



## STANDARD BLIND SCHEDULE

20 MINUTES PER LEVEL

LEVEL	SMALL/BIG BLIND	NOTES
LEVEL I	25/25	
LEVEL II	25/50	
LEVEL III	50/100	
LEVEL IV	75/150	Break at end of this level - Convert 25's
LEVEL V	100/200	
LEVEL VI	200/400	
LEVEL VII	300/600	
LEVEL VIII	400/800	Break at end of this level - Convert 100's
LEVEL IX	500/1000	
LEVEL X	1000/2000	Cap* = < 28 players
LEVEL XI	2000/4000	Cap* = < 40 players
LEVEL XII	3000/6000	Cap* = < 60 players
LEVEL XIII	4000/8000	Cap* = < 80 players
LEVEL XIV	5000/10000	Cap* = < 100 players
LEVEL XV	6000/12000	Cap* = < 120 players

\*Depending on the number of players starting the tournament, it is not necessary to increase the blinds when the amount of the blinds reaches 10% of the total chips in play. Cap the blinds appropriately depending on the total number of players who started the tournament.