

#APTPhilippines



APT CHAMPIONSHIPS 2018 II PHILIPPINES

OVER PHP 20 MILLION
IN GUARANTEED PRIZE POOLS



Resorts World
MANILA

SEPTEMBER 13 - 24, 2018

RESORTS WORLD MANILA, PHILIPPINES

Main Event Buy In: PHP 55,000

Championships Event Buy In: PHP 82,500

PLAYER GUIDE

1 OUT OF 6 PAY TABLE

PLACES PAID	1	2	3	4	5	6	7	8	9	11	14	18	22	27	36	45	54	63
ENTRIES	1-6	7-12	13-8	19-24	25-30	31-36	37-42	43-48	49-54	61-66	79-84	103-108	127-132	157-162	211-216	265-270	319-324	373-379
PERCENTAGES																		
1	100.000%	70.000%	58.000%	49.159%	42.960%	38.271%	34.572%	31.566%	30.531%	28.905%	27.050%	25.198%	23.799%	22.461%	20.666%	19.339%	18.328%	17.541%
2		30.000%	27.000%	26.199%	24.796%	23.447%	22.193%	21.044%	20.354%	19.270%	18.033%	16.799%	15.866%	14.974%	13.777%	12.892%	12.219%	11.694%
3			15.000%	15.086%	15.204%	15.096%	14.857%	14.545%	14.069%	13.319%	12.464%	11.611%	10.967%	10.350%	9.523%	8.911%	8.446%	8.083%
4				9.556%	9.979%	10.245%	10.382%	10.424%	10.082%	9.545%	8.932%	8.321%	7.859%	7.417%	6.824%	6.386%	6.052%	5.792%
5					7.062%	7.351%	7.581%	7.745%	7.491%	7.092%	6.637%	6.182%	5.839%	5.511%	5.070%	4.745%	4.497%	4.304%
6						5.591%	5.789%	5.966%	5.771%	5.463%	5.113%	4.763%	4.498%	4.245%	3.906%	3.655%	3.464%	3.315%
7							4.627%	4.765%	4.609%	4.363%	4.083%	3.804%	3.593%	3.391%	3.120%	2.919%	2.767%	2.648%
8								3.946%	3.816%	3.613%	3.381%	3.150%	2.975%	2.808%	2.583%	2.417%	2.291%	2.193%
9									3.277%	3.102%	2.903%	2.704%	2.554%	2.411%	2.218%	2.075%	1.967%	1.883%
10-11										2.663%	2.492%	2.322%	2.193%	2.070%	1.904%	1.782%	1.689%	1.616%
12-14											2.140%	1.993%	1.883%	1.777%	1.635%	1.530%	1.450%	1.388%
15-18												1.711%	1.616%	1.525%	1.404%	1.313%	1.245%	1.191%
19-22													1.388%	1.310%	1.205%	1.128%	1.069%	1.023%
23-27														1.124%	1.035%	0.968%	0.917%	0.878%
28-36															0.888%	0.831%	0.788%	0.754%
37-45																0.714%	0.676%	0.647%
46-54																	0.581%	0.556%
55-63																		0.477%




Notes:

- The above table is a partial representation of the complete pay table, showing only key spots.
- Percentages are rounded to the nearest third decimal place.
- Min cash ranges between 1.45~1.83 times the buyin.
- 1st pays 8 times the 8th place.



EVENT SCHEDULE

		From September 13 - 24		
		Sit N Go's on Demand NLH	From PHP 5,500 - 55,000	
		Sit N Go's on Demand OFC Pineapple (Regular and Progressive)	From PHP 11,000 - 110,000	
1	Thursday, September 13		BUY-IN	FEE
1:00 PM	Event 1A: APT - RWM Opening Event PHP 2 Million GTD Flight 1		PHP 10,000	PHP 1,000
3:00 PM	Special Event: CoinPoker Super High Rollers Day 1		PHP 500,000	2.5% of the Prize Pool
5:00 PM	Event 1B: APT - RWM Opening Event PHP 2 Million GTD Flight 2		PHP 10,000	PHP 1,000
2	Friday, September 14		BUY-IN	FEE
1:00 PM	APT - RWM Opening Event PHP 2 Million GTD Final Day			
2:00 PM	■ Event 2: Head Hunter P HP 4,000 Bounty		PHP 16,000	PHP 1,600
3:00 PM	CoinPoker Super High Rollers Final Day			
5:00 PM	Event 3: Ante Up for Charity <small>(1/3 of prize pool for the benefit of Feed A Child Build A Nation Feeding Program)</small>		PHP 7,500	No fee
6:00 PM	Satellite 1: Main Event		PHP 5,500	PHP 500
3	Saturday, September 15		BUY-IN	FEE
1:00 PM	Main Event PHP 8 Million GTD Day 1A		PHP 50,000	PHP 5,000
2:00 PM	Event 4: Pot Limit Omaha Hi-Lo Split		PHP 15,000	PHP 1,500
5:00 PM	Satellite 2: Last Chance "1 in 5" Main Event		PHP 11,000	PHP 1,000
4	Sunday, September 16		BUY-IN	FEE
1:00 PM	Main Event PHP 8 Million GTD Day 1B		PHP 50,000	PHP 5,000
2:00 PM	Event 5: NLH Single Day Event 1		PHP 15,000	PHP 1,500
6:00 PM	Satellite 3: Championships Event		PHP 8,250	PHP 750
5	Monday, September 17		BUY-IN	FEE
1:00 PM	Main Event PHP 8 Million GTD Day 2			
2:00 PM	■ Event 6: No Limit Hold'em		PHP 15,000	PHP 1,500
5:00 PM	Satellite 4: CoinPoker High Rollers		PHP 11,000	PHP 1,000
6:00 PM	Satellite 5: Championships Event		PHP 8,250	PHP 750
6	Tuesday, September 18		BUY-IN	FEE
1:00 PM	Main Event PHP 8 Million GTD Day 3			
2:00 PM	Event 7: CoinPoker High Rollers Day 1		PHP 100,000	PHP 7,500
3:00 PM	■ Event 8: Pot Limit Omaha Hi 1		PHP 15,000	PHP 1,500
6:00 PM	Satellite 6: Championships Event		PHP 8,250	PHP 750
7	Wednesday, September 19		BUY-IN	FEE
1:00 PM	Event 9: NLH Single Day Event 2		PHP 10,000	PHP 1,000
1:00 PM	CoinPoker High Rollers Final Day			
1:30 PM	Main Event 8 Million GTD FINAL 8			
3:00 PM	Event 10: CoinPoker High Rollers Single Day Shot Clock		PHP 100,000	PHP 7,500
6:00 PM	Satellite 7: Championships Event		PHP 8,250	PHP 750

8 Thursday, September 20		BUY-IN	FEE
1:00 PM	Championships Event PHP 8 Million GTD Day 1A	PHP 75,000	PHP 7,500
3:00 PM	Event 11: NLH Single Day Event 3	PHP 10,000	PHP 1,000
6:00 PM	Satellite 8: Last Chance "1 in 5" Championships Event	PHP 16,500	PHP 1,500
9 Friday, September 21		BUY-IN	FEE
1:00 PM	Championships Event PHP 8 Million GTD Day 1B	PHP 75,000	PHP 7,500
2:00 PM	Event 12: Super Deep Stack Turbo	PHP 10,000	PHP 1,000
5:00 PM	Event 13: Deep Stack Hyper Turbo 1	PHP 5,000	PHP 500
10:00 PM	 CoinPoker Players' Party		
10 Saturday, September 22		BUY-IN	FEE
1:00 PM	Championships Event 8 Million GTD Day 2		
3:00 PM	Event 14: Pot Limit Omaha Hi 2	PHP 20,000	PHP 2,000
6:00 PM	Event 15:  MegaSportsWorld Deep Stack Turbo PHP 750,000 GTD	PHP 5,000	PHP 500
11 Sunday, September 23		BUY-IN	FEE
1:00 PM	Championships Event PHP 8 Million GTD Day 3		
3:00 PM	Event 16: Monster Stack PHP 2 Million GTD Day 1	PHP 25,000	PHP 2,500
6:00 PM	Event 17:  WeLoveSport Deep Stack Turbo	PHP 5,000	PHP 500
12 Monday, September 24		BUY-IN	FEE
1:00 PM	Monster Stack PHP 2 Million GTD Final Day		
1:30 PM	Championships Event PHP 8 Million GTD Final 8		
2:00 PM	Event 18: 6 Handed Turbo w/ Antes	PHP 10,000	PHP 1,000
5:00 PM	Event 19: Deep Stack Hyper Turbo 2	PHP 5,000	PHP 500

Re-Entry Policy:

Multiple re-entry allowed before the close of registration:

- Main and Championships Events: start of level 10
- Monster Stack: start of level 9
- Side Events and Satellites: start of level 7 unless specified.
- High Rollers: based on number of entries.


Best stack forward format:

- Players that qualify to Day 2 from a previous Day 1 may re-enter a new Starting Day.
- Players qualifying with multiple stacks to Day 2 will only play their largest stack. Other stacks will be removed from play.
- Players are allowed to forfeit their stack before close of registration to re-enter.

ALL Buy Ins, Fees and Prizes are in Philippine Peso (PHP)

- 3% Staff Charge on all tournaments except for Super High Rollers, Satellites and Charity Event
- 0.6% Staff Charge on the Super High Roller Prize Pool after fee has been deducted
- All events will be paid to the nearest PHP 100

Event Notes:

- The "ANTE BB" format utilizes the ante first before big blind in the event the big blind cannot cover the full amount for the ANTE and BB.
- The "ANTE BB" structure remains the same regardless number of the number of players at a table.
- All Side Events marked with an  are designed to be 2 day events with the Final 8 Players restarting at 1:00 PM (unless specified) the day after starting.
- A side event designed to finish in 2 days will become a 1 day event if the Final 8 Players are reached by 10:00 PM.
- The starting level for the Final 8 Players of a will be at a minimum average stack of 30 times the Big Blind. (not applicable to Turbo events)
- **Minimum age limit is 21 years of age**
- **This schedule may be updated without prior notice**
- **Right reserved to cancel guarantee/s due to Force Majeure: Earthquake, Flooding or Typhoon**
- **APT Tournament Rules Apply**
- A, B, C, D, E refers to category of event towards Player of the Series (POS).

MAIN EVENT

TYPE	POS CATEGORY	STARTING STACK	BLIND LEVELS
Main Event	A	25,000	1 HOUR

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
10 MINUTE BREAK			
3	75	150	
4	100	200	
10 MINUTE BREAK			
5	100	200	200
6	150	300	300
15 MINUTE BREAK / CHIP RACE 25			
7	200	400	400
8	300	500	500
END OF DAY 1			
9	300	600	600
10 MINUTE BREAK			
CLOSE OF REGISTRATION			
10	400	800	800
11	500	1,000	1,000
10 MINUTE BREAK			
12	600	1,200	1,200
13	800	1,600	1,600
10 MINUTE BREAK			
14	1,000	2,000	2,000
15	1,200	2,400	2,400
15 MINUTE BREAK / CHIP RACE 100			
16	1,500	3,000	3,000
END OF DAY 2			
17	2,000	4,000	4,000
18	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
10 MINUTE BREAK			
21	5,000	10,000	10,000
22	6,000	12,000	12,000
10 MINUTE BREAK			

MAIN EVENT

LEVEL	SB	BB	ANTE BB
23	8,000	16,000	16,000
24	10,000	20,000	20,000
10 MINUTE BREAK			
25	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
26	15,000	30,000	30,000
27	20,000	40,000	40,000
10 MINUTE BREAK			
28	25,000	50,000	50,000
29	30,000	60,000	60,000
10 MINUTE BREAK			
30	40,000	80,000	80,000
31	50,000	100,000	100,000

Notes:

Main Event Re-Entry Policy:

- Multiple re-entry is allowed before the close of registration - start of level 10.

Best stack forward format:

- Players that qualified to Day 2 from a previous Day 1 may re-enter a new Starting Day.
- Players are allowed to forfeit a stack before close of registration in order to re-enter.
- Players qualifying with multiple stacks to Day 2 will only get to play their largest stack.
- Other stacks will be removed from play.

- Play will start at 10 handed if necessary, moving to 9 handed as soon as possible.
- 7 tables or more balancing of tables will be within 2 players.
- 6 tables or less balancing of tables will be within 1 player.
- Final Table will be 10 handed.
- Day 3 will play to the Final 8 Players.
- Starting level for the Final 8 Players will be at a minimum average stack of 30 times the Big Blind.
- Right reserved to cancel guarantee due to Force Majeure: Earthquake, Flooding or Typhoon Level 8 or higher.

CHAMPIONSHIPS

TYPE	POS CATEGORY	STARTING STACK	BLIND LEVELS
Championships Event	A	50,000	1 HOUR

LEVEL	SB	BB	ANTE BB
1	100	200	
2	100	200	200
10 MINUTE BREAK			
3	200	300	300
4	200	400	400
10 MINUTE BREAK			
5	300	500	500
6	300	600	600
10 MINUTE BREAK			
7	400	800	800
8	500	1,000	1,000
END OF DAY 1			
9	600	1,200	1,200
15 MINUTE BREAK / CHIP RACE 100			
CLOSE OF REGISTRATION			
10	1,000	1,500	1,500
11	1,000	2,000	2,000
10 MINUTE BREAK			
12	1,500	2,500	2,500
13	1,500	3,000	3,000
10 MINUTE BREAK			
14	2,000	4,000	4,000
15	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
16	3,000	6,000	6,000
END OF DAY 2			
17	4,000	8,000	8,000
18	5,000	10,000	10,000
10 MINUTE BREAK			
19	6,000	12,000	12,000
20	8,000	16,000	16,000
10 MINUTE BREAK			
21	10,000	20,000	20,000
22	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			

CHAMPIONSHIPS

LEVEL	SB	BB	ANTE BB
23	15,000	30,000	30,000
24	20,000	40,000	40,000
10 MINUTE BREAK			
25	25,000	50,000	50,000
26	30,000	60,000	60,000
10 MINUTE BREAK			
27	40,000	80,000	80,000
28	50,000	100,000	100,000
10 MINUTE BREAK			
29	60,000	120,000	120,000
30	80,000	160,000	160,000
10 MINUTE BREAK			
31	100,000	200,000	200,000
32	120,000	240,000	240,000

Notes:

Championships Re-Entry Policy:

- Multiple re-entry is allowed before the close of registration - start of level 10.

Best stack forward format:

- Players that qualified to Day 2 from a previous Day 1 may re-enter a new Starting Day.
- Players are allowed to forfeit a stack before close of registration in order to re-enter.
- Players qualifying with multiple stacks to Day 2 will only get to play their largest stack.
- Other stacks will be removed from play.

- Play will start at 10 handed if necessary, moving to 9 handed as soon as possible.
- 7 tables or more balancing of tables will be within 2 players.
- 6 tables or less balancing of tables will be within 1 player.
- Final Table will be 10 handed.
- Day 3 will play to the Final 8 Players.
- Starting level for the Final 8 Players will be at a minimum average stack of 30 times the Big Blind.

SPECIAL EVENT

TYPE	STARTING STACK	ADD-ON	BLIND LEVELS
CoinPoker Super High Rollers (Special Event)	400,000	500,000	40 MINUTES

LEVEL	SB	BB	ANTE BB
1	1,000	2,000	
2	1,000	2,000	2,000
3	1,200	2,400	2,400
10 MINUTE BREAK / CHIP RACE 100			
2-6 ENTRIES = CLOSE OF REGISTRATION			
4	1,500	3,000	3,000
5	2,000	4,000	4,000
6	2,500	5,000	5,000
10 MINUTE BREAK / CHIP RACE 500			
7-12 ENTRIES = CLOSE OF REGISTRATION			
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
10 MINUTE BREAK			
13 ENTRIES OR MORE = CLOSE OF REGISTRATION			
10	6,000	12,000	12,000
11	8,000	16,000	16,000
12	10,000	20,000	20,000
END OF DAY 1			
13	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
14	15,000	30,000	30,000
15	20,000	40,000	40,000
16	25,000	50,000	50,000
10 MINUTE BREAK			
17	30,000	60,000	60,000
18	40,000	80,000	80,000
19	50,000	100,000	100,000
10 MINUTE BREAK			
20	60,000	120,000	120,000
21	80,000	160,000	160,000
22	100,000	200,000	200,000
10 MINUTE BREAK			
23	120,000	240,000	240,000
24	150,000	300,000	300,000
25	200,000	400,000	400,000
10 MINUTE BREAK			
26	250,000	500,000	500,000
27	300,000	600,000	600,000
28	400,000	800,000	800,000
29	500,000	1,000,000	1,000,000



CoinPoker

Notes:

- Re-Entries / Rebuys available up to the end of Registration.
- 1 Add-On during break before the close of Registration.
- Event will be played 8 handed.
- Final Table will be 9 handed.
- Tables will be balanced within 1 for the duration of the tournament.
- Breaking order will be announced at start of the tournament.

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
APT-RWM Opening Event PHP 2M GTD	1	B	15,000	30 MINUTES

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
10 MINUTE BREAK			
5	100	200	200
6	150	300	300
15 MINUTE BREAK / CHIP RACE 25			
CLOSE OF REGISTRATION			
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
10 MINUTE BREAK			
11	500	1,000	1,000
12	600	1,200	1,200
13	800	1,600	1,600
END OF DAY 1			
14	1,000	2,000	2,000
15	1,200	2,400	2,400
15 MINUTE BREAK / CHIP RACE 100			
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
21	5,000	10,000	10,000
22	6,000	12,000	12,000
10 MINUTE BREAK			
23	8,000	16,000	16,000
24	10,000	20,000	20,000
25	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
26	15,000	30,000	30,000
27	20,000	40,000	40,000
28	25,000	50,000	50,000
29	30,000	60,000	60,000
10 MINUTE BREAK			
30	40,000	80,000	80,000
31	50,000	100,000	100,000

Notes:

Re-Entry Policy:

- Same Flight Re-Entry is Allowed before the start of round 7
- Flight B – allows Re-Entry from Flight A Qualifiers to Day 2
- Players qualifying to Day 2 with 2 Stacks must play the larger stack and surrender the other
- Play will start at 10 handed if necessary, moving to 9 handed as soon as possible
- 7 tables or more balancing of tables will be within 2 players
- 6 tables or less balancing of tables will be within 1 player
- Final Table will be 10 handed
- Starting level for the Final 8 Players will be at a minimum average stack of 30 times the Big Blind
- Right reserved to cancel guarantee due to Force Majeure: Earthquake, Flooding or Typhoon Level 8 or higher

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
Head Hunter PHP 4K/Bounty	2	C	10,000	30 MINUTES
No Limit Hold'em	6	C	10,000	30 MINUTES

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
10 MINUTE BREAK			
5	100	200	200
6	150	300	300
15 MINUTE BREAK / CHIP RACE 25			
CLOSE OF REGISTRATION			
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
10 MINUTE BREAK			
11	500	1,000	1,000
12	600	1,200	1,200
13	800	1,600	1,600
14	1,000	2,000	2,000
10 MINUTE BREAK			
15	1,200	2,400	2,400
15 MINUTE BREAK / CHIP RACE 100			
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
21	5,000	10,000	10,000
22	6,000	12,000	12,000
10 MINUTE BREAK			
23	8,000	16,000	16,000
24	10,000	20,000	20,000
25	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
26	15,000	30,000	30,000
27	20,000	40,000	40,000
28	25,000	50,000	50,000
29	30,000	60,000	60,000
10 MINUTE BREAK			
30	40,000	80,000	80,000
31	50,000	100,000	100,000

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
Ante Up for Charity <small>(For the benefit of Feed A Child Build A Nation Feeding Program)</small>	3	E	10,000	20 MINUTES
Super Deep Stack Turbo	12	E	20,000	20 MINUTES
Deep Stack Hyper Turbo 1	13	E	10,000	20 MINUTES
MSW Deep Stack Turbo	15	E	10,000	20 MINUTES
WLS Deep Stack Turbo	17	E	10,000	20 MINUTES
Deep Stack Hyper Turbo 2	19	E	10,000	15 MINUTES

LEVEL	SB	BB
1	25	25
2	25	50
3	50	100
4	75	150
15 MINUTE BREAK / CHIP RACE 25		
5	100	200
6	200	400
10 MINUTE BREAK		
CLOSE OF REGISTRATION		
7	300	600
8	400	800
15 MINUTE BREAK / CHIP RACE 100		
9	500	1,000
10	1,000	2,000
11	1,500	3,000
10 MINUTE BREAK / CHIP RACE 500		
12	2,000	4,000
13	3,000	6,000
14	4,000	8,000
10 MINUTE BREAK / CHIP RACE 1,000		
15	5,000	10,000
16	10,000	20,000
17	15,000	30,000
18	20,000	40,000
19	25,000	50,000
20	30,000	60,000
10 MINUTE BREAK		
21	40,000	80,000
22	50,000	100,000

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
Pot Limit Omaha Hi Lo Split	4	C	15,000	30 MINUTES
Pot Limit Omaha Hi 1	8	C	15,000	30 MINUTES
Pot Limit Omaha Hi 2	14	C	15,000	30 MINUTES

LEVEL	SB	BB	MAX OPEN
1	25	50	175
2	50	100	350
3	100	200	700
10 MINUTE BREAK			
4	150	300	1,050
5	200	400	1,400
6	250	500	1,750
15 MINUTE BREAK / CHIP RACE 25			
CLOSE OF REGISTRATION			
7	300	600	2,100
8	400	800	2,800
9	500	1,000	3,500
10	600	1,200	4,200
10 MINUTE BREAK			
11	800	1,600	5,600
12	1,000	2,000	7,000
13	1,200	2,400	8,400
15 MINUTE BREAK / CHIP RACE 100			
14	1,500	3,000	10,500
15	2,000	4,000	14,000
16	2,500	5,000	17,500
15 MINUTE BREAK / CHIP RACE 500			
17	3,000	6,000	21,000
18	4,000	8,000	28,000
19	5,000	10,000	35,000
10 MINUTE BREAK			
20	6,000	12,000	42,000
21	8,000	16,000	56,000
22	10,000	20,000	70,000
23	12,000	24,000	84,000
15 MINUTE BREAK / CHIP RACE 1,000			
24	15,000	30,000	105,000
25	20,000	40,000	160,000

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
NLH Single Day Event 1	5	D	10,000	20 MINUTES
NLH Single Day Event 2	9	D	10,000	20 MINUTES
NLH Single Day Event 3	11	D	10,000	20 MINUTES
6 Handed Turbo w/ Antes	18	D	6,000	20 MINUTES

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
5	100	200	200
6	150	300	300
15 MINUTE BREAK / CHIP RACE 25			
CLOSE OF REGISTRATION			
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
15 MINUTE BREAK / CHIP RACE 100			
13	1,000	1,500	1,500
14	1,000	2,000	2,000
15	1,500	2,500	2,500
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
21	5,000	10,000	10,000
22	6,000	12,000	12,000
10 MINUTE BREAK / CHIP RACE 1,000			
23	10,000	15,000	15,000
24	10,000	20,000	20,000
25	15,000	25,000	25,000
26	15,000	30,000	30,000
27	20,000	40,000	40,000
28	25,000	50,000	50,000
10 MINUTE BREAK			
29	30,000	60,000	60,000
30	40,000	80,000	80,000
31	50,000	100,000	100,000

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
CoinPoker High Rollers	7	B	40,000	40 MINUTES

LEVEL	SB	BB	ANTE BB
1	100	200	
2	100	200	200
3	200	300	300
10 MINUTE BREAK			
2-6 ENTRIES = CLOSE OF REGISTRATION			
4	200	400	400
5	300	500	500
6	300	600	600
10 MINUTE BREAK			
7-12 ENTRIES = CLOSE OF REGISTRATION			
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
15 MINUTE BREAK / CHIP RACE 100			
13 ENTRIES OR MORE = CLOSE OF REGISTRATION			
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	2,500	2,500
END OF DAY			
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
10 MINUTE BREAK			
19	6,000	12,000	12,000
20	8,000	16,000	16,000
21	10,000	20,000	20,000
10 MINUTE BREAK			
22	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000



CoinPoker

Notes:

- Tables will be balanced within 1 for the duration of the tournament.
- Breaking order will be announced at start of the tournament.

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
CoinPoker High Rollers Single Day Shot Clock	10	B	40,000	25 MINUTES

LEVEL	SB	BB	ANTE BB
1	100	200	
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
10 MINUTE BREAK			
2-12 ENTRIES = CLOSE OF REGISTRATION			
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	600	1,200	1,200
10	800	1,600	1,600
10 MINUTE BREAK / CHIP RACE 100			
13 ENTRIES OR MORE = CLOSE OF REGISTRATION			
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
15 MINUTE BREAK / CHIP RACE 500			
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	8,000	16,000	16,000
10 MINUTE BREAK			
21	10,000	20,000	20,000
22	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000

Notes:

- Tables will be balanced within 1 for the duration of the tournament.
- Breaking order will be announced at start of the tournament.

SIDE EVENTS

TYPE	EVENT #	POS CATEGORY	STARTING STACK	BLIND LEVELS
Monster Stack	16	B	30,000	30 MINUTES

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
10 MINUTE BREAK			
5	100	200	200
6	150	300	300
7	200	400	400
8	250	500	500
15 MINUTE BREAK / CHIP RACE 25			
CLOSE OF REGISTRATION			
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
15 MINUTE BREAK / CHIP RACE 100			
13	1,000	1,500	1,500
14	1,000	2,000	2,000
15	1,500	2,500	2,500
END OF DAY 1			
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	2,500	5,000	5,000
15 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
21	5,000	10,000	10,000
22	6,000	12,000	12,000
10 MINUTE BREAK			
23	8,000	16,000	16,000
24	10,000	20,000	20,000
25	12,000	24,000	24,000
10 MINUTE BREAK / CHIP RACE 1,000			
26	15,000	30,000	30,000
27	20,000	40,000	40,000
28	25,000	50,000	50,000
29	30,000	60,000	60,000
10 MINUTE BREAK			
30	40,000	80,000	80,000
31	50,000	100,000	100,000
32	60,000	120,000	120,000

SATELLITES

TYPE	STARTING STACK	BLIND LEVELS
Main/Championships (M/C) Satellite	5,000	20 MINUTES
M/C Last Chance "1 in 5" Satellite	8,000	20 MINUTES
CoinPoker High Rollers Satellite	8,000	20 MINUTES

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
5	100	200	200
6	150	300	300
10 MINUTE BREAK / CHIP RACE 25			
CLOSE OF REGISTRATION			
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
10 MINUTE BREAK			
13	800	1,600	1,600
14	1,000	2,000	2,000
15	1,200	2,400	2,400
10 MINUTE BREAK / CHIP RACE 100			
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	2,500	5,000	5,000
10 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
21	5,000	10,000	10,000
22	6,000	12,000	12,000
23	8,000	16,000	16,000
24	10,000	20,000	20,000

Notes:

- Re-Entry will be allowed up to the end of the first break.
- All funds within the prize pool will go toward the price of a Main Event seat.
- Excess funds falling short of the price of a Main Event seat will go to the runner up of the last seat being awarded.
- All seats won are non-transferable and non-convertible to cash.
- All Main Event seats won via Satellites are allocated to Day 1A due to the Same Day Re-Entry policy.
- All Seats won through Satellites must be used to qualify to Day 2 or to the end of registration on last starting day.
- Refunds for excess seats will be done on Day 2 of the Main Event.

SIT N' GO

TYPE	STARTING STACK	BLIND LEVELS
Sit N Go's on Demand	From 10,000 - 20,000	FROM 10 MINUTES - 20 MINUTES

LEVEL	SB	BB	ANTE BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
5	100	200	200
6	150	300	300
10 MINUTE BREAK / CHIP RACE 25			
7	200	400	400
8	300	500	500
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
13	800	1,600	1,600
14	1,000	2,000	2,000
15	1,200	2,400	2,400
10 MINUTE BREAK / CHIP RACE 100			
16	1,500	3,000	3,000
17	2,000	4,000	4,000
18	2,500	5,000	5,000
10 MINUTE BREAK / CHIP RACE 500			
19	3,000	6,000	6,000
20	4,000	8,000	8,000
21	5,000	10,000	10,000
22	6,000	12,000	12,000
23	8,000	16,000	16,000
24	10,000	20,000	20,000

SIT N' GO

TYPE	STARTING STACK	SITUATION
Open Face Chinese Pineapple SNG	30,000	Heads Up
	40,000	3 Handed

OFC Sit and Go's are played in 2 stage formats. 6 Max and 4 Max:

6 Max starts at 3 Handed and drops to Heads Up paying out 2 spots: 1st Place 65% - 2nd Place 35%

4 Max starts at Heads Up and remains at Heads Up play till the end at a Winner Takes All Prize Pool

LEVEL	POINT
1	100
2	200
3	300
4	400
5	500
6	600
7	800
RACE 100	
8	1,000
9	1,500
10	2,000
11	2,500
RACE 500	
12	3,000
13	4,000

Rules and Mechanics:

1. Sit and Go's are freezeouts.
2. Shootout Format will be played for this event.
3. Tournament Director will determine if the event will start and change at each stage if to be played 3 handed or heads up.
4. Restart of a stage will start at level 1.
5. Each level will consist of 5 hands.
6. Action will be binding after a player has released the last hole card on the initial deal and pulls.
7. Players in Fantasyland will get dealt 14 cards face down and must arrange their hands in turn.
8. If clock is called after a reasonable amount of time, players will have 30 seconds to act on their hand.
9. Players that do not act before time expires will have their hand declared fouled and will pay accordingly, plus all applicable royalties.
10. Players not at their seat when the first card is dealt will have their hand declared fouled and will pay accordingly, plus all applicable royalties.
11. Players will be allowed to step away from their table ONLY when there are NO further decisions that have to be made on their hand.
12. Players abandoning their hand with further decisions will have their hand declared fouled and will pay accordingly, plus all applicable royalties.
13. In a fouled hand situation, all cards being dealt to the fouled hand will not be exposed to the remaining player/s in the hand.
14. 10-minute breaks will occur after every 1 hour and 30 minutes of play, race offs/color ups may happen during play.

SIT N' GO

PAYOUT POINT SYSTEM:

LINE POINTS:

1 pt for each line that you beat your opponent on.

Scoop Bonus 3pts

Players fouling, automatically pays 6 pts to each player
+ Royalties.

BOTTOM HANDS:

Royal 25 pts

Straight Flush 15 pts

Quads 10 pts

Full House 6 pts

Flush 4 pts

Straight 2 pts

MIDDLE HANDS:

Straight Flush 30 pts

Quads 20 pts

Full House 12 pts

Flush 8 pts

Straight 4 pts

Trips 2 pts

TOP HANDS:

Starting from a Pair of 6s is 1 pt, Pair of 7s are 2 pts, etc
(Trip 2s are 10 pts)

Notes:

FANTASYLAND:

- Players in Fantasyland will get dealt 14 cards face down and must arrange their hands before other players act.
- In order to get into Fantasyland players must complete a hand with a Pair of Queens or better on the Top Hand without fouling.
- To stay in Fantasyland players must complete a hand with Quads or better on the Bottom Hand or Trips on the Top Hand without fouling.
- Fantasyland is NOT an extension of the previous hand and the button WILL move.

PAYOUT PROCEDURES:

- Payouts start from the left of the button and that player must settle up with both players before the second player and the player on the button settle up.
- Once chips are put into action against one player, those chips cannot be used in action against the next player.
- Chips won by a player are not part of the player's stack until the round of payouts is completed.
- If a player exhausts all of their chips before getting to the last player to act, that player is automatically eliminated from the tournament.

Scenario 1 (100/point):

Player A – 2,000

Player B – 1,000

Player C (Button) – 3,000

Player A beats Player B for 10 Points, so Player B is eliminated. Player A beats Player C for 30 Points. Player A collects 1,000 from Player C. Player A now has a total of 4,000 in chips while Player C has 2,000 in chips.

Scenario 2 (100/point):

Player A – 1,000

Player B – 1,000

Player C (Button) – 1,000

Player A beats Player B for 10 Points and C for 20 Points, so Player B is eliminated and Player C does not lose any chips due to no action. Player A now has a total of 2,000.

Scenario 3 (100/point):

Player A – 2,000

Player B – 1,000

Player C (Button) – 3,000

Player A beats Player B for 10 Points, so Player B is eliminated. Player C beats Player A for 30 Points. Player C collects 1,000 from Player A. Player A still has 2,000 in chips while Player C now has 4,000 in chips.

SIT N' GO

TYPE	STARTING STACK	SITUATION
Open Face Chinese Pineapple Progressive SNG	30,000	Heads Up
	40,000	3 Handed

OFC Sit and Go's are played in 2 stage formats. 6 Max and 4 Max:

6 Max starts at 3 Handed and drops to Heads Up paying out 2 spots: 1st Place 65% - 2nd Place 35%

4 Max starts at Heads Up and remains at Heads Up play till the end at a Winner Takes All Prize Pool

LEVEL	POINT
1	100
2	200
3	300
4	400
5	500
6	600
7	800
RACE 100	
8	1,000
9	1,500
10	2,000
11	2,500
RACE 500	
12	3,000
13	4,000

Rules and Mechanics:

1. Sit and Go's are freezeouts.
2. Shootout Format will be played for this event.
3. Tournament Director will determine if the event will start and change at each stage if to be played 3 handed or heads up.
4. Restart of a stage will start at level 1.
5. Each level will consist of 5 hands.
6. Action will be binding after a player has released the last hole card on the initial deal and pulls.
7. Player/s in Fantasyland will set their hand/s after seeing a completely set hand by an opponent that is not in Fantasyland.
8. If clock is called after a reasonable amount of time, players will have 30 seconds to act on their hand.
9. Players that do not act before time expires will have their hand declared fouled and will pay accordingly, plus all applicable royalties.
10. Players not at their seat when the first card is dealt will have their hand declared fouled and will pay accordingly, plus all applicable royalties.
11. Players will be allowed to step away from their table ONLY when there are NO further decisions that have to be made on their hand.
12. Players abandoning their hand with further decisions will have their hand declared fouled and will pay accordingly, plus all applicable royalties.
13. In a fouled hand situation, all cards being dealt to the fouled hand will not be exposed to the remaining player/s in the hand.
14. 10-minute breaks will occur after every 1 hour and 30 minutes of play, race offs/color ups may happen during play.

SIT N' GO

PAYOUT POINT SYSTEM:

LINE POINTS:

1 pt for each line that you beat your opponent on.

Scoop Bonus 3pts

Players fouling, automatically pays 6 pts to each player + Royalties.

BOTTOM HANDS:

Royal 25 pts

Straight Flush 15 pts

Quads 10 pts

Full House 6 pts

Flush 4 pts

Straight 2 pts

MIDDLE HANDS:

Straight Flush 30 pts

Quads 20 pts

Full House 12 pts

Flush 8 pts

Straight 4 pts

Trips 2 pts

TOP HANDS:

Starting from a Pair of 6s is 1 pt, Pair of 7s are 2 pts, etc (Trip 2s are 10 pts)

Notes:

FANTASYLAND:

- In order to get into Fantasyland players must complete a hand with a Pair of Queens or better on the Top Hand without fouling.
- ONLY WAYS to retain Fantasyland, are players must complete one of more of the following without fouling:
 - Trips on Top
 - Straight Flush in the Middle
 - Royal Flush on the Bottom
 - Fantasyland is NOT an extension of the previous hand and the button WILL move.

Number of cards awarded when making it into Fantasyland:

QQ = 14 cards

KK = 15 cards

AA = 16 cards

Trips or Retaining Fantasy = Capped at 17 cards

PAYOUT PROCEDURES:

- Payouts start from the left of the button and that player must settle up with both players before the second player and the player on the button settle up.
- Once chips are put into action against one player, those chips cannot be used in action against the next player.
- Chips won by a player are not part of the player's stack until the round of payouts is completed.
- If a player exhausts all of their chips before getting to the last player to act, that player is automatically eliminated from the tournament.

Scenario 1 (100/point):

Player A – 2,000

Player B – 1,000

Player C (Button) – 3,000

Player A beats Player B for 10 Points, so Player B is eliminated. Player A beats Player C for 30 Points. Player A collects 1,000 from Player C. Player A now has a total of 4,000 in chips while Player C has 2,000 in chips.

Scenario 2 (100/point):

Player A – 1,000

Player B – 1,000

Player C (Button) – 1,000

Player A beats Player B for 10 Points and C for 20 Points, so Player B is eliminated and Player C does not lose any chips due to no action. Player A now has a total of 2,000.

Scenario 3 (100/point):

Player A – 2,000

Player B – 1,000

Player C (Button) – 3,000

Player A beats Player B for 10 Points, so Player B is eliminated. Player C beats Player A for 30 Points. Player C collects 1,000 from Player A. Player A still has 2,000 in chips while Player C now has 4,000 in chips.

WHAT'S NEXT?

**SUBJECT TO
REGULATORY
APPROVAL**

APT VIETNAM 2018

October 5 - 11, 2018

Pro Poker Club, Ho Chi Minh, Vietnam

Main Event Buy In: VND 22,000,000

VND 6 BILLION GTD MAIN EVENT PRIZE POOL!



PRO CLUB - BRIDGE & POKER

For more details and updates please visit:

www.TheAsianPokerTour.com

This information is for reference only and may be subject to change without prior notice.