## **TOURNAMENT INFORMATION**



## **Re-entry Poker Tournaments**

In the case of re-entry tournaments, players who have been eliminated have the option of buying into the tournament a second time within a specified time window, subject to the availability of a seat (see "Rules for sold-out tournaments"). In this case, the tournament participant will receive a full entry fee and a new seat by drawing lots.

## **Progressive Bounty (Knockout) Tournaments**

Progressive KOs are exciting and action-packed tournaments. The players start with a fixed bounty. Whenever a player is eliminated, the winner receives half of the player's bounty as cash. The other half is added to their own bounty. It is always rounded up in favour of the amount won. The prize money for the first two places is identical.

## Regulation for sold out weekly tournaments

- For pre-purchased tournament tickets, a starting place is guaranteed until the start of the tournament. After that, these players will be placed at the top of the waiting list.
- Players who are accredited for a weekly tournament up to the start of the tournament but do not receive a seat for the time being will be reserved for a place in the tournament in the order of their arrival at the floorman (first come, first serve). These players have priority over the players accredited after the start of the tournament and the re-entries.
- If a player does not take up a starting place allocated at the start of the tournament within the first level, the place will be allocated to the waiting list.
- If these players start the tournament later, they will be moved to the top of the waiting list and given the next available place.
- Re-entries are equal to new players and will be ranked with them, also according to the time of their registration with the floorman.
- All accreditations before the end of the Late Registration have the possibility to participate in the tournament, even if the Late Registration has already ended.

All poker tournaments are non-smoking tournaments.