



## APRIL FOOL'S MYSTERY BOUNTY

### \$200 BUY-IN | FRIDAY, APRIL 4 @ 12PM

**MYSTERY BOUNTIES WILL BEGIN AT CLOSE OF REGISTRATION! EARN BOUNTIES BY ELIMINATING PLAYERS!  
BOUNTIES INCLUDE CASH PRIZES, BONUS TOURNAMENT CHIPS & TOURNAMENT ADVANTAGES!**

Levels	Blinds	Big Blind Ante	Levels	Blinds	Big Blind Ante
1 <sup>st</sup> Level	100 - 100	100	6 <sup>th</sup> Level	300 - 600	600
2 <sup>nd</sup> Level	100 - 200	200	7 <sup>th</sup> Level	400 - 800	800
3 <sup>rd</sup> Level	200 - 300	300	8 <sup>th</sup> Level	500 - 1,000	1,000
4 <sup>th</sup> Level	200 - 400	400	9 <sup>th</sup> Level	600 - 1,200	1,200
5 <sup>th</sup> Level	300 - 500	500	10 <sup>th</sup> Level	800 - 1,600	1,600

ADDITIONAL LEVELS WILL REPEAT, ADDING ONE ZERO.

#### 10 CASH PRIZES VALUED AT 10% OF PRIZE POOL CARD ADVANTAGES:

- Three Card Pocket** - Use this Bounty Card to receive 3 cards, Discard 1 pre-flop.
- Four Card Pocket** - Use this Bounty Card to receive 4 cards. Discard 2 pre-flop.
- Five Card Pocket** - Use this Bounty Card to receive 5 cards. Discard 3 pre-flop.
- Crazy Pineapple** - Use this Bounty Card to receive 3 cards. Discard 1 after the flop.
- Omaha Hand** - Use this Bounty Card to play Omaha, while everyone else plays Hold Em (Keep all 4 cards, Must play 2 from pocket).
- Draw Round** - Use this Bounty Card to redraw one or both cards in your hand at any point
- Two New Cards** - Use this Bounty Card to discard your current hand and receive 2 new cards **pre-flop**
- Two New Cards** - Use this Bounty Card to discard your current hand and receive 2 new cards **after the flop**.

*Extra Cards will be dealt once all players have complete hands. Random Card Theory applies to Community Cards dealt.*

#### TOURNAMENT ADVANTAGES:

- On Demand River** - Use this Bounty Card in any hand you are participating, to have a 2nd River Dealt, forcing a possible CHOP
- Option to Run it Twice** - Use this Bounty Card when you are ALL IN pre-flop, forcing a possible CHOP.
- Rabbit Hunter UNLIMITED** - Use this Bounty Card any time you want to Rabbit Hunt a River, regardless of participation in the current hand.
- Extra Ace** - Use this Bounty Card at Showdown when you need an Ace to win the pot!
- Hero Call Insurance** - Use this Bounty Card when you want to make a Hero Call holding any

#### General Rules

- Players will start with 25,000 in tournament chips, including the voluntary add on.
- Levels will last twenty (25) minutes each. A fifteen (15) minute break will be provided approximately every two (2) hours. Redraw at Final Table.
- This is a Fool's Gold Mystery Bounty tournament. Bounties will begin at close of registration. Eliminated players must forfeit their Mystery Bounty and all unclaimed Bounty Cards to the player who eliminated them, unless they are in possession of an Elimination Protection Bounty Card. Cash and Bonus Chip Bounties **MUST BE** claimed immediately, while Card and Tournament Advantages can be claimed as needed by the player.
- Total Chips in play and Average Chip Stack will be updated following any Bounty Card claim. Once Final Table is reached, all unclaimed Bounty Cards and Mystery Bounties will be removed from play and all CASH PRIZES not drawn will be returned to the Prize Pool to be paid out, according to percentages, to Final Table Players.
- Registration will end after Level 10. Players that are eliminated ("bust") within the first 10 Levels may re-enter (unlimited Re-Entries.) No Refunds.
- Players registered prior to the start of any event will have their chip stacks placed out at the start of an event. Players registering late and re-entries will be sold full stacks. Once registration closes stacks will be blinded off. Borgata will follow standard TDA Rules. The Tournament Director's decisions are final and without recourse.
- Borgata Management reserves the right to alter, change, or cancel this tournament. Borgata will not be held responsible in the event of typographical errors or misinformation on the website or printed material pertaining to this event, and players will have no claim in these matters.
- Seating may be limited. Residents of foreign countries will be subject to withholding on gross win above \$5,000. Buy-ins for this event will be aggregated to determine gross win for tax reporting purposes. Players may opt for an adjusted payout structure once the number of players remaining is equal to or less than the total amount of places to be paid.
- The \$200 Buy-in is allocated in the following manner: \$160 to the prize pool; \$30 Registration Fee; \$10 voluntary add on. Borgata Poker no longer withholds any percentage of the prize pool for dealer gratuities. A voluntary gratuity of \$10 for the staff will render you eligible for a bonus of 10,000 in starting chips (add on). This is an optional gratuity that will be provided directly to the staff and will not be kept by the house.

hand value less than Top Pair to receive a full refund of your total investment in the pot.

- Super Surrender** - Use this Bounty Card to receive a full refund of your total investment in the pot after losing any hand.
- Surrender** - Use this Bounty Card to receive a refund equal to half your total investment in the pot after losing any hand.
- Magic Aces** - Use this Bounty Card to win an amount equal to the pot if you lose with AA.
- Magic Kings** - Use this Bounty Card to win an amount equal to the pot if you lose with KK.
- Magic Queens** - Use this Bounty Card to win an amount equal to the pot if you lose with QQ.
- Magic Jacks** - Use this Bounty Card to win an amount equal to the pot if you lose with JJ.
- Bounty Hunter** - Use this Bounty Card to steal an unused Bounty from another player
- Flop a Set Insurance** - Use this Bounty Card to receive your pre-flop investment back in any hand where you missed flopping a set and lost the hand (must have a Pocket Pair.)
- River Rat Insurance** - Use this Bounty Card to receive your investment back in any hand where you missed the **Straight** (must have 4 to the Straight, including a connecting pocket.)
- River Rat Insurance** - Use this Bounty Card to receive your investment back in a losing hand where you missed the **Flush** (must have 4 to the Flush, including a suited pocket)
- Sugar Baby**: Use this Bounty Card to cover your Big Blind and Big Blind Ante once.
- Sugar Momma**: Use this Bounty Card to cover all Blinds & Antes for one orbit.
- Sugar Daddy**: Use this Bounty Card to cover all of your Blinds & Antes for two orbits.

(27) **Rich Uncle**: Use this Bounty Card at the beginning of any level to have all Blinds & Antes paid for the entire level.

*All Tournament Advantages will be paid by adding chips to the event, not removing chips from the actual winner of the hand. Amounts provided to each player when claiming the Bounty card will be dependent upon the investment by the player and/or the total pot.*

#### ELIMINATION PROTECTIONS:

- Chip & a Chair** - Use this Bounty Card to remain in your seat if eliminated with one chip of the highest denomination currently in play.
- Like New Respawn** - Use this Bounty Card to Remain in your seat when eliminated with a Starting Stack
- 2nd Chance Respawn** - Use this Bounty to remain in your seat when eliminated with the current Average stack.
- Epic Respawn** - Use this Bounty to remain in your seat when eliminated with a stack one tournament unit above the highest current chip stack in the event, making you Chip Leader  
*Elimination protections can only be used when eliminated. No forfeit will be allowed.*

#### CHIP BONUSES:

- Double your current stack!**
- Plus 10K to Stack!**
- Plus 15K to Stack!**
- Plus 20K to Stack!**
- Plus 25K to Stack!**
- Plus 40K to stack!**
- Plus 50K to stack!**
- Plus 100K to stack!**
- Yellow Brick Road** - Decide to keep playing the event OR forfeit your current stack for a seat at the Final Table, with an average chip stack.

**\*This Bounty will be returned to the drum if unclaimed.**