/9,000	3,000	6,000	-
19	LIMIT FLOP / DRAW	-	8,000	15,000	15,000-30,000
	STUD GAMES	3,000	5,000	15,000	15,000-30,000
	POT-LIMIT & NO-LIMIT	8,000/12,000	4,000	8,000	-
20	LIMIT FLOP / DRAW	-	10,000	20,000	20,000-40,000
	STUD GAMES	5,000	5,000	20,000	20,000-40,000
	POT-LIMIT & NO-LIMIT	10,000/15,000	5,000	10,000	-
21	LIMIT FLOP / DRAW	-	10,000	25,000	25,000-50,000
	STUD GAMES	5,000	7,000	25,000	25,000-50,000
	POT-LIMIT & NO-LIMIT	12,000/18,000	6,000	12,000	-
22	LIMIT FLOP / DRAW	-	15,000	30,000	30,000-60,000
	STUD GAMES	10,000	10,000	30,000	30,000-60,000
	POT-LIMIT & NO-LIMIT	15,000/25,000	10,000	15,000	-

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- 6 handed event (7 Handed FT).
- Game changes every 6 hands.
- Redraws at Final Table only.

9 GAME
No Limit Hold'em
Limit 2-7 Lowball Triple Draw
Seven Card Stud
Limit Hold'em
Limit Omaha Hi-Lo 8 or Better
No-Limit 2-7 Lowball Single Draw
Seven Card Stud Razz
Pot Limit Omaha
Seven Card Stud Hi-Lo 8 or Better



RDPT⁺ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#9 - DRAGON'S GATE HIGH ROLLER

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/11/2026 15:00	9	DRAGON'S GATE HIGH ROLLER DAY 1	5,000,000	300,000	40 minutes	Level 14 On Day 2
04/12/2026 13:00	9	DRAGON'S GATE HIGH ROLLER DAY 2	5,000,000	300,000	40 minutes	Level 14 On Day 2

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Late Registration will last up to end of level 14 on DAY 2, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Tournament clock will start at event starting time.
- 10% admin fee and 3% Staff Charge.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws for day 2, at 3 Tables and Final Table.
- Shot Clock will be introduced into play at the start of the event. (See Shot Clock Rules for details).
- Each player will receive ten (10) Time Bank cards until end of 1st level.
- Time Bank cards will be reduced 1 every level, until reaches level 6 and capped at five (5) Time Bank cards.
- Players will get five (5) more Time Bank cards at the end of the registration Period and 5 extras upon reaching the Final table.
- Shot Clock and Time Bank cards for this event will be 30 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 17.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	1,000	1,000
2	1,000	1,000	1,000
3	1,000	1,500	1,500
15 minutes break			
4	1,000	2,000	2,000
5	1,500	2,500	2,500
6	1,500	3,000	3,000
15 minutes break / remove 500's			
7	2,000	4,000	4,000
8	2,000	4,000	4,000
9	3,000	5,000	5,000
15 minutes break			
10	3,000	5,000	5,000
11	3,000	6,000	6,000
12	4,000	8,000	8,000
END OF DAY 1			
13	5,000	10,000	10,000
14	6,000	12,000	12,000
15 minutes break / reg closes / remove 1,000's			
15	10,000	15,000	15,000
16	10,000	20,000	20,000
17	15,000	25,000	25,000
15 minutes break			
18	15,000	30,000	30,000
19	20,000	40,000	40,000
20	25,000	50,000	50,000
15 minutes break			
21	30,000	60,000	60,000
22	40,000	80,000	80,000
23	50,000	100,000	100,000
15 minutes break / remove 5,000's			
24	75,000	125,000	125,000
25	75,000	150,000	150,000
26	100,000	200,000	200,000
15 minutes break			
27	125,000	250,000	250,000
28	150,000	300,000	300,000
29+	TD's Discretion		



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EVENT SCHEDULE APRIL 10 - 21, 2026

#13 - DRAGON'S HOARD PKO

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	BOUNTY	STACK	DURATION	REG. CLOSES AFTER
04/12/2026 12:00	13	THE DRAGON'S HOARD (PKO) DAY 1A	1,800,000	400,000	40,000	30 minutes	level 9
04/12/2026 18:00	13	THE DRAGON'S HOARD (PKO) DAY 1B	1,800,000	400,000	40,000	30 minutes	level 9
04/13/2026 12:00	13	THE DRAGON'S HOARD (PKO) DAY 2				30 minutes	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

- Players registering late, alternates and re-entries will be issued a full starting stack.

- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

- 4% Staff Charge, In the money is 15% of the field. Players must qualify to DAY 2 to be in the money.

- Players are NOT allowed to forfeit their stack or play another flight if already qualified for day 2. This is a progressive knockout event. Redraws for day 2, at 3 Tables and Final Table.

- Shot Clock will be introduced into play on at TD's discretion. (See Shot Clock Rules for details).

- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards at the start of Day 2 and 5 more when we reach Final Table.

- Shot Clock and Time Bank cards for these events will be 20 seconds.

- Transition to Hands-Per-Level at Final Table.

- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.

- This means each level will consist of a predetermined number of hands rather than a fixed time duration.

- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

- The number of hands remaining for each level will always be displayed to players.

- The number of hands per level will be 13.

STRUCTURE

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



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EVENT SCHEDULE APRIL 10 - 21, 2026

#16 - NLH SHORT DECK

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/12/2026 17:00	16	NLH SHORT DECK	2,000,000	100,000*3	20 minutes	level 8

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Each Player will start with 3 Bullets of 100,000 Chips each.
- Player may choose to play how many bullet before the hand starts.
- Multiple re-entry is allowed until the end of the registration.
- All Bullets must put into play at the start of Level 8.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 9.

STRUCTURE

LEVEL	ANTE	BUTTON
1	500	1,000
2	1,000	2,000
3	1,500	3,000
4	2,000	4,000
5	2,500	5,000
6	3,000	6,000
7	4,000	8,000
8	5,000	10,000
9	6,000	12,000
10	8,000	16,000
11	10,000	20,000
12	12,000	24,000
13	15,000	30,000
14	20,000	40,000
15	25,000	50,000
16	30,000	60,000
17	40,000	80,000
18	50,000	100,000
19	60,000	120,000
20	80,000	160,000
21	100,000	200,000
22	125,000	250,000
23	150,000	300,000
24	200,000	400,000
25	300,000	500,000
26	300,000	600,000
27	400,000	800,000
28	500,000	1,000,000
29+	TD's Discretion	



RDPT+ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#20 - BABY DRAGON+

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/13/2026 12:00	20	BABY DRAGON PLUS DAY 1A	2,200,000	40,000	40 minutes	level 9
04/13/2026 19:00	20	BABY DRAGON PLUS DAY 1B (TURBO)	2,200,000	40,000	20 minutes	level 9
04/14/2026 12:00	20	BABY DRAGON PLUS DAY 1C	2,200,000	40,000	40 minutes	level 9
04/14/2026 19:00	20	BABY DRAGON PLUS DAY 1D (TURBO)	2,200,000	40,000	20 minutes	level 9
04/15/2026 12:00	20	BABY DRAGON PLUS DAY 2			40 minutes	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field. Players must qualify to DAY 2 to be in the money.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws for day 2, at 3 Tables and Final Table.
- This is a best stack forward event.
- Shot Clock will be introduced into play on at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards at the start of Day 2 and 5 more when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 17.

STRUCTURE

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



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EVENT SCHEDULE APRIL 10 - 21, 2026

#22 - RED DRAGON PRESTIGE HIGH ROLLER

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/13/2026 15:00	22	RED DRAGON PRESTIGE HIGH ROLLER DAY 1	8,000,000	300,000	40 minutes	Level 14 On Day 2
04/14/2026 13:00	22	RED DRAGON PRESTIGE HIGH ROLLER DAY 2	8,000,000	300,000	60 minutes	Level 14 On Day 2
04/15/2026 13:00	22	RED DRAGON PRESTIGE HIGH ROLLER DAY 3			60 minutes	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Late Registration will last up to end of level 14 on DAY 2, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Tournament clock will start at event starting time.
- 9% admin fee and 3% Staff Charge.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws for day 2, at 3 Tables and Final Table.
- Shot Clock will be introduced into play at the start of the event. (See Shot Clock Rules for details).
- Each player will receive ten (10) Time Bank cards until end of 1st level. Time Bank cards will be reduced 1 every level, until reaches level 6 and capped at five (5) Time Bank cards.
- Players will get five (5) more Time Bank cards at the end of the Registration Period and 5 extras upon reaching the Final table.
- Shot Clock and Time Bank cards for this event will be 30 seconds.
- Day 1 there will be 12 levels of play.
- Day 2 registration closes after level 14 and play will end once final table has been reach.
- Day 3 Final table.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 25.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	1,000	1,000
2	1,000	1,000	1,000
3	1,000	1,500	1,500
15 minutes break			
4	1,000	2,000	2,000
5	1,500	2,500	2,500
6	1,500	3,000	3,000
15 minutes break / remove 500's			
7	2,000	4,000	4,000
8	2,000	4,000	4,000
9	3,000	5,000	5,000
15 minutes break			
10	3,000	5,000	5,000
11	3,000	6,000	6,000
12	4,000	8,000	8,000
END OF DAY 1			
13	5,000	10,000	10,000
14	6,000	12,000	12,000
15 minutes break / reg closes / remove 1,000's			
15	10,000	15,000	15,000
16	10,000	20,000	20,000
15 minutes break			
17	15,000	25,000	25,000
18	15,000	30,000	30,000
60 minutes dinner break			
19	20,000	40,000	40,000
20	25,000	50,000	50,000
15 minutes break			
21	30,000	60,000	60,000
22	40,000	80,000	80,000
15 minutes break / remove 5,000's			
23	50,000	100,000	100,000
24	75,000	125,000	125,000
15 minutes break			
25	75,000	150,000	150,000
26	100,000	200,000	200,000
15 minutes break			
27	125,000	250,000	250,000
28	150,000	300,000	300,000
29	200,000	400,000	400,000
30+	TD's Discretion		



RDPT+ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#24 - BIG BET MIX

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/13/2026 20:00	24	BIG BET MIX	500,000	25,000	15 minutes	level 9

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- 6 handed event (7 Handed FT).
- 6 hands per game, dealers will keep track of hands played.

STRUCTURE			
LEVEL	ANTE NLH / 2-7	BRING IN SMALL BLIND	COMPLETION BIG BLIND
1	200/300	100	200
2	200/300	100	200
3	200/400	100	300
4	200/400	100	300
5	400/600	200	400
6	400/600	200	400
7	500/800	300	500
8	600/900	300	600
9	800/1,200	400	800
15 minutes break			
10	1,000/1,500	500	1,000
11	1,500/2,500	1000	1,500
12	2,000/3,000	1,000	2,000
15 minutes break / remove 100's			
13	2,500/3,500	1,000	2,500
14	3,000/4,500	1,500	3,000
15	4,000/6,000	2,000	4,000
16	5,000/8,000	3,000	5,000
17	6,000/9,000	3,000	6,000
18	8,000/12,000	4,000	8,000
19	10,000/15,000	5,000	10,000
15 minutes break / remove 500's			
20	12,000/18,000	6,000	12,000
21	15,000/25,000	10,000	15,000
22	20,000/30,000	10,000	20,000
23	25,000/35,000	10,000	25,000
24	30,000/45,000	15,000	30,000
25	40,000/60,000	20,000	40,000

BIG BET MIX
Pot-Limit Big O
No-Limit Hold'em
No-Limit 2-7 Lowball Single Draw
Pot-Limit Omaha Hi-Lo 8 or Better
No-Limit 5-Card Draw High
Pot-Limit Omaha
Pot-Limit 2-7 Lowball Triple Draw



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EVENT SCHEDULE APRIL 10 - 21, 2026

#29, #48 - SINGLE DAY HIGH ROLLER

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/14/2026 17:00	29	SINGLE DAY HIGH ROLLER	5,000,000	100,000	20 minutes	level 10
04/17/2026 17:00	48	SINGLE DAY HIGH ROLLER	5,000,000	100,000	20 minutes	level 10

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 9.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	300	500	500
2	300	600	600
3	400	800	800
4	500	1,000	1,000
5	1,000	1,000	1,000
6	1,000	1,500	1,500
7	1,000	2,000	2,000
8	1,500	2,500	2,500
9	1,500	3,000	3,000
10	2,000	4,000	4,000
11	3,000	5,000	5,000
12	3,000	6,000	6,000
13	4,000	8,000	8,000
14	5,000	10,000	10,000
15	10,000	10,000	10,000
16	10,000	15,000	15,000
17	10,000	20,000	20,000
18	15,000	25,000	25,000
19	15,000	30,000	30,000
20	20,000	40,000	40,000
21	25,000	50,000	50,000
22	30,000	60,000	60,000
23	40,000	80,000	80,000
24	50,000	100,000	100,000
25	50,000	125,000	125,000
26+	TD's Discretion		



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EVENT SCHEDULE APRIL 10 - 21, 2026

#31, #50, #63, #70 - HYPER TURBO HIGH ROLLER

DATE / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/14/2026 21:00	31	NLH HYPER TURBO HIGH ROLLER	2,000,000	100,000	10 minutes	level 4
04/17/2026 21:00	50	NLH HYPER TURBO HIGH ROLLER	2,000,000	100,000	10 minutes	level 4
04/19/2026 21:00	63	NLH HYPER TURBO HIGH ROLLER	2,000,000	100,000	10 minutes	level 4
04/21/2026 17:00	70	NLH TURBO HIGH ROLLER	2,500,000	100,000	15 minutes	level 4

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 4, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- First 4 levels of play will be 30 minutes. All other levels will be as shown on the clock. (10 or 15 minutes).
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge. In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be (10 minutes = 7) & (15 minutes = 9).

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	1,000	1,000
2	1,000	2,000	2,000
3	1,500	3,000	3,000
4	2,000	4,000	4,000
15 minutes break / registration closes / remove 500's			
5	3,000	5,000	5,000
6	3,000	6,000	6,000
7	4,000	8,000	8,000
8	5,000	10,000	10,000
9	10,000	10,000	10,000
10	10,000	15,000	15,000
11	10,000	20,000	20,000
12	15,000	25,000	25,000
13	15,000	30,000	30,000
14	20,000	40,000	40,000
15	25,000	50,000	50,000
16	30,000	60,000	60,000
17	40,000	80,000	80,000
18	50,000	100,000	100,000
19	75,000	125,000	125,000
20	75,000	150,000	150,000



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EVENT SCHEDULE APRIL 10 - 21, 2026

#33 - RED DRAGON PLUS CHAMPIONSHIP

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/15/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1A (GTD: 1.8B KRW)	4,000,000	80,000	60 minutes	Start On Day 2
04/16/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1B (GTD: 1.8B KRW)	4,000,000	80,000	60 minutes	Start On Day 2
04/17/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1C (GTD: 1.8B KRW)	4,000,000	80,000	60 minutes	Start On Day 2
04/17/2026 17:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 1D TURBO (GTD: 1.8B KRW)	4,000,000	80,000	30 minutes	Start On Day 2
04/18/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 2 (GTD: 1.8B KRW)	4,000,000	80,000	90 minutes	Start On Day 2
04/19/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 3			90 minutes	
04/20/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP DAY 4			90 minutes	
04/21/2026 12:00	33	RED DRAGON PLUS CHAMPIONSHIP FINAL DAY			36 Hands	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter.
- Late Registration will closed at the start of DAY 2.

LENGTH OF PLAY:

Day 1: 10 levels of 60 minutes each. 15 minute break every 2 levels. 60 minute dinner break after level 6. Except for Day 1 D.

Day 2: 6 levels of 90 minutes each. 15 minute break after every level. Dinner break to be determined.

Day 3: 6 levels of 90 minutes each or 24 players. 15 minute break after every level. Dinner break to be determined.

Day 4: 90 minute levels and play down to Final Table.

Day 5: Final table will play 36 hands per levels.

- This event will be played 8 handed. (*9 handed if needed)
- This is a best stack forward event.
- Redraws at the end of each day. Then redraws will take place at 3 Tables, 2 Tables and Final Table.
- Shot Clock will be introduced into play on level 15 or tournament field is one table off the money. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) more Time Bank cards on each additional day and Five (5) more Time Bank cards when we reach the Final Table.
- Shot Clock and Time Bank cards for this event will be 30 seconds.
- 4% Staff Charge. 15% of the field will be in the money.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 36.

STRUCTURE

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



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EVENT SCHEDULE APRIL 10 - 21, 2026

#34 - LIMIT 2 TO 7 TRIPLE DRAW

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/15/2026 13:00	34	LIMIT 2 TO 7 TRIPLE DRAW	800,000	30,000	20 minutes	level 8

RULES AND INFORMATION

- All tournaments are subject to regulatory approval.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field, Play 6 Handed.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	LIMITS
1	100	200	200 - 400
2	200	300	300 - 600
3	200	400	400 - 800
4	300	500	500 - 1000
15 minutes break			
5	300	500	500 - 1000
6	300	600	600 - 1,200
7	400	800	800 - 1,600
8	500	1,000	1,000 - 2,000
15 minutes break / reg. closes			
9	500	1,000	1,000 - 2,000
10	1,000	1,500	1,500 - 3,000
11	1,000	2,000	2,000 - 4,000
12	1,500	2,500	2,500 - 5,000
13	1,500	3,000	3,000 - 6,000
14	2,000	4,000	4,000 - 8,000
15 minutes break / remove 100's & 500's			
15	3,000	5,000	5,000 - 10,000
16	3,000	6,000	6,000 - 12,000
17	4,000	8,000	8,000 - 16,000
18	5,000	10,000	10,000 - 20,000
19	10,000	15,000	15,000 - 30,000
20	10,000	20,000	20,000 - 40,000
21	15,000	25,000	25,000 - 50,000
15 minutes break / remove 1,000's			
22	15,000	30,000	30,000 - 60,000
23	20,000	40,000	40,000 - 80,000
24	25,000	50,000	50,000 - 100,000
25	30,000	60,000	60,000 - 120,000
26	40,000	80,000	80,000 - 160,000
27	50,000	100,000	100,000 - 200,000



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EVENT SCHEDULE APRIL 10 - 21, 2026

#35 - SUPER U CHALLENGE

Date / TIME	#	EVENT NAME	BUY-IN (USDT)	STACK	DURATION	REG. CLOSES AFTER
04/15/2026 15:00	35	SUPER U CHALLENGE DAY 1	8,000	300,000	40 minutes	Level 14 On Day 2
04/16/2026 13:00	35	SUPER U CHALLENGE DAY 2	8,000	300,000	40 minutes	Level 14 On Day 2

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 14 on Day 2, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Tournament clock will start at event starting time.
- 3% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play at the start of the event. (See Shot Clock Rules for details).
- Each player will receive ten (10) Time Bank cards until end of 1st level. Time Bank cards will be reduced 1 every level, until reaches level 6 and capped at five (5) Time Bank cards.
- Players will get five (5) more Time Bank cards at the end of the Registration Period and 5 extras upon reaching the Final table.
- Shot Clock and Time Bank cards for this event will be 30 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 17.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	1,000	1,000
2	1,000	1,000	1,000
3	1,000	1,500	1,500
15 minutes break			
4	1,000	2,000	2,000
5	1,500	2,500	2,500
6	1,500	3,000	3,000
15 minutes break / remove 500's			
7	2,000	4,000	4,000
8	2,000	4,000	4,000
9	3,000	5,000	5,000
15 minutes break			
10	3,000	5,000	5,000
11	3,000	6,000	6,000
12	4,000	8,000	8,000
END OF DAY 1			
13	5,000	10,000	10,000
14	6,000	12,000	12,000
15 minutes break / reg closes / remove 1,000's			
15	10,000	15,000	15,000
16	10,000	20,000	20,000
17	15,000	25,000	25,000
15 minutes break			
18	15,000	30,000	30,000
19	20,000	40,000	40,000
20	25,000	50,000	50,000
60 minutes dinner break			
21	30,000	60,000	60,000
22	40,000	80,000	80,000
23	50,000	100,000	100,000
15 minutes break			
24	75,000	125,000	125,000
25	75,000	150,000	150,000
26	100,000	200,000	200,000
15 minutes break			
27	125,000	250,000	250,000
28	150,000	300,000	300,000
29	200,000	400,000	400,000
30+	TD's Discretion		



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EVENT SCHEDULE APRIL 10 - 21, 2026

#37, #49 - NO LIMIT SINGLE DRAW

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/15/2026 20:00	37	NL 2 TO 7 SINGLE DRAW	500,000	25,000	15 minutes	level 8
04/17/2026 20:00	49	NO LIMIT 5 CARD DRAW HIGH	500,000	25,000	15 minutes	level 8

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	300
2	100	200	300
3	100	300	400
4	200	400	600
5	200	400	600
6	300	600	900
7	400	800	1,200
8	500	1,000	1,500
15 minutes break / remove 100's / End of Registration			
9	1,000	1,000	2,000
10	1,000	1,500	2,500
11	1,000	2,000	3,000
12	1,000	2,500	3,500
13	1,500	3,000	4,500
14	2,000	4,000	6,000
15	2,500	5,000	7,500
16	3,000	6,000	9,000
15 minutes break / remove 500's			
17	4,000	8,000	12,000
18	5,000	10,000	15,000
19	6,000	12,000	18,000
20	8,000	16,000	24,000
21	10,000	20,000	30,000
22	10,000	25,000	35,000
15 minutes break / remove 1,000's			
23	15,000	30,000	45,000
24	20,000	40,000	60,000
25	25,000	50,000	75,000
26	30,000	60,000	90,000
27	40,000	80,000	120,000
28	50,000	100,000	150,000
29+	TD's Discretion		



#46 - LIMIT 7 CARD STUD MIXED

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/17/2026 13:00	46	LIMIT 7 CARD STUD MIXED	800,000	30,000	20 minutes	level 8

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Games are 7 CARD STUD / 7 CARD STUD HI-LO 8 or BETTER / RAZZ. Games will change every 4 hands.
- 8 handed event.(9 Handed FT)

STRUCTURE					
LEVEL	ANTE	BRING IN	COMPLETION	LIMITS	
1	100	100	300	300	600
2	100	100	300	300	600
3	100	100	400	400	800
4	100	200	500	500	1000
5	100	200	600	600	1200
6	100	200	800	800	1600
7	200	300	1000	1000	2000
8	200	300	1000	1000	2000
9	200	300	1200	1200	2400
10	300	500	1500	1500	3000
11	300	500	2000	2000	4000
12	500	1000	2500	2500	5000
13	500	1000	3000	3000	6000
14	1000	1000	4000	4000	8000
15	1000	2000	5000	5000	10000
16	1500	2000	6000	6000	12000
17	2000	2000	8000	8000	16000
18	2000	3000	10000	10000	20000
19	3000	3000	12000	12000	24000
20	3000	5000	15000	15000	30000
21	5000	5000	20000	20000	40000
22	10000	10000	25000	25000	50000
23	10000	10000	30000	30000	60000
24	10000	10000	40000	40000	80000
25	10000	15000	50000	50000	100000
26	15000	20000	60000	60000	120000
27	20000	20000	80000	80000	160000
28	20000	30000	100000	100000	200000



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EVENT SCHEDULE APRIL 10 - 21, 2026

#52 - RED DRAGON MINI MAIN+

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/18/2026 12:00	52	RED DRAGON+ MINI MAIN EVENT DAY 1A	2,500,000	40,000	30 minutes	level 9
04/18/2026 18:00	52	RED DRAGON+ MINI MAIN EVENT DAY 1B TURBO	2,500,000	40,000	20 minutes	level 9
04/19/2026 12:00	52	RED DRAGON+ MINI MAIN EVENT DAY 2			40 minutes	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack. Best stack forward.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- This is a best stack forward event.
- 4% Staff Charge, In the money is 15% of the field. Players must qualify to DAY 2 to be in the money.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws for day 2, at 3 Tables and Final Table.
- Shot Clock will be introduced into play at the start of Day 2 or at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards at the start of Day 2 and 5 more when we reach Final Table.
- Shot Clock and Time Bank cards for this event will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 17.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
15 minutes break			
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	1,000	1,000	1,000
9	1,000	1,500	1,500
15 minutes break / End of Registration			
10	1,000	2,000	2,000
11	1,500	2,500	2,500
12	1,500	3,000	3,000
13	2,000	4,000	4,000
30 minutes break / remove 500's			
14	3,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
15 minutes break / remove 1,000's			
18	10,000	10,000	10,000
19	10,000	15,000	15,000
20	10,000	20,000	20,000
21	15,000	25,000	25,000
15 minutes break			
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
25	30,000	60,000	60,000
15 minutes break / remove 5,000's			
26	50,000	75,000	75,000
27	50,000	100,000	100,000
28	50,000	125,000	125,000
29	75,000	150,000	150,000
30	100,000	200,000	200,000
31	125,000	250,000	250,000
32	150,000	300,000	300,000
33	200,000	400,000	400,000
34	TD's Discretion		



RDPT+ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#54 - RED DRAGON PRESTIGE SUPER HIGH ROLLER

Date / TIME	#	EVENT NAME	BUY-IN (USDT)	STACK	DURATION	REG. CLOSES AFTER
04/18/2026 15:00	54	RED DRAGON PRESTIGE SUPER HIGH ROLLER DAY 1	20,000	600,000	40 minutes	Level 14 On Day 2
04/19/2026 13:00	54	RED DRAGON PRESTIGE SUPER HIGH ROLLER DAY 2	20,000	600,000	40 minutes	Level 14 On Day 2

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Late Registration will last up to end of level 14 on DAY 2, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Tournament clock will start at event starting time.
- 2% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws for day 2, at 3 Tables and Final Table.
- Shot Clock will be introduced into play at the start of the event. (See Shot Clock Rules for details).
- Each player will receive ten (10) Time Bank cards until end of 1st level.
- Time Bank cards will be reduced 1 every level, until reaches level 6 and capped at five (5) Time Bank cards.
- Players will get five (5) more Time Bank cards at the end of the Registration Period and 5 extras upon reaching the Final table.
- Shot Clock and Time Bank cards for this event will be 30 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 17.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	1,000	2,000	2,000
2	2,000	3,000	3,000
3	2,000	4,000	4,000
15 minutes break			
4	3,000	5,000	5,000
5	3,000	6,000	6,000
6	4,000	8,000	8,000
15 minutes break			
7	4,000	8,000	8,000
8	5,000	10,000	10,000
9	5,000	10,000	10,000
15 minutes break			
10	6,000	12,000	12,000
11	6,000	12,000	12,000
12	10,000	15,000	15,000
End of DAY 1 / Remove 1,000's			
13	10,000	20,000	20,000
14	15,000	25,000	25,000
15 minutes break / registration closes			
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000
15 minutes break			
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
15 minutes break / remove 5,000's			
21	75,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
15 minutes break			
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
27+	TD's Discretion		



RDPT⁺ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#60 - DRAGON EGG

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	BOUNTY	STACK	DURATION	REG. CLOSES AFTER
04/19/2026 14:00	60	DRAGON EGG MYSTERY BOUNTY DAY 1A	4,500,000	2,000,000	40,000	40 minutes	level 9
04/20/2026 12:00	60	DRAGON EGG MYSTERY BOUNTY DAY 1B	4,500,000	2,000,000	40,000	40 minutes	level 9
04/20/2026 19:00	60	DRAGON EGG MYSTERY BOUNTY DAY 1C TURBO	4,500,000	2,000,000	40,000	20 minutes	level 9
04/21/2026 12:00	60	DRAGON EGG MYSTERY BOUNTY DAY 2				40 minutes	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- Tournament clock will start at event starting time.
- Each flight plays to 20% of the field. Mystery Bounties will go in to play at the start of day 2.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws for day 2, at 3 Tables and Final Table.
- Shot Clock will be introduced into play on at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards at the start of Day 2 and 5 more when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 17.

STRUCTURE

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



RDPT+ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

**#8, #15, #23, #28, #36, #41, #42
#47, #55, #61, #62, #65, #66, #69**

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	BOUNTY	STACK	DURATION	REG. CLOSES AFTER
04/11/2026 14:00	8	NLH	800,000		30,000	20 minutes	level 10
04/12/2026 14:00	15	NLH	1,000,000		30,000	20 minutes	level 10
04/13/2026 15:00	23	NLH BOUNTY	1,000,000	200,000	30,000	20 minutes	level 10
04/14/2026 15:00	28	NLH MEGA STACK	1,200,000		30,000	20 minutes	level 10
04/15/2026 16:00	36	SURVIVOR BIG BOUNTY NLH (20 % OF THE FIELD)	1,500,000	700,000	30,000	20 minutes	level 10
04/16/2026 15:00	41	LADY DRAGON+	1,000,000		30,000	20 minutes	level 10
04/16/2026 16:00	42	NLH DEEP STACK	1,200,000		30,000	20 minutes	level 10
04/17/2026 15:00	47	NLH PROGRESSIVE BOUNTY	1,000,000	200,000	30,000	20 minutes	level 10
04/18/2026 15:00	55	NLH SINGLE DAY MYSTERY BOUNTY	1,500,000	500,000	30,000	20 minutes	level 10
04/19/2026 16:00	61	NLH BABY DRAGON TURBO	1,500,000		30,000	20 minutes	level 10
04/19/2026 19:00	62	SUPER HOLD'EM (3 CARDS)	800,000		25,000	15 minutes	level 8
04/20/2026 15:00	65	NLH BOUNTY	1,500,000	300,000	30,000	20 minutes	level 10
04/20/2026 17:00	66	NLH MEGA STACK TURBO	1,000,000		30,000	15 minutes	level 10
04/21/2026 14:00	69	THE DRAGON'S ASCENT FINALE	1,500,000		30,000	20 minutes	level 10

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 10 except for event #62 level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play on the first break after registration closes or at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 9 - 20 minute blinds and 15 minute blinds 7.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	300	600	600
7	400	800	800
8	400	800	800
9	500	1,000	1,000
10	1000	1,000	1,000
11	1,000	1,500	1,500
12	1,000	2,000	2,000
13	1,500	2,500	2,500
14	1,500	3,000	3,000
15	2,000	4,000	4,000
16	3,000	5,000	5,000
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	10,000	10,000	10,000
21	10,000	15,000	15,000
22	10,000	20,000	20,000
23	15,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
28	40,000	80,000	80,000
29	50,000	100,000	100,000
30+	75,000	125,000	125,000



RDPT⁺ PLUS

EVENT SCHEDULE APRIL 10 - 21, 2026

#5, #11, #18, #25, #30, #38, #44, #57, #67, #71

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	BOUNTY	STACK	DURATION	REG. CLOSES AFTER
04/10/2026 21:00	5	NLH HYPER TURBO	600,000		50,000	10 minutes	level 3
04/11/2026 21:00	11	NLH WIN THE BUTTON HYPER BOUNTY TURBO	600,000	150,000	50,000	10 minutes	level 3
04/12/2026 21:00	18	NLH HYPER TURBO	600,000		50,000	10 minutes	level 3
04/13/2026 21:00	25	NLH BOUNTY HYPER TURBO	600,000	150,000	50,000	10 minutes	level 3
04/14/2026 20:00	30	NLH DOUBLE BOARD BOMB POT	500,000		50,000	10 minutes	level 3
04/15/2026 21:00	38	NLH HYPER TURBO	600,000		50,000	10 minutes	level 3
04/16/2026 21:00	44	NLH BOUNTY HYPER TURBO	600,000	150,000	50,000	10 minutes	level 3
04/18/2026 21:00	57	NLH HYPER TURBO	600,000		50,000	10 minutes	level 3
04/20/2026 21:00	67	NLH WIN THE BUTTON HYPER BOUNTY TURBO	600,000	150,000	50,000	10 minutes	level 3
04/21/2026 19:00	71	NLH HYPER TURBO	600,000		50,000	10 minutes	level 3

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 3, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Levels 1, 2 & 3 will be played for 30 minutes. Levels 4 & up will be played for 10 minutes.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play on the first break after registration closes or at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 5.
- Double Board Bomb Pot Event ANTE ONLY.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	500	500
2	500	1,000	1,000
3	1,000	1,500	1,500
15 minutes break / registration closes / chip race 500			
4	1,000	2,000	2,000
5	2,000	3,000	3,000
6	2,000	4,000	4,000
7	3,000	5,000	5,000
8	3,000	6,000	6,000
9	4,000	8,000	8,000
10	5,000	10,000	10,000
11	6,000	12,000	12,000
15 minutes break / chip race 1,000's			
12	10,000	15,000	15,000
13	10,000	20,000	20,000
14	15,000	30,000	30,000
15	20,000	40,000	40,000
16	25,000	50,000	50,000
17	30,000	60,000	60,000
18	40,000	80,000	80,000
19	50,000	100,000	100,000
20	60,000	120,000	120,000



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EVENT SCHEDULE APRIL 10 - 21, 2026

#6, #12, #19, #26, #32, #39, #45, #51, #58, #64, #68, #72 NLH SUPER HYPER TURBO

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/10/2026 23:00	6	NLH SUPER HYPER TURBO	300,000	50,000	5 minutes	level 3
04/11/2026 23:00	12	NLH SUPER HYPER TURBO	300,000	50,000	5 minutes	level 3
04/12/2026 23:00	19	NLH SUPER HYPER TURBO	300,000	50,000	5 minutes	level 3
04/13/2026 23:00	26	NLH SUPER HYPER TURBO	300,000	50,000	5 minutes	level 3
04/14/2026 23:00	32	NLH SUPER HYPER TURBO	400,000	50,000	5 minutes	level 3
04/15/2026 23:00	39	NLH SUPER HYPER TURBO	400,000	50,000	5 minutes	level 3
04/16/2026 23:00	45	NLH SUPER HYPER TURBO	400,000	50,000	5 minutes	level 3
04/17/2026 23:00	51	NLH SUPER HYPER TURBO	350,000	50,000	5 minutes	level 3
04/18/2026 23:00	58	NLH SUPER HYPER TURBO	400,000	50,000	5 minutes	level 3
04/19/2026 23:00	64	NLH SUPER HYPER TURBO	400,000	50,000	5 minutes	level 3
04/20/2026 23:00	68	NLH SUPER HYPER TURBO	300,000	50,000	5 minutes	level 3
04/21/2026 21:00	72	NLH SUPER HYPER TURBO	400,000	50,000	5 minutes	level 3

RULES AND INFORMATION

- All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.
- Must be 19 or older and have a Casino Players Club card in order to play.
- Late Registration will last up to end of level 3, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.
- Levels 1, 2 & 3 will be played for 20 minutes. Levels 4 & up will be played for 5 minutes.
- Players registering late, alternates and re-entries will be issued a full starting stack.
- However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
- Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
- 4% Staff Charge, In the money is 15% of the field.
- Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.
- Shot Clock will be introduced into play on the first break after registration closes or at TD's discretion. (See Shot Clock Rules for details).
- Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.
- Shot Clock and Time Bank cards for these events will be 20 seconds.
- Transition to Hands-Per-Level at Final Table.
- Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.
- This means each level will consist of a predetermined number of hands rather than a fixed time duration.
- After completing the set number of hands for each level, the blinds will increase according to the published blind structure.
- The number of hands remaining for each level will always be displayed to players.
- The number of hands per level will be 3.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	500	500
2	500	1,000	1,000
3	1,000	1,500	1,500
15 minutes break / registration closes / chip race 500			
4	1,000	2,000	2,000
5	2,000	3,000	3,000
6	2,000	4,000	4,000
7	3,000	5,000	5,000
8	3,000	6,000	6,000
9	4,000	8,000	8,000
10	5,000	10,000	10,000
11	6,000	12,000	12,000
15 minutes break / chip race 1,000's			
12	10,000	15,000	15,000
13	10,000	20,000	20,000
14	15,000	30,000	30,000
15	20,000	40,000	40,000
16	25,000	50,000	50,000
17	30,000	60,000	60,000
18	40,000	80,000	80,000
19	50,000	100,000	100,000
20	60,000	120,000	120,000



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EVENT SCHEDULE APRIL 10 - 21, 2026

#2, #4, #10, #14, #17, #21, #40, #43, #53, #56, #59 PLO EVENTS

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
04/10/2026 14:00	2	PLO HI-LO 8 OR BETTER	800,000	25,000	20 minutes	level 8
04/10/2026 20:00	4	PLO HIGH DOUBLE BOARD BOMB POT	500,000	25,000	15 minutes	level 8
04/11/2026 20:00	10	5 CARD PLO HIGH	500,000	25,000	15 minutes	level 8
04/12/2026 13:00	14	BIG O (5 CARD PLO HI-LO 8 OR BETTER)	800,000	25,000	20 minutes	level 8
04/12/2026 20:00	17	5 CARD PLO HIGH DOUBLE BOARD BOMB POT	500,000	25,000	15 minutes	level 8
04/13/2026 13:00	21	PLO SINGLE DAY MYSTERY BOUNTY	1,000,000	30,000	20 minutes	level 8
04/16/2026 13:00	40	PLO BOUNTY	1,000,000	30,000	20 minutes	level 8
04/16/2026 20:00	43	5 CARD PLO HIGH	500,000	25,000	15 minutes	level 8
04/18/2026 12:00	53	BIG EASY HI/LO	800,000	25,000	20 minutes	level 8
04/18/2026 20:00	56	6 CARD PLO - HI	500,000	25,000	15 minutes	level 8
04/19/2026 13:00	59	PLO CHAMPIONSHIP	1,500,000	40,000	20 minutes	level 10

RULES AND INFORMATION

• All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

• Must be 19 or older and have a Casino Players Club card in order to play.

• Late Registration will last up to end of level 8, except for event 59 level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

• Players registering late, alternates and re-entries will be issued a full starting stack.

• However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

• Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

• 4% Staff Charge, In the money is 15% of the field.

• Players are allowed to forfeit their stack before the close of registration in order to re-enter. - Redraws at Final Table only.

• Double Board Bomb Pot Events ANTE ONLY.

• Shot Clock will be introduced into play at TD's discretion. (See Shot Clock Rules for details).

• Each player will receive five (5) Time Bank cards to start. Five (5) additional Time Bank cards when we reach Final Table.

• Shot Clock and Time Bank cards for these events will be 20 seconds.

• Transition to Hands-Per-Level at Final Table.

• Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure.

• This means each level will consist of a predetermined number of hands rather than a fixed time duration.

• After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

• The number of hands remaining for each level will always be displayed to players.

• Events with 10 minute levels - The number of hands per level will be 5.

• Events with 15 minute levels - The number of hands per level will be 7.

• Events with 20 minute levels - The number of hands per level will be 9.

STRUCTURE

LEVEL	BLINDS	ANTE	MIN - MAX
1	100-200	200	200-700
2	200-300	300	300-1100
3	200-400	400	400-1400
4	300-500	500	500-1800
5	300-600	600	600-2100
6	400-800	800	800-2800
7	400-800	800	800-2800
8	500-1000	1,000	1000-3500
9	1000-1000	1,000	1000-4000
10	1000-1500	1,500	1500-5500
11	1000-2000	2,000	2000-7000
12	1500-2500	2,500	2500-9000
13	1500-3000	3,000	3000-10500
14	2000-4000	4,000	4000-14000
15	2500-5000	5,000	5000-17500
16	3000-6000	6,000	6000-21000
17	4000-8000	8,000	8000-28000
18	5000-10000	10,000	10000-35000
19	6000-12000	12,000	12000-42000
20	10000-15000	15,000	15000-55000
21	10000-20000	20,000	20000-70000
22	15000-25000	25,000	25000-90000
23	15000-30000	30,000	30000-105000
24	20000-40000	40,000	40000-140000
25	25000-50000	50,000	50000-175000
26	30000-60000	60,000	60000-210000
27	50000-75000	75,000	75000-275000
28	50000-100000	100,000	100000-350000
29+		TD's Discretion	