



Oklahoma State Championship of Poker

Hard Rock Tulsa



\$140 Buy-in - Nightly No Limit Hold'em - DeepStack

Level	Minutes	Small Blind	Big Blind	Big Blind Ante
1	20	100	200	200
2	20	200	300	300
3	20	200	400	400
4	20	300	600	600
5	20	400	800	800
6	20	600	1,200	1,200
<i>15-minute break</i>		<i>color up the 100s</i>		
7	20	1,000	1,500	1,500
8	20	1,000	2,000	2,000
9	20	1,500	3,000	3,000
<i>10-minute break</i>		<i>color up the 500s</i>		
10	20	2,000	4,000	4,000
11	20	3,000	6,000	6,000
12	20	4,000	8,000	8,000
13	20	6,000	12,000	12,000
<i>10-minute break</i>		<i>color up the 1,000s</i>		
14	20	10,000	15,000	15,000
15	20	10,000	20,000	20,000
16	20	15,000	30,000	30,000
17	20	20,000	40,000	40,000
18	20	30,000	60,000	60,000
<i>10-minute break</i>		<i>color up the 5,000s</i>		
19	20	50,000	75,000	75,000
20	20	75,000	150,000	150,000
21	20	100,000	150,000	150,000
22	20	100,000	200,000	200,000
23	20	150,000	300,000	300,000
24	20	200,000	400,000	400,000

- *Additional levels will be added as needed.*

- Fees: **\$140 buy-in** (\$100 prize pool + \$40 administration) Players will start with 20,000 in tournament chips.
 \$140 buy-in (\$75 prize pool + \$40 administration + **\$25 bounty**) Players will start with 20,000 in tournament chips.
- Administrative fee includes any and all staffing/dealer fees, and rake.
- Registration will remain open until the start of level 7, eliminated players may re-enter until this time. All original fees apply. Players must have zero chips remaining to re-enter.
- Any player who has not taken a hand by the start of the third level may be considered a “no show” and may have their chips removed from play and may not be eligible to participate and may not be eligible for a refund.
- If scheduled as a “**Bounty**” the players are required to have their bounty chip on the table at all times. Bounties are awarded to the winner of the pot in which a player is eliminated from the tournament.
- The Tournament Director in his sole and absolute discretion may adjust the break schedule, adjust the start and stop time, adjust the level lengths, and/or add an additional day if necessary.

3-25-2026