

ASIAN POKER TOUR 2022

KOREA-INCHEON



MAIN EVENT BUY IN
KRW2,200,000
OCTOBER 18 - 26, 2022





• Casino Table Games



• Casino Slot Machines



• Hotel Buffet 'On The Plate'



• Casino Bar 'Bar 21'



• K-style spa 'Cimer' Jimjilbang sauna



• Indoor Pool



• K-style spa 'Cimer' main and infinity pool

Dear Customers,

Welcome to the Asian Poker Tour Korea Incheon 2022 event in Paradise City Casino and Hotel & Resort!

On behalf of Paradise City, I'm honored to support this event. Many thanks to the APT team for organizing it. Together, we will give our best efforts to ensure all players have a good experience and enjoy our hospitality.



Paradise City Casino is the largest foreigner-only casino in Korea, offering over 170 gaming tables covering Baccarat, Blackjack, Roulette, SicBo and Poker with exciting atmosphere and premium services. In addition, the casino boasts over 300 slot machines with latest themes and gaming trends.

Paradise Hotel & Resort is a 'one-stop' destination, with both indoor and outdoor swimming pools, luxury spa and Korean style Jimjilbang sauna, night theme park, museum, K-culture event space, shopping plaza, and Michelin-rated restaurants and bars.

I wish both our APT players and organizers a wonderful stay and participation in the event. Best of luck at the tables, We look forward to seeing many of you become champions.

Sincerely,

Joon Shin IM
Chief Casino Officer
Paradise City Casino and Hotel & Resorts



PLAYER OF THE SERIES

WINNERS FROM APT TAIWAN



WU CHIA YUN

SECOND



KRISTOF SEGERS

FIRST



ORI KOSSONOGI

THIRD

The APT Player of the Series (APT POS) is a cumulative measure of players' performance throughout a full series.

APT Player of the Series Prizes:

1st – Confirmed seat* at the next Asian Poker Tour Main Event, Customized Ring, Trophy, and \$800 in cash
2nd and 3rd – Trophy and \$100 in cash

*Only includes 1 buy-in

CATEGORY	TYPE	POINTS
A	Main Event / Championship Event	150
B	Mystery Bounty / Multiple Day Opening Event / Monster Stack / NLH and Omaha High Rollers	120
C	Head Hunter / Day Time NLH and Omaha Events / Short Deck	100
D	Single Day High Rollers / Single Day NLH / 6 Max Turbo / OFC Pineapple	90
E	Super Deep Stack Turbo / Deep Stack Turbo / Hyper Turbo / Charity Event	80

*Multiplier = Prize Money Won / Buy-In (Fee not Included)

*Total points for events paying 10% will be reduced by 30%.

*Mystery Bounty and Head Hunter Event, bounty will be deducted from buy in

*Charity Event, donation to charity will be deducted from buy in

*Points will be awarded to the players that cash in an event that qualifies for APT POS

*Players must have participated in 4 events or cashed in 2 events in order to qualify

EVENT SCHEDULE

DATE/TIME	EVENT	BUY-IN + FEE (KRW)		
OCT 18	13:00	EVENT 1: MYSTERY BOUNTY FLIGHT A (200,000 TO BOUNTY POOL) - KRW60 MILLION GUARANTEED	600,000	60,000
	17:00	EVENT 1: MYSTERY BOUNTY FLIGHT B (200,000 TO BOUNTY POOL) - KRW60 MILLION GUARANTEED	600,000	60,000
	18:00	SATELLITE 1: MAIN EVENT DAY 1A	220,000	20,000
OCT 19	13:00	MYSTERY BOUNTY FINAL DAY (200,000 TO BOUNTY POOL) - KRW60 MILLION GUARANTEED		
	14:00	EVENT 2: HIGH ROLLERS DAY 1	4,000,000	300,000
	15:00	EVENT 3: NO LIMIT HOLD'EM DAY 1	500,000	50,000
	18:00	SATELLITE 2: MAIN EVENT DAY 1A	220,000	20,000
OCT 20	13:00	MAIN EVENT DAY 1A - KRW300 MILLION GUARANTEED	2,000,000	200,000
	13:00	NO LIMIT HOLD'EM FINAL DAY		
	14:00	EVENT 2: HIGH ROLLERS FINAL DAY (REG OPEN FOR 1 LEVEL)	4,000,000	300,000
	15:00	EVENT 4: NLH SINGLE DAY EVENT	400,000	40,000
	15:00	EVENT 5: HIGH ROLLERS SINGLE DAY	3,000,000	200,000
18:00	SATELLITE 3: MAIN EVENT DAY 1B	220,000	20,000	
OCT 21	13:00	MAIN EVENT DAY 1B - KRW300 MILLION GUARANTEED	2,000,000	200,000
	14:00	EVENT 6: SUPER DEEP STACK TURBO	400,000	40,000
	15:00	EVENT 7: HIGH ROLLERS SINGLE DAY	3,000,000	200,000
	18:00	SATELLITE 4: LAST CHANCE "1 IN 5" MAIN EVENT	440,000	40,000
OCT 22	13:00	MAIN EVENT DAY 1C - KRW300 MILLION GUARANTEED	2,000,000	200,000
	14:00	EVENT 8: NLH SINGLE DAY EVENT	500,000	50,000
	15:00	EVENT 9: HIGH ROLLERS SINGLE DAY	3,000,000	200,000
	18:00	EVENT 10: DEEP STACK TURBO	300,000	30,000
OCT 23	13:00	MAIN EVENT DAY 2 - KRW300 MILLION GUARANTEED (REG OPEN FOR 2 LEVELS)	2,000,000	200,000
	14:00	EVENT 11: SUPER DEEP STACK TURBO	400,000	40,000
	15:00	EVENT 12: HYPER DEEP STACK TURBO	300,000	30,000
	15:00	EVENT 13: TURBO HIGH ROLLERS	1,500,000	100,000
	22:00	APT PLAYERS PARTY		
OCT 24	13:00	MAIN EVENT DAY 3 - KRW300 MILLION GUARANTEED		
	14:00	EVENT 14: SHORT DECK	500,000	50,000
	15:00	EVENT 15: SINGLE DAY HIGH ROLLERS	3,000,000	200,000
	18:00	EVENT 16: DEEP STACK TURBO	300,000	30,000
OCT 25	13:00	EVENT 17: HIGH ROLLERS DAY 1	4,000,000	300,000
	13:30	MAIN EVENT FINAL EIGHT - KRW300 MILLION GUARANTEED		
	14:00	EVENT 18: MONSTER STACK FLIGHT A - KRW70 MILLION GUARANTEED	700,000	70,000
	18:00	EVENT 18: MONSTER STACK FLIGHT B - KRW70 MILLION GUARANTEED (TURBO)	700,000	70,000
OCT 26	13:00	MONSTER STACK FINAL DAY - KRW70 MILLION GUARANTEED		
	13:00	EVENT 17: HIGH ROLLERS FINAL DAY (REG OPEN FOR 1 LEVEL)	4,000,000	300,000
	14:00	EVENT 19: DEEP STACK HYPER TURBO	300,000	30,000
	15:00	EVENT 20: HIGH ROLLERS SINGLE DAY	3,000,000	200,000



***TOURNAMENT
STRUCTURE***

Multiple re-entry allowed before the close of registration

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.

Shot Clock Mechanics

- The Shot Clock will be introduced once the event is down to 6 tables (8 tables, if the Main Event is played 8 handed starting Day 2) left in play after the close of registration (Except for Single Day High Roller Events).
- The Shot Clock will begin with an initial 30-second count down.
- Once a player exhausts the initial 30-second count down, that player will immediately owe a Time Bank button and will owe another one after each 60-second countdown expires.
- The Shot Clock will be paused if the Dealer needs to count out a bet of multiple chips that have multiple denominations and stacks.
- A player's hand will be killed immediately after the time on the Shot Clock has expired, if that player is out of Time Bank buttons.
- Number of Time Banks per type of event:
- Main Event = 5 initial + 5 for Final 8 players
- 2 Day High Roller events = 4 initial + 4 for Final 8 players.
- High Roller Single Day event = 4 initial (at start) + 3 for Final 8 players.
- 2 Day and NLH Single Day events = 3 initial + 3 for Final 8 players.

- Turbos and Hyper Turbo events = 2 initial + 2 for Final 8 players.

*Additional Time Banks for the Final 8 does not apply for events that have 20 or less players.

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.
- An event designed to finish in 2 days will become a 1 day event if the Final 8 Players are reached by 22:00.
- The starting level for the Final 8 Players will be at a minimum average stack of 30 times the Big Blind. (not applicable to Turbo events).
- ALL Buy Ins and Fees are in Korean Won (KRW)
- 3% Staff Charge on all tournaments except for Satellites
- All events will be paid to the nearest 1,000 (Mystery Bounties to the nearest 100,000)
- 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 and/ or Typhoon.
- A, B, C, D, E refers to category of event towards Player of the Series (POS).
- APT Tournament Rules Apply.

MAIN EVENT STRUCTURE

Type		POS Category		Starting Stack	Blinds Levels		
Main Event		A		25,000	1 hour		
Level	SB	BB	Ante BB	Level	SB	BB	Ante BB
1	50	100	100	17	2,500	5,000	5,000
2	75	150	150	15 min break / Chip Race 500			
15 min break				18	3,000	6,000	6,000
3	100	200	200	19	4,000	8,000	8,000
4	125	250	250	15 min break			
15 min break / Chip Race 25s				20	5,000	10,000	10,000
5	200	300	300	21	6,000	12,000	12,000
6	200	400	400	15 min break			
15 min break				22	8,000	16,000	16,000
7	300	500	500	15 min break / Chip Race 1,000			
8	300	600	600	23	10,000	20,000	20,000
End of Day 1				24	10,000	25,000	25,000
9	400	800	800	15 min break			
10	500	1,000	1,000	25	15,000	30,000	30,000
15 min break				26	20,000	40,000	40,000
End of Registration				15 min break			
11	600	1,200	1,200	27	25,000	50,000	50,000
12	800	1,600	1,600	28	30,000	60,000	60,000
15 min break / Chip Race 100				15 min break			
13	1,000	2,000	2,000	29	40,000	80,000	80,000
14	1,000	2,500	2,500	30	50,000	100,000	100,000
15	1,500	3,000	3,000	15 min break			
16	2,000	4,000	4,000	31	60,000	120,000	120,000
End of Day 2				32	80,000	160,000	160,000

MAIN EVENT NOTES

Main Event Re-Entry Policy

Multiple re-entry is allowed before the close of registration - start of level 11.

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.
- Day 2 up to the Final Table of 9 maybe played 8 handed.
- 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 9 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.

MYSTERY BOUNTY STRUCTURE

Type		Event #	POS Category	Starting Stack	Blinds Levels		
Mystery Bounty		1	B	25,000	30 minutes		
Level	SB	BB	Ante BB	Level	SB	BB	Ante BB
1	50	100		16	1,500	3,000	3,000
2	50	100	100	17	2,000	4,000	4,000
3	75	150	150	18	2,500	5,000	5,000
4	100	200	200	15 min break / Chip Race 500			
15 min break				19	3,000	6,000	6,000
5	125	250	250	20	4,000	8,000	8,000
6	150	300	300	21	5,000	10,000	10,000
7	200	400	400	22	6,000	12,000	12,000
8	250	500	500	15 min break / Chip Race 1,000			
15 min break / Chip Race 25s				23	10,000	15,000	15,000
9	300	600	600	24	10,000	20,000	20,000
10	400	800	800	25	10,000	25,000	25,000
11	500	1,000	1,000	26	15,000	30,000	30,000
12	600	1,200	1,200	15 min break			
15 min break / Chip Race 100s				27	20,000	40,000	40,000
End of Registration				28	25,000	50,000	50,000
13	1,000	1,500	1,500	29	30,000	60,000	60,000
14	1,000	2,000	2,000	30	40,000	80,000	80,000
15	1,500	2,500	2,500	15 min break			
End of Flight 1				31	50,000	100,000	100,000
				32	60,000	120,000	120,000
				33	80,000	160,000	160,000

MYSTERY BOUNTY NOTES

- Mystery Bounties are introduced once players have reached ITM (in the money / 10% Payout).
- The value of a Mystery Bounty is based on each prize that is awarded from the prize pool (how Mystery Bounties are created at bottom).
- Mystery Bounties are redeemed through a random drawing made by the player upon elimination or becoming Champion of the event.
- Players in play, have the option to draw for a Mystery Bounty anytime before the Final Table of 8.
- Players that are eliminated will be forced to draw immediately for a Mystery Bounty.
- A top Mystery Bounty prize (1 pc.) will be held back and placed into the draw at the Final Table of 8.
- All Mystery Bounties must be claimed before the start of the Final Table of 8.
- At the Final Table of 8, Mystery Bounties will be drawn for as soon as a player is eliminated.
- Right reserved to cancel guarantee due to Force Majeure: Earthquake, Flooding or Typhoon Level 8 or higher.

How Mystery Bounties are Calculated and Created:

ITM 11 or more places:

- 11th place and down = 50% of each prize.
- 4th - 10th place = 50% of prizes combined / 7.
- 1st - 3rd place = remaining bounty pool funds / 3.

ITM 10 or less places:

- 2nd place down = 50% of each prize.
- 1st = remaining bounty pool funds.

HIGH ROLLERS STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
High Rollers	2,17	B	40,000	40 minutes

Level	SB	BB	Ante BB	Level	SB	BB	Ante BB
1	100	200		14	2,000	4,000	4,000
2	100	200	200	15	3,000	5,000	5,000
3	200	300	300	16	3,000	6,000	6,000
15 min break				15 min break			
4	200	400	400	17	4,000	8,000	8,000
5	300	500	500	18	5,000	10,000	10,000
6	300	600	600	19	6,000	12,000	12,000
15 min break				15 min break / Chip Race 1,000			
7	400	800	800	20	10,000	15,000	15,000
8	500	1,000	1,000	21	10,000	20,000	20,000
9	600	1,200	1,200	22	10,000	25,000	25,000
End of Day				15 min break			
10	800	1,600	1,600	23	15,000	30,000	30,000
15 min break / Chip Race 100				24	20,000	40,000	40,000
End of Registration				25	25,000	50,000	50,000
15 min break / Chip Race 500				15 min break			
11	1,000	2,000	2,000	26	30,000	60,000	60,000
12	1,500	2,500	2,500	27	40,000	80,000	80,000
13	1,500	3,000	3,000	28	50,000	100,000	100,000

NO LIMIT HOLD'EM STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
No Limit Hold'em	3	C	10,000	30 minutes

Level	SB	BB	Ante BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
15 min break			
5	100	200	200
6	150	300	300
7	200	400	400
8	250	500	500
15 min break / Chip Race 25			
End of Registration			
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
15 min break			
13	800	1,600	1,600
14	1,000	2,000	2,000
15	1,200	2,400	2,400
15 min break / Chip Race 100			
16	1,500	3,000	3,000

Level	SB	BB	Ante BB
17	2,000	4,000	4,000
18	2,500	5,000	5,000
15 min 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
15 min break / Chip Race 1,000			
23	10,000	15,000	15,000
24	10,000	20,000	20,000
25	10,000	25,000	25,000
26	15,000	30,000	30,000
15 min break			
27	20,000	40,000	40,000
28	25,000	50,000	50,000
29	30,000	60,000	60,000
30	40,000	80,000	80,000
15 min break			
31	50,000	100,000	100,000
32	60,000	120,000	120,000
33	80,000	160,000	160,000
34	100,000	200,000	200,000

NO LIMIT HOLD'EM SINGLE DAY STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
NLH Single Day	4,8	D	10,000	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 min break / Chip Race 25

End 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 min 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

Level	SB	BB	Ante BB
16	1,500	3,000	3,000
15 min break / Chip Race 500			
17	2,000	4,000	4,000
18	3,000	5,000	5,000
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

15 min 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

15 min break

29	30,000	60,000	60,000
30	40,000	80,000	80,000
31	50,000	100,000	100,000

HIGH ROLLERS SINGLE DAY STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
High Rollers Single Day	5,7,9,15,20	D	40,000	20 minutes

Level	SB	BB	Ante BB	Level	SB	BB	Ante BB
1	100	200		15	2,500	5,000	5,000
2	100	200	200	15 min break / Chip Race 500			
3	200	300	300	16	3,000	6,000	6,000
4	200	400	400	17	4,000	8,000	8,000
5	300	500	500	18	5,000	10,000	10,000
15 min break				19	6,000	12,000	12,000
6	300	600	600	20	8,000	16,000	16,000
7	400	800	800	15 min break / Chip Race 1,000			
8	500	1,000	1,000	21	10,000	20,000	20,000
9	600	1,200	1,200	22	10,000	25,000	25,000
10	800	1,600	1,600	23	15,000	30,000	30,000
15 min break / Chip Race 100				24	20,000	40,000	40,000
11	1,000	2,000	2,000	25	25,000	50,000	50,000
12	1,500	2,500	2,500				
13	1,500	3,000	3,000				
14	2,000	4,000	4,000				

NOTES:

- Close of Registration:
- 2 to 12 Entries - Start of Level 6
- 13 or More Entries - Start of Level 11

TURBO STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
Super Deep Stack Turbo	6,11	E	20,000	20 minutes
Hyper Deep Stack Turbo	12,19	E	10,000	15 minutes
Deep Stack Turbo	10,16	E	10,000	20 minutes

Level	SB	BB	Ante BB
1	100	100	
2	100	200	
3	100	200	200
4	200	400	400
5	300	600	600
6	400	800	800

15 min break / Chip Race 100

End of Registration

7	500	1,000	1,000
8	1,000	1,500	1,500
9	1,000	2,000	2,000
10	1,500	3,000	3,000

15 min break / Chip Race 500

11	2,000	4,000	4,000
12	3,000	6,000	6,000

Level	SB	BB	Ante BB
13	5,000	10,000	10,000
14	8,000	16,000	16,000

15 min break / Chip Race 1,000

15	10,000	20,000	20,000
16	15,000	30,000	30,000
17	20,000	40,000	40,000
18	30,000	60,000	60,000
19	50,000	100,000	100,000
20	80,000	160,000	160,000
21	100,000	200,000	200,000
22	150,000	300,000	300,000
23	200,000	400,000	400,000
24	300,000	600,000	600,000

TURBO HIGH ROLLERS STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
Turbo High Rollers	13	E	40,000	15 minutes

Level	SB	BB	Ante BB	Level	SB	BB	Ante BB
1	100	200	200	15 min break / Chip Race 500			
2	200	300	300	15	3,000	6,000	6,000
3	200	400	400	16	4,000	8,000	8,000
4	300	500	500	17	5,000	10,000	10,000
5	300	600	600	18	6,000	12,000	12,000
6	400	800	800	19	8,000	16,000	16,000
7	500	1,000	1,000	15 min break / Chip Race 1,000			
8	600	1,200	1,200	20	10,000	20,000	20,000
15 min break / Chip Race 100				21	10,000	25,000	25,000
End of Registration				22	15,000	30,000	30,000
9	1,000	1,500	1,500	23	20,000	40,000	40,000
10	1,000	2,000	2,000	24	25,000	50,000	50,000
11	1,500	2,500	2,500				
12	1,500	3,000	3,000				
13	2,000	4,000	4,000				
14	2,500	5,000	5,000				

SHORT DECK STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
Short Deck	14	C	30,000 (3X Bullets of 10,000)	30 minutes

Level	Ante	Button Single BB
1	100	100
2	200	200
3	300	300
4	400	400

15 min Break

4	500	500
5	600	600
6	700	700
7	800	800

15 min break / Chip Race 100
Redemption of Remaining Bullets

End of Registration

8	1,000	1,000
9	1,500	1,500
10	2,000	2,000
11	2,500	2,500

15 min break / Chip Race 500

12	3,000	3,000
13	4,000	4,000
14	5,000	5,000

Level	Ante	Button Single BB
15	6,000	6,000

15 min break / Chip Race 1,000

16	10,000	10,000
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17	15,000	15,000
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18	20,000	20,000
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19	25,000	25,000
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15 min break

20	30,000	30,000
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21	40,000	40,000
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22	50,000	50,000
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23	60,000	60,000
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15 min break

24	80,000	80,000
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25	100,000	100,000
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26	120,000	120,000
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27	150,000	150,000
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15 min break

28	200,000	200,000
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29	250,000	250,000
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30	300,000	300,000
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31	400,000	400,000
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SHORT DECK NOTES

- Event plays 7 handed / Final Table 8 handed
- Action will start with the player to the left of the dealer button.
- All players will post the required ante for each hand of play.
- Players have the option of starting with 1, 2 or all 3 bullets at once.
- When a hand is not in play, remaining bullets can be redeemed and put into play any time before the "Redemption of Remaining Bullets" period.
- All bullets must be redeemed at specified break.

Short Deck:

- Deuces through fives have been removed creating a deck of 36 cards.
- Flush beats a Full House.

Ranking of Hands:

- Royal Flush
- Straight Flush
- Quads
- Flush
- Full House
- Straight
- Trips
- Two Pair
- One Pair
- High Card

MONSTER STACK STRUCTURE

Type	Event #	POS Category	Starting Stack	Blinds Levels
Monster Stack	18	B	30,000	30 minutes Turbo Flight B 15 minutes

Level	SB	BB	Ante BB
1	25	50	
2	50	100	
3	75	150	
4	100	200	
15 min break (No Break Turbo Flight B)			
5	100	200	200
6	150	300	300
7	200	400	400
8	250	500	500
15 min break / Chip Race 25			
9	300	600	600
10	400	800	800
11	500	1,000	1,000
12	600	1,200	1,200
15 min break / Chip Race 100			
End of Registration			
13	1,000	1,500	1,500
14	1,000	2,000	2,000
15	1,500	2,500	2,500
15 min break (No Break Turbo Flight B)			
16	1,500	3,000	3,000

Level	SB	BB	Ante BB
17	2,000	4,000	4,000
End of Day 1			
18	2,500	5,000	5,000
15 min 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
15 min break / Chip Race 1,000			
23	10,000	15,000	15,000
24	10,000	20,000	20,000
25	10,000	25,000	25,000
26	15,000	30,000	30,000
15 min break			
27	20,000	40,000	40,000
28	25,000	50,000	50,000
29	30,000	60,000	60,000
30	40,000	80,000	80,000
15 min break			
31	50,000	100,000	100,000
32	60,000	120,000	120,000
33	80,000	160,000	160,000
34	100,000	200,000	200,000

SATELLITE STRUCTURE

Type	Starting Stack	Blinds Levels
Mega Satellite	5,000	15 minutes
Last Chance "1 in 5" Satellite	8,000	15 minutes

Level	SB	BB	Ante BB	Level	SB	BB	Ante BB
1	25	50		13	800	1,600	1,600
2	50	100		14	1,000	2,000	2,000
3	75	150		15	1,200	2,400	2,400
4	100	200		15 min break / Chip Race 100			
5	100	200	200	16	1,500	3,000	3,000
6	150	300	300	17	2,000	4,000	4,000
15 min break / Chip Race 25				18	2,500	5,000	5,000
End of Registration				15 min break / Chip Race 500			
7	200	400	400	19	3,000	6,000	6,000
8	300	500	500	20	4,000	8,000	8,000
9	300	600	600	21	5,000	10,000	10,000
10	400	800	800	22	6,000	12,000	12,000
11	500	1,000	1,000	23	8,000	16,000	16,000
12	600	1,200	1,200	24	10,000	20,000	20,000
15 min break							

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.
- Any 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/Championships seats won via Satellites are allocated to a specific starting day and can't be transferred.
- All Main Event/Championships seats won through Satellites must be used to qualify to the end of registration on Day 2.
- Refunds for excess seats will be done after the close of registration on Day 2.

PARTNERS



PARADISE CITY

NATURAL8

ClubGG

SOMUCH
POKER

GPI
MASTER
BOARD 大師



POPL



MAIN EVENT, CHAMPIONSHIPS, AND MYSTERY BOUNTY "1 OUT OF 10 PAY TABLE"

Places Paid	10	18	27	36	45	54	63	72	81	90
Entries	91-100	171-180	261-270	351-360	441-450	531-540	621-630	711-720	801-810	891-900
Pay Breaks	Percentages									
1	29.605%	25.957%	23.833%	22.434%	21.388%	20.588%	19.965%	19.379%	18.917%	18.476%
2	19.737%	17.298%	15.888%	14.956%	14.258%	13.725%	13.310%	12.920%	12.611%	12.317%
3	13.721%	12.025%	11.045%	10.397%	9.912%	9.541%	9.253%	8.981%	8.767%	8.563%
4	9.910%	8.686%	7.978%	7.510%	7.159%	6.892%	6.683%	6.487%	6.332%	6.185%
5	7.411%	6.495%	5.966%	5.616%	5.354%	5.154%	4.998%	4.851%	4.736%	4.625%
6	5.720%	5.013%	4.605%	4.334%	4.132%	3.987%	3.857%	3.744%	3.655%	3.570%
7	4.542%	3.981%	3.657%	3.442%	3.281%	3.159%	3.063%	2.973%	2.902%	2.835%
8	3.701%	3.243%	2.979%	2.804%	2.673%	2.573%	2.496%	2.422%	2.365%	2.310%
9	3.084%	2.703%	2.483%	2.337%	2.228%	2.145%	2.080%	2.019%	1.971%	1.925%
10	2.570%	2.252%	2.069%	1.947%	1.857%	1.787%	1.733%	1.682%	1.642%	1.604%
11-12	1.877%	1.724%	1.724%	1.623%	1.547%	1.489%	1.444%	1.402%	1.368%	1.337%
13-15	1.564%	1.437%	1.437%	1.352%	1.289%	1.241%	1.204%	1.168%	1.140%	1.114%
16-18	1.303%	1.197%	1.197%	1.127%	1.074%	1.034%	1.003%	0.974%	0.950%	0.928%
19-22	0.998%	0.998%	0.998%	0.939%	0.895%	0.862%	0.836%	0.811%	0.792%	0.773%
23-27	0.831%	0.831%	0.831%	0.783%	0.746%	0.718%	0.697%	0.676%	0.660%	0.645%
28-36	0.652%	0.652%	0.652%	0.622%	0.622%	0.599%	0.580%	0.563%	0.550%	0.537%
37-45	0.518%	0.518%	0.518%	0.499%	0.499%	0.499%	0.484%	0.469%	0.458%	0.448%
46-54	0.416%	0.416%	0.416%	0.403%	0.403%	0.403%	0.391%	0.391%	0.382%	0.373%
55-72	0.336%	0.336%	0.336%	0.326%	0.326%	0.326%	0.326%	0.326%	0.318%	0.311%
73-90										

- The above table is a partial representation of the complete pay-table, showing only key spot
- For every 10 players, 1 player is paid (minimum of 10.00% of the field is paid)
- 1st Place is 11.5x the 10th place

ALL OTHER SIDE EVENTS "1 OUT OF 6 PAY TABLE"

Places Paid	1	2	3	4	5	6	7	8	9	10	18	27	36	45	54	63	
Entries	1-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	55-60	103-108	157-162	211-216	265-270	319-324	373-379	
Pay Breaks	Percentages																
1	100.000%	70.000%	57.000%	48.913%	42.722%	38.048%	34.368%	31.379%	30.386%	29.605%	25.492%	23.079%	21.519%	20.372%	19.506%	18.710%	
2	30.000%	28.000%	26.237%	24.763%	23.668%	22.086%	20.919%	20.257%	19.737%	16.995%	15.386%	15.386%	14.346%	13.581%	13.004%	12.473%	
3	15.000%	15.246%	15.329%	15.172%	14.889%	14.543%	14.083%	14.083%	13.721%	11.815%	11.815%	10.696%	9.973%	9.442%	9.040%	8.671%	
4	9.604%	9.604%	10.109%	10.377%	10.491%	10.504%	10.172%	10.172%	9.910%	8.533%	8.533%	7.725%	7.203%	6.820%	6.529%	6.263%	
5		7.076%	7.448%	7.697%	7.855%	7.607%	7.411%	6.382%	5.777%	5.387%	5.387%	4.459%	4.158%	3.936%	3.769%	3.615%	
6			5.587%	5.859%	6.063%	5.871%	5.720%	4.925%	4.542%	3.911%	3.911%	3.541%	3.302%	3.126%	2.983%	2.871%	
7				4.610%	4.814%	4.662%	4.542%	3.798%	3.701%	3.187%	3.187%	2.885%	2.690%	2.547%	2.438%	2.339%	
8					3.922%	3.798%	3.701%	3.165%	3.084%	2.655%	2.655%	2.404%	2.242%	2.122%	2.032%	1.949%	
9						3.165%	2.570%	2.213%	2.003%	1.844%	1.844%	1.669%	1.557%	1.474%	1.411%	1.353%	
10-11							2.570%	1.537%	1.391%	1.297%	1.297%	1.159%	1.081%	1.023%	0.980%	0.940%	
12-14								0.966%	0.901%	0.853%	0.853%	0.817%	0.783%	0.751%	0.711%	0.680%	
15-18									0.751%	0.711%	0.680%	0.592%	0.567%	0.544%	0.544%	0.544%	
19-22										0.592%	0.567%	0.544%	0.544%	0.544%	0.544%	0.544%	
23-27											0.473%	0.473%	0.473%	0.473%	0.473%	0.473%	
28-36												0.473%	0.473%	0.473%	0.473%	0.473%	
37-45													0.473%	0.473%	0.473%	0.473%	
46-63														0.473%	0.473%	0.473%	

- The above table is a partial representation of the complete pay-table, showing only key spots
- For every 6 players, 1 player is paid (minimum of 16.67% of the field is paid)
- 1st Place is 11.5x the 10th place

APT Tournament Rules

Participation in any APT tournament means that a player agrees to the following Terms and Conditions:

1. You acknowledge that APT, on its own and through authorized third parties, will be photographing, videotaping, filming and creating other audio and/or visual works (collectively referred to as "Works") of or about the APT EVENT before, during, and after said event and APT and its authorized third parties will be using and exploiting the Works in: (a) films, television shows, programs and other audio and/or visual programs or its host sites; (b) merchandise and other materials of any kind or nature bearing the APT logo; and (c) all types of advertising and promotion for the APT circuit and tournaments, Programs, Merchandise, and host sites, including without limitation print, direct mail, e-mail, Internet, indoor and outdoor signage, radio, and television advertisements. You hereby consent to being photographed, filmed, and taped (including without limitation behind-the-scenes photograph, filmed and audiotape interviews with player). Player further consents to APT's worldwide use and exploitation of your name, voice, likeness, image, caricatures, nicknames, signature, mannerisms, traits, speech, phrases, and other unique personal characteristics and as they appear in any photographs, films or other audio and/or visual works of the Event. You hereby agree that you will make no claim of any kind against APT as a result of any of the uses described above, and you irrevocably and unconditionally waives and releases APT, its subsidiaries, affiliates, and designees, and each of their respective officers, directors, agents, servants, employees, representatives, insurers, licensees, designees, successors, in interest and invitees, from any and all claims arising out of such use, including, without limitation, any claims for invasion of privacy, infringement of Player' rights of publicity, false endorsement, defamation and any other personal and/or property rights of

any kind or nature.

2. You agree to the recording and/or broadcasting and/or live relay of the contribution and hereby grant to us all consent necessary to enable us to make the fullest use of the contribution throughout the universe in perpetuity by any and all means in any and all media, whether now known or hereinafter developed or discovered, in the programme for which your contribution has been recorded and any other programmes, without liability (save as specifically hereinafter provided) or acknowledgement to you. You hereby grant us the right to issue publicity concerning the contribution and any programme in which it may be included, and for such purpose to use and reproduce your name and photograph and recordings and/or copies of any description of the contribution.

3. In recognition of the needs of film and television production, we shall be entitled to edit, copy, add to, take from, adapt or translate the contribution as we see fit, and in respect of the contribution, you irrevocably waive the benefits of and agree not to assert any provision of law known as "moral rights" or any similar laws of any jurisdiction. We do not undertake to broadcast, exhibit and/or otherwise exploit the contribution.

4. You warrant and undertake to us (a) that you are fully entitled to give the contribution to us, (b) that nothing in the contribution (whether by way of inflection or gesture or otherwise) will infringe the copyright or any other right of any person, breach any contract or duty of confidence, constitute a contempt of court, be defamatory or be calculated to bring any broadcaster into disrepute and (c) that all facts expressed by you in the contribution are, to the best of your knowledge and belief, true and insofar as the contribution contains any opinions, these opinions are your own and are genuinely and truly held by you.

APT Tournament Rules

5. You agree to indemnify us against all and any costs, claims, expenses and liabilities (including without limitation, legal fees and any sums paid on the advice of counsel) resulting from breach by you of any of the agreements, warranties and/or undertakings on your part contained in this agreement.)

As a player of the Asian Poker Tour, you agree to the following regulations pertaining to wearing branded clothing and using branded items during the event. Players will be allowed to wear company logos/branding on their shirts provided that the following restrictions are accepted:

- One breast pocket logo no larger than 70 square cm
- Two upper shirt sleeve logos no larger than 25 square cm. (One on each sleeve)
- No other branding on any part of the clothing or body.
- Baseball caps and card protectors with logos will be allowed but no logos must be visible on them on the TV table.

Players can be sponsored by a company only before the tournament starts.

No more than 10% of the overall entry field at any event on the 'APT' can wear the branding/logos of any single company with the exception of the headline sponsor of that event. If more than 10% of the players from any single company are wearing the branding/logos of any single company, then the players themselves or a company representative must decide which players wear the branded clothing. If no decision is made, then APT will high card the players to make a decision.

No more than 2 players on the final table can wear the logos of any single company. If more than 2 players from any single company reach the final table then the players themselves or a company representative must decide which 2 players wear the branded clothing. If no decision is made, then APT will high card the players to make a decision.

Any player starting the final table with no logos must remain wearing no logos throughout the final.

APT and the Tournament Director will have absolute discretion to approve the clothing and apparel worn by the players during the event. They will also have the right to remove any logo, image or words on the players' clothing and apparel, which in the opinion of APT or the Tournament Director contravenes the requirements of the commissioning broadcaster, APT or any regulatory body.

6. You agree to abide by all the rules and regulations of The Asian Poker Tour and/or the rules of the venue, concerned copies of which are freely available to inspect at the venue or on the associated website theasianpokertour.com. By participating in the APT event, you are deemed to have accepted all relevant terms, conditions, rules and regulations, any sanction or consequence that a violation thereof carries. In the event of non-compliance with any of APT's rules and regulations, you hereby agree and accept that in the event of any dispute arising concerning any matter relating to the rules and regulations, such as but not limited to, the inherent wearing of apparel branded or otherwise therein, or any other matter relating to the event, that the decision of the Tournament Director is final.

7. You agree to make yourself available to attend press conferences and/or interviews, and awarding ceremonies at any reasonable time during the APT event if requested by the APT or the Tournament Director.

8. You agree to disclose your hole cards to the hole camera on the Final Table and/or Feature Table. Refusal to do so could lead to possible disqualification from the event with no cash prize awarded nor refunds given.

9. You agree to the deduction of a maximum

APT Tournament Rules

of 10% from the prize pools of the Main Event and Side Event which will be allocated to the Tournament Staff.

10. You agree to cooperate with any feasible request from the APT during the event to in publicizing, televising or promoting the event.

11. You agree that your contact information will be added to the APT database and as such may receive marketing material related to the APT.

12. This agreement may be freely assigned or licensed by us. This agreement shall be governed by and construed in accordance with laws of the host Country of the APT Event and any suit arising from this document shall be exclusively heard and tried in the courts of the Country of the APT Event.

The Asian Poker Tour will be implementing the Poker Tournament Directors Association's Rules (2019 Rules Version 1.0, Sept. 17, 2019) for the duration of its tournaments and events. In addition, the below rules will also be implemented:

Non-Smoking Rule

- Players are not allowed to smoke in the tournament area, violating this rule will result in a penalty.
- Players caught smoking at the table will receive a one-round penalty.

Late Registrants

- Late players being seated into an open seat after the start of a tournament/satellite will receive a full stack and will be dealt in immediately if possible.

Determining the Button

- At the start of the tournament and all redraws the button will be determined by a high card.

Forward Motion Rule

- Players moving chips in a forward motion

(across their hole cards) may be forced to put all of the chips in hand into the pot.

Redraws

- Tournaments/satellites paying less than 9 players will redraw at the final table.
- Tournaments/satellites paying 9 players to 17 will redraw at two tables and the final table.
- Tournaments/satellites paying 18 players and above will re-draw at 3 tables, 2 tables and the final table.

Hand for Hand Play

- Players will not be allowed to visit other tables during hand-for-hand play and are requested to stay at their tables.
- Players can be penalized after a warning has been issued.
- Players should not reveal their hand in an "All in and Call" situation or with a player/players all in after the action has been completed on the river card until requested by the Tournament Director.

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 the 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 the close of registration to re-enter.

Seat/s Won Through Satellites Hosted by the APT

- All seat/s won through satellites hosted by the

APT Tournament Rules

Asian Poker Tour are non-transferable and must be played on the specified date if allocated.

- In the event that a player wins more than enough seats for the allowed starting days or qualifies through the FIRST starting day, cash will be awarded for the remaining seat/s

Deal Making and Deal Facilitation

- Deal-making is allowed in all APT tournaments unless otherwise specified or announced in a specific tournament.

For deal-making, the following rules shall apply:

1. APT will not participate in the deal-making process, but will only serve to facilitate deals between players under the conditions specified under this rule.
 - If requested, APT will assist in providing computations for a deal being done based on the percentage of chips that each player has using the Individual Chip Modular (ICM) system. If a deal is being done based on ICM, and it results in a player/s getting more than 1st place money as originally posted [Section 9.1 below], the excess will be divided accordingly to the percentage to the other remaining players involved in the deal.
 - APT will facilitate one deal only, and once an agreement has been reached on a deal, no other deals will be permitted.
 - Payout will be in accordance with the deal made.

Deals that lock up all the prize money to the players involved, stops the tournament. The player with the most chips will be deemed the champion. The champion will be awarded the champion's trophy along with any other perks that maybe included.

In order to continue playing to the champion's trophy and any other perks that maybe included; a minimum of five percent (5%) of the 1st place prize money, as originally posted, must be held out of the deal and played for. This 5% hold-out will be

awarded to the eventual champion to ensure the integrity of the tournament's finish.

3. APT will only facilitate a deal once play reaches the final table.

4. Players are only permitted to discuss a deal at the completion of a hand or during a break.

5. Any discussions on a deal must be made in the presence of the APT Tournament Director or his designated APT representative.

6. All players on the final table must indicate their willingness to take part in a deal negotiation before the Tournament Director can pause the tournament clock. If the tournament clock is paused for negotiations on a deal, players will not be permitted to leave the final table to discuss the deal.

7. Players will be penalized for badgering or pressuring a player that refuses to make a deal.

8. When a player refuses to make a deal, no suggestions of another deal will be made until a player is eliminated or a major change in chips has been from player to player.

9. Any deal cannot be made under the following terms:

Award a player more than the amount of 1st place prize money as originally posted;
Due to the 5% to be played for under Section 2 of this Rule, a player cannot be awarded the originally posted 1st place money at the time a deal is made;

10. All players involved in the deal made and agreed to under this rule, must sign a written waiver acknowledging the deal they've made and payment of the prize money in accordance with the agreed shares.

ASIAN POKER TOUR NEXT EVENTS



**APT PHILIPPINES '22
OVER PHP 29 MILLION IN
GUARANTEED PRIZE POOLS
NOV 15-27, 2022**

*The Grand Wing Casino,
Newport World Resorts,
Manila Philippines*



**APT DA NANG VIETNAM '22
OVER VND 20 BILLION IN
GUARANTEED PRIZE POOLS
DEC 8-18, 2022**

*Risemount Premier Resort,
Da Nang, Vietnam*

SUBJECT TO REGULATORY APPROVAL

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