



# 1<sup>st</sup> Annual Binion's Poker Classic

Event #8 – June 7<sup>th</sup>, 2007 – 2pm

H.O.R.S.E. (Hold'em, Omaha 8 or better, Razz, Stud, Stud 8 or better)

\$250 Buy-in (\$215+35)

30 Minute Levels – 6,000 Starting Chips

## Blind Structure

Level	Game	Ante	Bring-in	Completion	Small Blind	Big Blind	Limits
1	Hold'em	----	----	----	25	50	50/100
2	Omaha 8	----	----	----	50	75	75/150
3	Razz	20	30	100	----	----	100/200
<b>15 Minute Break – Color up \$5 Chips</b>							
4	Stud	25	50	150	----	----	150/300
5	Stud 8	50	75	200	----	----	200/400
6	Hold'em	----	----	----	150	300	300/600
<b>15 Minute Break – Color up \$25 Chips</b>							
7	Omaha 8	----	----	----	200	400	400/800
8	Razz	100	200	600	----	----	600/1200
9	Stud	200	300	800	----	----	800/1600
<b>15 Minute Break</b>							
10	Stud 8	200	300	1000	----	----	1000/2000
11	Hold'em	----	----	----	800	1500	1500/3000
12	Omaha 8	----	----	----	1000	2000	2000/4000
<b>15 Minute Break – Color up \$100 Chips</b>							
13	Razz	500	1000	3000	----	----	3000/6000
14	Stud	500	1500	4000	----	----	4000/8000
15	Stud 8	1000	2000	6000	----	----	6000/12000
<b>15 Minute Break – Color up \$500 Chips</b>							
16	Hold'em	----	----	----	4000	8000	8000/16000
17	Omaha 8	----	----	----	5000	10000	10000/20000
18	Razz	3000	5000	15000	----	----	15000/30000
<b>15 Minute Break</b>							
19	Stud	4000	7000	20000	----	----	20000/40000
20	Stud 8	5000	10000	30000	----	----	30000/60000
21	Hold'em	----	----	----	20000	40000	40000/80000
<b>15 Minute Break</b>							
22	Omaha 8	----	----	----	30000	60000	60000/120000
23	Razz	15000	25000	80000	----	----	80000/160000
24	Stud	20000	30000	100000	----	----	100000/200000
<b>15 Minute Break</b>							
25	Stud 8	30000	50000	150000	----	----	150000/300000

NO portion of the remaining prize pool is withheld for tournament staff.

Binion's management reserves the right to change, cancel, or amend this schedule at any time with or without notice.

Must be 21 or older to enter. Know When To Stop Before You Start™ Gambling Problems! Call 1.800.552.4700