



RDPT JEJU 2025

EVENT SCHEDULE JULY 4 - 13, 2025

TIME	#	EVENT NAME	JACKET	FTP CAPS	BUY-IN (KRW)	PRIZEPOOL & ENTRY FEE	BOUNTY	STACK	CLOCK	LATE REG CLOSES AFTER
FRIDAY JULY 4, 2025										
12:00	1	"RD Expedition Club" Red Dragon Team Event DAY 1			2,000,000	(1,800,000 + 200,000)		See Team Event Structures		
18:00	2	Baby Dragon Warm-Up NLH			800,000	(688,000 + 112,000)		30,000	15 minutes	level 10
21:00	3	Hyper Turbo NLH			500,000	(425,000 + 75,000)		15,000	10 minutes	level 8
22:00	MS1	Milestone Satellite to Baby Dragon (WYS at 70K chips)			300,000	(255,000 + 45,000)		10,000	10 minutes	level 8
SATURDAY JULY 5, 2025										
12:00	1	"RD Expedition Club" Red Dragon Team Event Final Day			-	-		See Team Event Structures		
12:00	4	Baby Dragon DAY 1/A			1,500,000	(1,350,000 + 150,000)		30,000	30 minutes	level 10
14:00	5	Big Bounty NLH			1,000,000	(480,000 + 120,000)	400,000	30,000	20 minutes	level 10
15:00	MS2	Milestone Satellite to Baby Dragon (WYS at 70K chips)			300,000	(255,000 + 45,000)		10,000	15 minutes	level 8
16:00	6	Single Day High Roller			3,000,000	(2,700,000 + 300,000)		100,000	20 minutes	level 10
18:00	4	Baby Dragon DAY 1/B - Turbo			1,500,000	(1,350,000 + 150,000)		30,000	20 minutes	level 10
21:00	7	Hyper Turbo Bounty NLH			500,000	(325,000 + 75,000)	100,000	15,000	10 minutes	level 8
22:00	MS3	Milestone Satellite to Baby Dragon (WYS at 70K chips)			300,000	(255,000 + 45,000)		10,000	10 minutes	level 8
SUNDAY JULY 6, 2025										
12:00	4	Baby Dragon DAY 1/C			1,500,000	(1,350,000 + 150,000)		30,000	30 minutes	level 10
13:00	8	3 Game Stud Mix			800,000	(688,000 + 112,000)		30,000	20 minutes	level 8
14:00	9	MegaStack Classic NLH			1,000,000	(880,000 + 120,000)		30,000	20 minutes	level 10
17:00	10	Bounty NLH			800,000	(488,000 + 112,000)	200,000	30,000	20 minutes	level 10
18:00	4	Baby Dragon DAY 1/D - Turbo			1,500,000	(1,350,000 + 150,000)		30,000	20 minutes	level 10
20:00	11	No Limit 7 Card Stud			400,000	(340,000 + 60,000)		20,000	10 minutes	level 8
21:00	12	Hyper Turbo High Roller NLH			2,000,000	(1,800,000 + 200,000)		100,000	10 minutes	level 10
22:00	MS4	Milestone Satellite to Main Event (WYS at 70K chips)			450,000	(383,000 + 67,000)		10,000	10 minutes	level 8
MONDAY JULY 7, 2025										
12:00	4	Baby Dragon Final Day			-	-		-	30 minutes	-
13:00	13	Limit 2-7 Triple Draw			800,000	(688,000 + 112,000)		30,000	20 minutes	level 8
13:00	14	Single Day Mystery Bounty NLH			1,000,000	(580,000 + 120,000)	300,000	30,000	20 minutes	level 10
15:00	15	Red Dragon Prestige High Roller DAY 1			6,000,000	(5,460,000 + 540,000)		300,000	40 minutes	lvl 14 on Final Day
18:00	16	Main Event Warm-Up Turbo NLH			800,000	(688,000 + 112,000)		40,000	15 minutes	level 9
19:00	17	Flip Out Day 1			300,000	(255,000 + 45,000)		Winner advance to Day 2 ITM		TBA
20:00	18	No Limit 5 Card Draw Hi			400,000	(340,000 + 60,000)		20,000	10 minutes	level 8
21:00	19	Pineapple NLH Hyper Turbo			500,000	(425,000 + 75,000)		15,000	10 minutes	level 8
22:00	MS5	Milestone Satellite to Main Event (WYS at 70K chips)			450,000	(383,000 + 67,000)		10,000	10 minutes	level 8
TUESDAY JULY 8, 2025										
12:00	20	Red Dragon Championship DAY 1/A			2,500,000	(2,250,000 + 250,000)		40,000	40 minutes	level 9
12:00	17	Flip Out Final Day			-	-		20,000	15 minutes	-
13:00	21	PLO Single Day Mystery Bounty			1,000,000	(580,000 + 120,000)	300,000	30,000	20 minutes	level 8
13:00	15	Red Dragon Prestige High Roller Final Day			6,000,000	(5,460,000 + 540,000)		300,000	40 minutes	level 14
14:00	22	Deep Stack Classic NLH			1,000,000	(880,000 + 120,000)		25,000	20 minutes	level 10
17:00	23	Single Day High Roller			3,000,000	(2,700,000 + 300,000)		100,000	20 minutes	level 10
18:00	24	3 Card Poker Super Hold'em			500,000	(425,000 + 75,000)		20,000	15 minutes	level 8
20:00	25	PLO High Double Board Bomb Pot Hyper Turbo			400,000	(340,000 + 60,000)		20,000	10 minutes	level 8
21:00	26	Hyper Turbo NLH			500,000	(425,000 + 75,000)		15,000	10 minutes	level 8
22:00	MS6	Milestone Satellite to Main Event (WYS at 70K chips)			450,000	(383,000 + 67,000)		10,000	10 minutes	level 8
WEDNESDAY JULY 9, 2025										
12:00	20	Red Dragon Championship DAY 1/B			2,500,000	(2,250,000 + 250,000)		40,000	40 minutes	level 9
12:00	27	Big O (5 Card PLO Hi/Lo)			1,000,000	(880,000 + 120,000)		30,000	20 minutes	level 8
14:00	28	Survivor Big Bounty NLH (20 % of the field)			1,000,000	(680,000 + 120,000)	200,000	30,000	20 minutes	level 10
15:00	29	Lady Dragon Championship NLH			800,000	(688,000 + 112,000)		30,000	20 minutes	level 10
17:00	30	Short Deck Bounty NLH			1,500,000	(850,000 + 150,000)	500,000	100,000 *3	20 minutes	level 8
18:00	20	Red Dragon Championship DAY 1/C - Turbo			2,500,000	(2,250,000 + 250,000)		40,000	30 minutes	level 9
20:00	31	5 Card Pot Limit Omaha Hi			400,000	(340,000 + 60,000)		25,000	10 minutes	level 8
21:00	32	Hyper Turbo Bounty NLH			500,000	(325,000 + 75,000)	100,000	15,000	10 minutes	level 8
22:00	MS7	Milestone Satellite to Main Event (WYS at 70K chips)			450,000	(383,000 + 67,000)		10,000	10 minutes	level 8
THURSDAY JULY 10, 2025										
12:00	20	Red Dragon Championship DAY 1/D			2,500,000	(2,250,000 + 250,000)		40,000	40 minutes	level 9
13:00	33	No Limit 2-7 Single Draw			800,000	(688,000 + 112,000)		30,000	20 minutes	level 8
13:00	34	Progressive Bounty NLH			1,000,000	(680,000 + 120,000)	200,000	30,000	20 minutes	level 10
14:00	35	Short Deck NLH			2,000,000	(1,800,000 + 200,000)		100,000 *3	30 minutes	level 8
18:00	20	Red Dragon Championship DAY 1/E - Turbo			2,500,000	(2,250,000 + 250,000)		40,000	30 minutes	level 9
20:00	36	Mixed Game NLH/PLO			400,000	(340,000 + 60,000)		25,000	10 minutes	level 8
21:00	37	Hyper Turbo High Roller			2,000,000	(1,800,000 + 200,000)		100,000	10 minutes	level 10
22:00	MS8	Milestone Satellite to Dragon Egg (WYS at 70K chips)			650,000	(559,000 + 91,000)		10,000	10 minutes	level 8
FRIDAY JULY 11, 2025										
12:00	20	Red Dragon Championship DAY 2			-	-			60 minutes	-
12:00	38	"WePoker" Dragon Egg Mystery Bounty DAY 1/A			3,500,000	(2,150,000 + 350,000)	1,000,000	30,000	30 minutes	level 10
13:00	39	Big Easy Hi/Lo			800,000	(688,000 + 112,000)		30,000	20 minutes	level 8
13:00	40	20 second Shot Clock NLH			1,000,000	(880,000 + 120,000)		20,000	20 minutes	level 10
15:00	MS9	Milestone CASH Satellite (win KRW 2M at 70K chips and win multiple times)			350,000	(298,000 + 52,000)		10,000	10 minutes	level 8
17:00	41	Crazy Pineapple NLH Turbo			800,000	(688,000 + 112,000)		20,000	15 minutes	level 8
18:00	38	"WePoker" Dragon Egg Mystery Bounty DAY 1/B			3,500,000	(2,150,000 + 350,000)	1,000,000	30,000	30 minutes	level 10
20:00	42	6 Card PLO - Hi			400,000	(340,000 + 60,000)		25,000	10 minutes	level 8
21:00	43	Win the Button Hyper Turbo NLH			500,000	(425,000 + 75,000)		15,000	10 minutes	level 8
22:00	MS10	Milestone Satellite to Mini Main (WYS at 70K chips)			350,000	(298,000 + 52,000)		10,000	10 minutes	level 8
SATURDAY JULY 12, 2025										
12:00	20	Red Dragon Championship DAY 3			-	-	-	-	60 minutes	-
12:00	38	"WePoker" Dragon Egg Mystery Bounty Final Day			-	-	-	-	40 minutes	-
12:00	44	Red Dragon Mini Main Event DAY 1/A			2,000,000	(1,800,000 + 200,000)		40,000	30 minutes	level 9
14:00	45	Mega Stack Turbo NLH			800,000	(688,000 + 112,000)		30,000	15 minutes	level 10
15:00	46	Red Dragon Prestige Super High Roller DAY 1			12,000,000	(11,160,000 + 840,000)		600,000	40 minutes	lvl 14 on Final Day
16:00	47	Turbo Bomb Pot NLH			400,000	(340,000 + 60,000)		20,000	15 minutes	level 8
18:00	44	Red Dragon Mini Main Event DAY 1/B - Turbo			2,000,000	(1,800,000 + 200,000)		40,000	20 minutes	level 9
20:00	48	3 Card Poker Super Hold'em			400,000	(340,000 + 60,000)		20,000	10 minutes	level 8
21:00	49	Hyper Turbo NLH			500,000	(425,000 + 75,000)		15,000	10 minutes	level 8
22:00	MS11	Milestone Satellite to Closer (WYS at 70K chips)			300,000	(255,000 + 45,000)		10,000	10 minutes	level 8
SUNDAY JULY 13, 2025										
12:00	20	Red Dragon Championship Final Day			-	-		-	60 minutes	-
12:00	44	Red Dragon Mini Main Event Final Day			-	-		-	30 minutes	-
12:00	50	Red Dragon Closer NLH			1,500,000	(1,350,000 + 150,000)		30,000	20 minutes	level 10
13:00	46	Red Dragon Prestige Super High Roller Final Day			12,000,000	(11,160,000 + 840,000)		600,000	40 minutes	level 14
15:00	51	Deep Stack NLH			1,000,000	(880,000 + 120,000)		25,000	20 minutes	level 10
17:00	52	Super Stack Turbo NLH			800,000	(688,000 + 112,000)		40,000	15 minutes	level 10
18:00	53	Hyper Turbo High Roller NLH (Last Chance)			2,000,000	(1,800,000 + 200,000)		100,000	10 minutes	level 10
20:00	54	Monster Stack Super Hyper Turbo NLH			500,000	(425,000 + 75,000)		50,000	5 minutes	level 12

All tournaments are subject to regulatory approval.
Must be 19 or older and have a Casino Players Club card in order to play.
Players registering late, alternates and re-entries will be issued a full starting stack.
However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.
Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.
All event have (4%) Staff Charge, except Prestige High Roller and Prestige Super High Roller (3%) Staff Charge.
All number events are trophy events. In the money is 15% of the field.
Any number events with KRW 1 Million Buyin and Up, with 100 entries or more, the Champion will receive a RDPT Championship Jacket.



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EVENT SCHEDULE
JULY 4 - 13, 2025

MILESTONE SATELLITES

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/04/2025 22:00	MS1	Milestone Satellite to Baby Dragon (WYS at 70K chips)	300,000	10,000	10 minutes	LEVEL 8
07/05/2025 15:00	MS2	Milestone Satellite to Baby Dragon (WYS at 70K chips)	300,000	10,000	15 minutes	LEVEL 8
07/05/2025 22:00	MS3	Milestone Satellite to Baby Dragon (WYS at 70K chips)	300,000	10,000	10 minutes	LEVEL 8
07/06/2025 22:00	MS4	Milestone Satellite to Main Event (WYS at 70K chips)	450,000	10,000	10 minutes	LEVEL 8
07/07/2025 22:00	MS5	Milestone Satellite to Main Event (WYS at 70K chips)	450,000	10,000	10 minutes	LEVEL 8
07/08/2025 22:00	MS6	Milestone Satellite to Main Event (WYS at 70K chips)	450,000	10,000	10 minutes	LEVEL 8
07/09/2025 22:00	MS7	Milestone Satellite to Main Event (WYS at 70K chips)	450,000	10,000	10 minutes	LEVEL 8
07/10/2025 22:00	MS8	Milestone Satellite to Dragon Egg (WYS at 70K chips)	650,000	30,000	10 minutes	LEVEL 8
07/11/2025 15:00	MS9	Milestone CASH Satellite (win KRW 2M at 70K chips and win multiple times)	350,000	10,000	10 minutes	LEVEL 8
07/11/2025 22:00	MS10	Milestone Satellite to Mini Main (WYS at 70K chips)	350,000	10,000	10 minutes	LEVEL 8
07/12/2025 22:00	MS11	Milestone Satellite to Closer (WYS at 70K chips)	300,000	10,000	10 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Staff Charge 4%, Win your seat at 70,000 chips.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
15 minutes break / remove 100's			
9	1,000	1,000	1,000
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
15 minutes break / remove 500's			
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
15 minutes break / remove 500's			
22	15,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	75,000	125,000	125,000
30+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT # 1 - TEAM EVENT

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/04/2025 12:00	“RD Expedition Club” Red Dragon Team Event DAY 1	2,000,000		See Team Event Structures	
07/05/2025 12:00	“RD Expedition Club” Red Dragon Team Event Final Day	-		See Team Event Structures	

RULES AND INFORMATION

- All tournaments are subject to regulatory approval. Unlimited re-entries are allowed unless otherwise specified.
- Players must be 19 or older and have a Casino Players Club card in order to play.
- There will be several 15-minute breaks as posted on the structure sheet.
- All stacks will be put into play and blinded off.
- Management reserves the right to change, cancel, or alter any portion of the schedule and/or tournament.
- 4% staff charge applies.

TEAM EVENT STRUCTURE

- 36 teams total
- 4 players per team
- Day 1: Two KO MTT Rounds**
- Round 1: 4 teams will advance directly to the finals.
- Round 2: Resurrection Round. Qualified teams from Round 1 will compete for 4 additional seats in the finals.
- Day 2: Final Round**
- 8 teams will qualify for the finals.
- All teams in the finals will be in the money.

ROUND 1 RULES

- A player who finishes 1st will automatically carry the entire team to the finals, regardless of total team points.
- Whenever a team's total number of KO bounties reaches 17, they must stop playing and automatically qualify for the finals. Their chips and bounties will be removed from play immediately.
- The top 4 teams, including automatically qualified teams, will advance.
- If all 4 players from one team are eliminated before the field reaches 48 players, the team is eliminated from the event.
- If all 4 players are eliminated after the field reaches 48 players but before the field reaches 24 players, the team is eliminated from Round 1 but will be eligible for the Resurrection Round.
- Level duration: 15 minutes.
- Hand-for-hand play begins at 49 and 25 players remaining.
- 10-second shot clock system will be introduced at the start of the round.

RESURRECTION ROUND RULES

- A player who finishes 1st will automatically carry the team to the finals.
- Top 4 teams, including automatically qualified teams, will advance.
- Level duration: 10 minutes.
- 10-second shot clock system will be introduced at the start of the round.

TIEBREAKERS FOR DAY 1

- In the event of a tie score in either round:
 1. The team with the higher total number of knockouts will advance.
 2. If still tied, the team with the player who finishes highest will advance.

FINAL ROUND FORMAT

- Each team will compete in 3 different formats:
 1. 8-handed SNG: 1 player per team.
 2. Tag Team SNG: 2 players per team.
 3. Heads-Up Elimination: 1 player per team.
- In the Heads-Up format, each player will play 3 rounds to determine final ranking.
 - * Exception: 7th and 8th place will share the same score; no need to play Round 3.
- Each player may only participate in one event. Team member substitutions are not allowed once the final round begins.
- In case of a tie for 1st place:
 - * One player from each of the tied teams will play an additional heads-up match to determine the winner.
 - * For other ties, standard tournament rules apply.
- During the tiebreaker, teams may substitute players at the start of each level. Each team is allowed up to 3 substitutions.
- SNGs: 15-minute levels
- Heads-Up: 8-minute levels
- 10-second shot clock system will be introduced at the start of all formats.
- If fewer than 36 teams register, at least 20% of the field will still advance to the finals.

TAG TEAM EVENT RULES

1. Teams must register together.
2. Each teammate must check in at the table.
3. Teammates must switch every blind level or the team will be disqualified.
4. Starting stack: 20,000 chips split into two stacks of 10,000.
 - * Stack 1 is used in Level 1.
 - * Stack 2 is added in Level 2 when teammates switch.
5. If the first player is knocked out in Level 1, the second player will take over and receive the additional 10,000 chips.
6. When down to 3 teams, teammates may sit together and discuss strategy.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	600	600
5	400	800	800
6	500	1,000	1,000
15 minutes break / remove 100's			
7	1,000	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
11	2,000	4,000	4,000
12	2,500	5,000	5,000
13	3,000	6,000	6,000
15 minutes break / remove 500's			
14	4,000	8,000	8,000
15	5,000	10,000	10,000
16	6,000	12,000	12,000
17	10,000	15,000	15,000
18	10,000	20,000	20,000
19	15,000	25,000	25,000
15 minutes break			
20	15,000	30,000	30,000
21	20,000	40,000	40,000
22	25,000	50,000	50,000
23	30,000	60,000	60,000
15 minutes break / remove 5,000's			
24	50,000	75,000	75,000
25	50,000	100,000	100,000
26	75,000	125,000	125,000
27	75,000	150,000	150,000
15 minutes break			
28	100,000	200,000	200,000
29	125,000	250,000	250,000
30	150,000	300,000	300,000
31+	TD's Discretion		

Number of Bounties collected by one team
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

Points
1
2
3
5
7
9
12
15
18
22
26
30
35
40
45
51
57
63
70
78

Rank	Points
144-49	1
48	2
47	2
46	2
45	2
44	2
43	2
42	2
41	2
40	2
39	2
38	2
37	2
36	2
35	2
34	2
33	2
32	3
31	3
30	3
29	3
28	3
27	3
26	3
25	3
24	4
23	4
22	4
21	4
20	6
19	6
18	6
17	6
16	8
15	8
14	8
13	8
12	11
11	11
10	14
9	14
8	18
7	22
6	27
5	32
4	38
3	44
2	51
1	60

Final point system	
Rank	
8	1
7	1
6	2
5	3
4	4
3	5
2	7
1	10



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #2 - BABY DRAGON WARM-UP / EVENT #4 BABY DRAGON EVENT EVENT #29 - LADY DRAGON EVENT

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/04/2025 18:00	2	Baby Dragon Warm-Up NLH	800,000	30,000	15 minutes	LEVEL 10
07/05/2025 12:00	4	Baby Dragon DAY 1/A	1,500,000	30,000	30 minutes	LEVEL 10
07/05/2025 18:00	4	Baby Dragon DAY 1/B - Turbo	1,500,000	30,000	20 minutes	LEVEL 10
07/06/2025 12:00	4	Baby Dragon DAY 1/C	1,500,000	30,000	30 minutes	LEVEL 10
07/06/2025 18:00	4	Baby Dragon DAY 1/D - Turbo	1,500,000	30,000	20 minutes	LEVEL 10
07/07/2025 12:00	4	Baby Dragon Final Day	-	-	30 minutes	-
07/09/2025 15:00	29	Lady Dragon Championship NLH	800,000	30,000	20 minutes	LEVEL 10

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10. There will be 15 minutes break as posted on the structure.

Players registering late, alternates and re-entries will be issued a full starting stack. Best stack forward.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Event #4 - Each flight plays to 15% of the field, only players who survives to DAY 2 will make the money.

Break every 2 hours of play or otherwise shown on the clock and/or the discretion of the TD.

4% staff charge.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

Event # 4 - The number of hands per level will be 13.

Event #2 will be played to completion. The number of hand per level at the final table will be 7.

Event #29 will be played to completion. The number of hand per level at the final table will be 9.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
15 minutes break			
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	500	1,000	1,000
9	1,000	1,000	1,000
10	1,000	1,500	1,500
15 minutes break / End of Registration			
11	1,000	1,500	1,500
12	1,000	2,000	2,000
13	1,500	2,500	2,500
15 minutes break			
14	1,500	3,000	3,000
15	2,000	4,000	4,000
16	2,500	5,000	5,000
15 minutes break / remove 500's			
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
15 minutes break / remove 1000's			
21	10,000	15,000	15,000
22	10,000	20,000	20,000
23	15,000	25,000	25,000
15 minutes break			
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
15 minutes break / remove 5000's			
28	50,000	75,000	75,000
29	50,000	100,000	100,000
30	75,000	125,000	125,000
31	75,000	150,000	150,000
15 minutes break			
32	100,000	200,000	200,000
33	125,000	250,000	250,000
34	150,000	300,000	300,000
35	200,000	400,000	400,000
36	250,000	500,000	500,000
15 minutes break			
37	300,000	600,000	600,000
38	400,000	800,000	800,000
39	500,000	1,000,000	1,000,000
40	600,000	1,200,000	1,200,000
41	1,000,000	1,500,000	1,500,000
42+	TD's Discretion		



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EVENT SCHEDULE
JULY 4 - 13, 2025

HYPER TURBO'S EVENT

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/04/2025 21:00	3	Hyper Turbo NLH	500,000	15,000	10 minutes	LEVEL 8
07/05/2025 21:00	7	Hyper Turbo Bounty NLH	500,000	15,000	10 minutes	LEVEL 8
07/07/2025 21:00	19	Pineapple NLH Hyper Turbo	500,000	15,000	10 minutes	LEVEL 8
07/08/2025 21:00	26	Hyper Turbo NLH	500,000	15,000	10 minutes	LEVEL 8
07/10/2025 21:00	32	Hyper Turbo Bounty NLH	500,000	15,000	10 minutes	LEVEL 8
07/11/2025 21:00	43	Win the Button Hyper Turbo NLH	500,000	15,000	10 minutes	LEVEL 8
07/12/2025 20:00	48	3 Card Poker Super Hold'em	400,000	20,000	10 minutes	LEVEL 8
07/12/2025 21:00	49	Hyper Turbo NLH	500,000	15,000	10 minutes	LEVEL 8
07/13/2025 20:00	54	Monster Stack Super Hyper Turbo NLH	500,000	50,000	5 minutes	LEVEL 12

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8 or 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Event #7 and #32 - Hyper Turbo Bounty, Bounty is worth KRW 100,000.

Event # 19 Pineapple NLH, players will be dealt 3 cards, player must discard one card after any action before the flop in order to continue to play.

Event #48 - 3 Card Poker Super Hold'em, Players may use all 1,2 or 3 of their hole cards and/or play the board, to make a hand.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 5. Except for event 54.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	1,000	1,000	1,000
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
22	15,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	75,000	125,000	125,000
30+	TD's Discretion		



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EVENT SCHEDULE
JULY 4 - 13, 2025

TURBO'S EVENTS

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/08/2025 12:00	17	Flip Out Final Day	-	20,000	15 minutes	-
07/08/2025 18:00	24	3 Card Poker Super Hold'em	500,000	20,000	15 minutes	LEVEL 8
07/11/2025 17:00	41	Crazy Pineapple NLH Turbo	800,000	20,000	15 minutes	LEVEL 8
07/12/2025 14:00	45	Mega Stack Turbo NLH	800,000	30,000	15 minutes	LEVEL 10
07/13/2025 17:00	52	Super Stack Turbo NLH	800,000	40,000	15 minutes	LEVEL 10

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8 or 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Event #24 - 3 Card Poker Super Hold'em, Players may use all 1,2 or 3 of their hole cards and/or play the board, to make a hand.

Event #41 - Crazy Pineapple, player is dealt 3 hole cards and will discard 1 card after the flop. Missed discard is a dead hand.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 7.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	100	100
2	100	200	200
3	200	300	300
4	200	400	400
5	300	500	500
6	300	600	600
7	400	800	800
8	500	1,000	1,000
9	1,000	1,000	1,000
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,500	2,500	2,500
13	1,500	3,000	3,000
14	2,000	4,000	4,000
15	2,500	5,000	5,000
16	3,000	6,000	6,000
17	4,000	8,000	8,000
18	5,000	10,000	10,000
19	6,000	12,000	12,000
20	10,000	15,000	15,000
21	10,000	20,000	20,000
22	15,000	25,000	25,000
23	15,000	30,000	30,000
24	20,000	40,000	40,000
25	25,000	50,000	50,000
26	30,000	60,000	60,000
27	40,000	80,000	80,000
28	50,000	100,000	100,000
29	75,000	125,000	125,000
30+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

BOUNTY EVENT

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/05/2025 14:00	5	Big Bounty NLH	1,000,000	30,000	20 minutes	LEVEL 10
07/06/2025 17:00	10	Bounty NLH	800,000	30,000	20 minutes	LEVEL 10
07/07/2025 13:00	14	Single Day Mystery Bounty NLH	1,000,000	30,000	20 minutes	LEVEL 10
07/09/2025 14:00	28	Survivor Big Bounty NLH (20% of the field)	1,000,000	30,000	20 minutes	LEVEL 10
07/10/2025 13:00	34	Progressive Bounty NLH	1,000,000	30,000	20 minutes	LEVEL 10

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Event #5 - Big Bounty, Bounty is worth KRW 400,000.

Event #10 - Bounty is worth KRW 200,000.

Event #14 - Single Day Mystery Bounty, KRW 300,000 goes to the bounty pool.

Event #28 - Survivor Bounty, Bounty will introduce when we reach 20% of the field and cost KRW 1M. (1 of 5).

If there will be a remainder for a bounty, it will goes to a player who bust out the bubble.

Event #34 - Progressive Bounty- each player starts with a KRW 200,000 bounty.

When a player is eliminated, the winner receives half of the eliminated player's bounty immediately, and the other half is added to the winner's own bounty.

Example (I KO a player i will receive 100K and my own bounty will increase to 300K. This creates a system where bounties increase with each elimination.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 9.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	500	1,000	1,000
9	1,000	1,000	1,000
10	1,000	1,000	1,000
15 minutes break / End of Registration			
11	1,000	1,500	1,500
12	1,000	2,000	2,000
13	1,500	2,500	2,500
14	1,500	3,000	3,000
15	2,000	4,000	4,000
16	2,500	5,000	5,000
15 minutes break / remove 500's			
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	10,000	15,000	15,000
22	10,000	20,000	20,000
15 minutes break / remove 1000's			
23	15,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
15 minutes break / remove 5000's			
28	50,000	75,000	75,000
29	50,000	100,000	100,000
30	75,000	125,000	125,000
31	75,000	150,000	150,000
32	100,000	200,000	200,000
33	125,000	250,000	250,000
34+	TD's Discretion		



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EVENT SCHEDULE
JULY 4 - 13, 2025

SINGLE DAY HIGH ROLLER

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/05/2025 16:00	6	Single Day High Roller	3,000,000	100,000	20 minutes	LEVEL 10
07/06/2025 21:00	12	Hyper Turbo High Roller NLH	2,000,000	100,000	10 minutes	LEVEL 10
07/08/2025 17:00	23	Single Day High Roller	3,000,000	100,000	20 minutes	LEVEL 10
07/10/2025 21:00	37	Hyper Turbo High Roller	2,000,000	100,000	10 minutes	LEVEL 10
07/13/2025 18:00	53	Hyper Turbo High Roller NLH (Last Chance)	2,000,000	100,000	10 minutes	LEVEL 10

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Tournament clock will start at event starting time.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Staff Charge 4%, In the money is 15% of the field.

Shot clock will be implemented from the start of the event.

See Shot Clock Rules for details.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

Event # 6 & 23 - The number of hands per level will be 9.

Event # 12, 37 & 53 - The number of hands per level will be 5.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	300	500	500
2	300	600	600
3	400	800	800
4	500	1,000	1,000
5	600	1,200	1,200
6	1000	1,500	1,500
7	1000	2,000	2,000
8	1500	2,500	2,500
9	1500	3,000	3,000
10	2000	4,000	4,000
11	2500	5,000	5,000
12	3000	6,000	6,000
13	4000	8,000	8,000
14	5000	10,000	10,000
15	6000	12,000	12,000
16	10000	15,000	15,000
17	10000	20,000	20,000
18	15000	25,000	25,000
19	15000	30,000	30,000
20	20,000	40,000	40,000
21	25,000	50,000	50,000
22	30,000	60,000	60,000
23	40,000	80,000	80,000
24	50,000	100,000	100,000
25	75,000	125,000	125,000
26	75,000	150,000	150,000
27	100,000	200,000	200,000
28	125,000	250,000	250,000
29	150,000	300,000	300,000
30	200,000	400,000	400,000
31	300,000	500,000	500,000
32	300,000	600,000	600,000
33	400,000	800,000	800,000
34	500,000	1,000,000	1,000,000
35	600,000	1,200,000	1,200,000
36	1,000,000	1,500,000	1,500,000
37	1,000,000	2,000,000	2,000,000
38+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #8 - 3 GAME STUD MIX

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/06/2025 13:00	3 Game Stud Mix	800,000	30,000	20 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Games are 7 CARD STUD / 7 CARD STUD HI-LO 8 or BETTER / RAZZ. Games will change every 4 hands.

STRUCTURE					
LEVEL	ANTE	BRING IN	COMPLETION	LIMITS	
1	100	100	300	300	600
2	100	100	300	300	600
3	100	100	400	400	800
4	100	200	500	500	1000
5	100	200	600	600	1200
6	100	200	800	800	1600
7	100	200	800	800	1600
8	200	300	1000	1000	2000
9	200	300	1000	1000	2000
10	200	300	1200	1200	2400
11	300	500	1500	1500	3000
12	300	500	2000	2000	4000
13	500	1000	2500	2500	5000
14	500	1000	3000	3000	6000
15	1000	1000	4000	4000	8000
16	1000	2000	5000	5000	10000
17	1500	2000	6000	6000	12000
18	2000	2000	8000	8000	16000
19	2000	3000	10000	10000	20000
20	3000	3000	12000	12000	24000
21	3000	5000	15000	15000	30000
22	5000	5000	20000	20000	40000
23	10000	10000	25000	25000	50000
24	10000	10000	30000	30000	60000
25	10000	10000	40000	40000	80000
26	10000	15000	50000	50000	100000
27	15000	20000	60000	60000	120000
28	20000	20000	80000	80000	160000
29	20000	30000	100000	100000	200000



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #11 - NO LIMIT 7 CARD STUD

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/06/2025 20:00	No Limit 7 Card Stud	400,000	20,000	10 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

(4%) Staff Charge, In the money is 15% of the field.

STRUCTURE

LEVEL	ANTE	BRING IN
1	100	100
2	100	100
3	100	100
4	100	200
5	100	200
6	200	300
7	200	300
8	300	500
9	300	500
10	500	1000
11	500	1000
12	1000	2000
13	1000	2000
14	1500	2000
15	2000	3000
16	2000	3000
17	3000	5000
18	3000	5000
19	5000	10000
20	10000	10000
21	10000	10000
22	10000	15000
23	10000	20000
24	15000	20000
25	20000	30000



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EVENT SCHEDULE
JULY 4 - 13, 2025

NO LIMIT HOLD'EM EVENTS

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/06/2025 14:00	9	MegaStack Classic NLH	1,000,000	30,000	20 minutes	LEVEL 8
07/13/2025 12:00	50	Red Dragon Closer NLH	1,500,000	30,000	20 minutes	LEVEL 10

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 9.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	500	1,000	1,000
9	1,000	1,000	1,000
10	1,000	1,500	1,500
15 minutes break / End of Registration			
11	1,000	1,500	1,500
12	1,000	2,000	2,000
13	1,500	2,500	2,500
14	1,500	3,000	3,000
15	2,000	4,000	4,000
16	2,500	5,000	5,000
15 minutes break / remove 500's			
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
21	10,000	15,000	15,000
22	10,000	20,000	20,000
15 minutes break / remove 1000's			
23	15,000	25,000	25,000
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
15 minutes break / remove 5000's			
28	50,000	75,000	75,000
29	50,000	100,000	100,000
30	75,000	125,000	125,000
31	75,000	150,000	150,000
32	100,000	200,000	200,000
33+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #13 - LIMIT 2-7 TRIPLE DRAW GAME

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/07/2025 13:00	Limit 2-7 Triple Draw	800,000	30,000	20 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval.

Must be 19 or older and have a Casino Players Club card in order to play.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field, Play 6 Handed.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	LIMITS
1	200	400	400 - 800
2	300	500	500 - 1000
3	300	600	600 - 1,200
4	400	800	800 - 1,600
15 minutes break / remove 100's			
5	500	1,000	1,000 - 2000
6	500	1,000	1,000 - 2000
7	1,000	1,500	1,500 - 3,000
8	1,000	2,000	2,000 - 4,000
15 minutes break / End of Registration			
9	1,500	2,500	2,500 - 5,000
10	1,500	3,000	3,000 - 6,000
11	2,000	4,000	4,000 - 8,000
12	2,000	5,000	5,000 - 10,000
13	3,000	6,000	6,000 - 12,000
14	4,000	8,000	8,000 - 16,000
15 minutes break / remove 1000's			
15	5,000	10,000	10,000 - 20,000
16	5,000	10,000	10,000 - 20,000
17	10,000	15,000	15,000 - 30,000
18	10,000	20,000	20,000 - 40,000
19	15,000	25,000	25,000 - 50,000
20	15,000	30,000	30,000 - 60,000
15 minutes break			
21	20,000	40,000	40,000 - 80,000
22	25,000	50,000	50,000 - 100,000
23	30,000	60,000	60,000 - 120,000
24	40,000	80,000	80,000 - 160,000
25	50,000	100,000	100,000 - 200,000
26	60,000	120,000	120,000 - 240,000
15 minutes break / remove 5000's			
27	75,000	150,000	150,000 - 300,000
28	100,000	200,000	200,000 - 400,000
29+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #15 - RED DRAGON PRESTIGE HIGH ROLLER

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/07/2025 15:00	Red Dragon Prestige High Roller DAY 1	6,000,000	300,000	40 minutes	lvl 14 on Final Day
07/08/2025 13:00	Red Dragon Prestige High Roller Final Day	6,000,000	300,000	40 minutes	level 14

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Late Registration will last up to end of level 14 on DAY 2, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Tournament clock will start at event starting time.

9% admin fee and 3% Staff Charge.

Shot clock will be implemented from the start of the event.

See Shot Clock Rules for details.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 17.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	500	1,000	1,000
2	500	1,000	1,000
3	1,000	1,000	1,000
15 minutes break			
4	1,000	1,000	1,000
5	1,000	1,500	1,500
6	1,000	2,000	2,000
15 minutes break			
7	1,500	2,500	2,500
8	1,500	3,000	3,000
9	2,000	4,000	4,000
15 minutes break / remove 500's			
10	3,000	5,000	5,000
11	3,000	6,000	6,000
END OF DAY 1			
12	4,000	8,000	8,000
13	5,000	10,000	10,000
14	6,000	12,000	12,000
15 minutes break / End of Registration / remove 1,000's			
15	10,000	15,000	15,000
16	10,000	20,000	20,000
17	15,000	25,000	25,000
15 minutes break			
18	15,000	30,000	30,000
19	20,000	40,000	40,000
20	25,000	50,000	50,000
15 minutes break			
21	30,000	60,000	60,000
22	40,000	80,000	80,000
23	50,000	100,000	100,000
15 minutes break / remove 5,000's			
24	75,000	125,000	125,000
25	75,000	150,000	150,000
26	100,000	200,000	200,000
15 minutes break			
27	125,000	250,000	250,000
28	150,000	300,000	300,000
29+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #16 - RED DRAGON MAIN EVENT WARM-UP
EVENT #20 - RED DRAGON CHAMPIONSHIP

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/07/2025 18:00	Main Event Warm-Up Turbo NLH	800,000	40,000	15 minutes	LEVEL 9
07/08/2025 12:00	Red Dragon Championship DAY 1/A	2,500,000	40,000	40 minutes	LEVEL 9
07/09/2025 12:00	Red Dragon Championship DAY 1/B	2,500,000	40,000	40 minutes	LEVEL 9
07/09/2025 18:00	Red Dragon Championship DAY 1/C - Turbo	2,500,000	40,000	30 minutes	LEVEL 9
07/10/2025 12:00	Red Dragon Championship DAY 1/D	2,500,000	40,000	40 minutes	LEVEL 9
07/10/2025 18:00	Red Dragon Championship DAY 1/E - Turbo	2,500,000	40,000	30 minutes	LEVEL 9
07/11/2025 12:00	Red Dragon Championship DAY 2	-	-	60 minutes	-
07/12/2025 12:00	Red Dragon Championship DAY 3	-	-	60 minutes	-
07/13/2025 12:00	Red Dragon Championship Final Day	-	-	60 minutes	-

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack. Best stack forward.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Unlimited Re-Entry for all Day 1s and played as best stack forward and the other stack will remove from play.

All Day 1s will play up to end of level 12.

4% Staff Charge.

Shot clock will be implemented at the start of level 17 or 2 tables from the money, whichever comes first.

See Shot Clock Rules for details.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

Event # 20 - The number of hands per level will be 25.

Event #16 will be played to completion. The number of hand per level at the final table will be 7.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
15 minutes break			
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	1,000	1,000	1,000
9	1,000	1,500	1,500
15 minutes break / End of Registration			
10	1,000	2,000	2,000
11	1,500	2,500	2,500
12	1,500	3,000	3,000
End Of Day 1 / remove 500's			
Start of DAY 2			
13	2,000	4,000	4,000
14	3,000	5,000	5,000
15 minutes break			
15	3,000	6,000	6,000
16	4,000	8,000	8,000
15 minutes break			
17	5,000	10,000	10,000
18	6,000	12,000	12,000
60 minutes dinner break / remove 1,000's			
19	10,000	15,000	15,000
20	10,000	20,000	20,000
15 minutes break			
21	15,000	25,000	25,000
22	15,000	30,000	30,000
End of DAY 2			
23	20,000	40,000	40,000
24	25,000	50,000	50,000
15 minutes break			
25	30,000	60,000	60,000
26	40,000	80,000	80,000
15 minutes break			
27	50,000	100,000	100,000
28	75,000	125,000	125,000
60 minutes dinner break			
29	75,000	150,000	150,000
30	100,000	200,000	200,000
15 minutes break			
31	125,000	250,000	250,000
32	150,000	300,000	300,000
15 minutes break / remove 25,000's			
33	200,000	400,000	400,000
34	300,000	500,000	500,000
15 minutes break			
35	300,000	600,000	600,000
36+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #18 - NO LIMIT 5 CARD DRAW HI

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/07/2025 20:00	No Limit 5 Card Draw Hi	400,000	20,000	10 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	300
2	100	300	400
3	200	400	600
4	300	600	900
5	400	800	1,200
6	500	1,000	1,500
7	600	1,200	1,800
8	1,000	1,500	2,500
15 minutes break / remove 100's / End of Registration			
9	1,000	2,000	3,000
10	1,000	2,500	3,500
11	1,500	3,000	4,500
12	2,000	4,000	6,000
13	2,500	5,000	7,500
14	3,000	6,000	9,000
15	4,000	8,000	12,000
16	5,000	10,000	15,000
17	6,000	12,000	18,000
15 minutes break / remove 500's and 1,000's			
18	10,000	15,000	25,000
19	10,000	20,000	30,000
20	10,000	25,000	35,000
21	15,000	30,000	45,000
22	20,000	40,000	60,000
23	25,000	50,000	75,000
24	30,000	60,000	90,000
25	40,000	80,000	120,000
26	50,000	100,000	150,000
27	60,000	120,000	180,000
28+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

POT LIMIT EVENTS

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/08/2025 13:00	21	PLO Single Day Mystery Bounty	1,000,000	30,000	20 minutes	LEVEL 8
07/09/2025 12:00	27	Big O (5 Card PLO Hi/Lo)	1,000,000	30,000	20 minutes	LEVEL 8
07/09/2025 20:00	31	5 Card Pot Limit Omaha Hi	400,000	25,000	10 minutes	LEVEL 8
07/10/2025 20:00	36	Mixed Game NLH/PLO	400,000	25,000	10 minutes	LEVEL 8
07/11/2025 13:00	39	Big Easy Hi/Lo	800,000	30,000	20 minutes	LEVEL 8
07/11/2025 20:00	42	6 Card PLO - Hi	400,000	25,000	10 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Event # 21 PLO Single Day Mystery Bounty - KRW300,000 will go to the Mystery Bounty Pool.

Event # 36 Mixed Game NLH/PLO will swithc game every 4 hands.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

Events #21, 27 & 39 - The number of hands per level will be 9.

Events #31, 36 & 42 - The number of hands per level will be 5.

STRUCTURE			
LEVEL	BLINDS	ANTE	MIN-MAX
1	100-200	200	200-700
2	200-300	300	300-1100
3	200-400	400	400-1400
4	300-500	500	500-1800
5	300-600	600	600-2100
6	400-800	800	800-2800
7	500-1000	1,000	1000-3500
8	600-1200	1,200	1200-3800
9	1000-1500	1,500	1500-5500
10	1000-2000	2,000	2000-7000
11	1500-2500	2,500	2500-9000
12	1500-3000	3,000	3000-10500
13	2000-4000	4,000	4000-14000
14	2500-5000	5,000	5000-17500
15	3000-6000	6,000	6000-21000
16	4000-8000	8,000	8000-28000
17	5000-10000	10,000	10000-35000
18	6000-12000	12,000	12000-42000
19	10000-15000	15,000	15000-55000
20	10000-20000	20,000	20000-70000
21	15000-25000	25,000	25000-90000
22	15000-30000	30,000	30000-105000
23	20000-40000	40,000	40000-140000
24	25000-50000	50,000	50000-175000
25	30000-60000	60,000	60000-210000
26	50000-75000	75,000	75000-275000
27	50000-100000	100,000	100000-350000
28	75000-125000	125,000	125000-450000
29	75000-150000	150,000	150000-525000
30+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #22, #40, #51

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/08/2025 14:00	22	Deep Stack Classic NLH	1,000,000	25,000	20 minutes	LEVEL 10
07/11/2025 13:00	40	20 second Shot Clock NLH	800,000	20,000	20 minutes	LEVEL 10
07/13/2025 15:00	51	Deep Stack NLH	1,000,000	25,000	20 minutes	LEVEL 10

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 9.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
4	300	500	500
5	300	600	600
15 minutes break			
6	400	800	800
7	400	800	800
8	500	1,000	1,000
9	500	1,000	1,000
10	1,000	1,000	1,000
15 minutes break / remove 100's			
11	1,000	1,000	1,000
12	1,000	1,500	1,500
13	1,000	2,000	2,000
14	1,500	2,500	2,500
15	1,500	3,000	3,000
16	2,000	4,000	4,000
15 minutes break / remove 500's			
17	3,000	5,000	5,000
18	3,000	6,000	6,000
19	4,000	8,000	8,000
20	5,000	10,000	10,000
21	6,000	12,000	12,000
22	10,000	15,000	15,000
15 minutes break / remove 1,000's			
23	10,000	20,000	20,000
24	15,000	25,000	25,000
25	15,000	30,000	30,000
26	20,000	40,000	40,000
27	25,000	50,000	50,000
28	30,000	60,000	60,000
28	50,000	75,000	75,000
29	50,000	100,000	100,000
30	75,000	125,000	125,000
31	75,000	150,000	150,000
32	100,000	200,000	200,000
33+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

BOMB POT EVENTS

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/08/2025 20:00	25	PLO High Double Board Bomb Pot Hyper Turbo	400,000	20,000	10 minutes	LEVEL 8
07/12/2025 16:00	47	Turbo Bomb Pot NLH	400,000	20,000	15 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Event #25 -PLO- Each player will post the Ante, there will be no action before the flop, and all action will start once a flop is shown. Once all action is completed, a winner will be determined for each board. One player could win the whole pot.

Event #47 - Bomb Pot NLH- Each player will post the Ante, there will be no action before the flop, and all action will start once a flop is shown.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

Event # 25 - The number of hands per level will be 5.

Event # 47 - The number of hands per level will be 7.

STRUCTURE			
LEVEL	BLIND	ANTE	MIN - MAX
1		200	
2		200	
3		300	
4		400	
5		500	
6		600	
7		800	
8		1,000	
9		1,000	
10		1,500	
11		2,000	
12		2,500	
13		3,000	
14		4,000	
15		5,000	
16		6,000	
17		8,000	
18		10,000	
19		12,000	
20		15,000	
21		20,000	
22		25,000	
23		30,000	
24		40,000	
25		50,000	
26		60,000	
27		75,000	
28		100,000	
29		125,000	
30+		TD's Discretion	



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #33 NO LIMIT 2-7 SINGLE DRAW

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/10/2025 13:00	No Limit 2-7 Single Draw	800,000	30,000	20 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 8, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	300
2	100	300	400
3	200	400	600
4	300	600	900
5	400	800	1,200
6	500	1,000	1,500
7	600	1,200	1,800
8	1,000	1,500	2,500
15 minutes break / remove 100's / End of Registration			
9	1,000	2,000	3,000
10	1,000	2,500	3,500
11	1,500	3,000	4,500
12	2,000	4,000	6,000
13	2,500	5,000	7,500
14	3,000	6,000	9,000
15	4,000	8,000	12,000
16	5,000	10,000	15,000
17	6,000	12,000	18,000
15 minutes break / remove 500's and 1,000's			
18	10,000	15,000	25,000
19	10,000	20,000	30,000
20	10,000	25,000	35,000
21	15,000	30,000	45,000
22	20,000	40,000	60,000
23	25,000	50,000	75,000
24	30,000	60,000	90,000
25	40,000	80,000	120,000
26	50,000	100,000	150,000
27	60,000	120,000	180,000
28+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

SHORT DECK

Date / TIME	#	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/09/2025 17:00	30	Short Deck Bounty NLH	1,500,000	100,000 *3	20 minutes	LEVEL 8
07/10/2025 14:00	35	Short Deck NLH	2,000,000	100,000 *3	30 minutes	LEVEL 8

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

4% Staff Charge, In the money is 15% of the field.

Each Player will start with 3 Bullets of 100,000 Chips each.

Player may choose to play how many bullet before the hand starts.

Multiple re-entry is allowed until the end of the registration.

All Bullets must put into play at the start of Level 8.

Shot clock will be implemented from the start of te event.

See Shot Clock Rules for details.

Event # 30 will be a Bounty event, each Bounty will be worth KRW 500,000.

Bounty will go into play once a player has request their 3rd bullet or at the the start of level 8 when all bullets go into play.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

Event #30 - The number of hands per level will be 9.

Event #35 - The number of hands per level will be 13.

STRUCTURE		
LEVEL	ANTE	BUTTON
1	500	1,000
2	1,000	2,000
3	1,500	3,000
4	2,000	4,000
15 minutes break / chip race 500's		
5	3,000	6,000
6	4,000	8,000
7	5,000	10,000
8	6,000	12,000
15 minutes break / End of registration / remove 1,000's		
9	10,000	15,000
10	10,000	20,000
11	15,000	25,000
12	15,000	30,000
15 minutes break		
13	20,000	40,000
14	25,000	50,000
15	30,000	60,000
16	40,000	80,000
15 minutes break		
17	50,000	100,000
18	60,000	120,000
19	80,000	160,000
20	100,000	200,000
15 minutes break / chip race 5,000's		
21	125,000	250,000
22	150,000	300,000
23	175,000	350,000
24	200,000	400,000
15 minutes break / remove 25,000's		
25	300,000	500,000
26	300,000	600,000
27	400,000	800,000
28	500,000	1,000,000
15 minutes break		
29	600,000	1,200,000
30	800,000	1,600,000
31	1,000,000	1,500,000
32	1,000,000	2,000,000
33+	TD's Discretion	



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #38 - "WePoker"
DRAGON EGG MYSTERY BOUNTY

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/11/2025 12:00	"WePoker" Dragon Egg Mystery Bounty DAY 1/A	3,500,000	30,000	30 minutes	LEVEL 10
07/11/2025 18:00	"WePoker" Dragon Egg Mystery Bounty DAY 1/B	3,500,000	30,000	30 minutes	LEVEL 10
07/12/2025 12:00	Dragon Egg Mystery Bounty Final Day	-	-	40 minutes	-

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 10. There will be 15 minutes break as posted on the structure.

Players registering late, alternates and re-entries will be issued a full starting stack. Best stack forward.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Each flight plays to 25% of the field. Mystery Bounties will go in to play at the start of day 2.

15% of the field will be in the money.

4% Staff Charge.

KRW 1,000,000 goes to the Mystery Pool.

This event is sponser by WePoker.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 17.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
15 minutes break			
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	500	1,000	1,000
9	1,000	1,000	1,000
10	1,000	1,500	1,500
15 minutes break / End of Registration			
11	1,000	1,500	1,500
12	1,000	2,000	2,000
13	1,500	2,500	2,500
15 minutes break			
14	1,500	3,000	3,000
15	2,000	4,000	4,000
16	2,500	5,000	5,000
15 minutes break / remove 500's			
17	3,000	6,000	6,000
18	4,000	8,000	8,000
19	5,000	10,000	10,000
20	6,000	12,000	12,000
15 minutes break / remove 1000's			
21	10,000	15,000	15,000
22	10,000	20,000	20,000
23	15,000	25,000	25,000
15 minutes break			
24	15,000	30,000	30,000
25	20,000	40,000	40,000
26	25,000	50,000	50,000
27	30,000	60,000	60,000
15 minutes break / remove 5000's			
28	50,000	75,000	75,000
29	50,000	100,000	100,000
30	75,000	125,000	125,000
31	75,000	150,000	150,000
15 minutes break			
32	100,000	200,000	200,000
33	125,000	250,000	250,000
34	150,000	300,000	300,000
35	200,000	400,000	400,000
36	250,000	500,000	500,000
15 minutes break			
37	300,000	600,000	600,000
38	400,000	800,000	800,000
39	500,000	1,000,000	1,000,000
40	600,000	1,200,000	1,200,000
41	1,000,000	1,500,000	1,500,000
42+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #44 - RED DRAGON MINI MAIN

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/12/2025 12:00	Red Dragon Mini Main Event DAY 1/A	2,000,000	40,000	30 minutes	LEVEL 9
07/12/2025 18:00	Red Dragon Mini Main Event DAY 1/B - Turbo	2,000,000	40,000	20 minutes	LEVEL 9
07/13/2025 12:00	Red Dragon Mini Main Event Final Day	-	-	30 minutes	-

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Must be 19 or older and have a Casino Players Club card in order to play.

Late Registration will last up to end of level 9, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack. Best stack forward.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Umlimited Re-Entry for all Day 1s and played as best stack forward and the other stack will remove from play.

Each flight plays to 15% of the field, only players who survives to DAY 2 will make the money.

4% Staff Charge.

Shot clock will be implemented at the start of DAY 2.

See Shot Clock Rules for details.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 13.

STRUCTURE			
LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	100	200	200
2	200	300	300
3	200	400	400
15 minutes break			
4	300	500	500
5	300	600	600
6	400	800	800
15 minutes break / remove 100's			
7	500	1,000	1,000
8	1,000	1,000	1,000
9	1,000	1,500	1,500
15 minutes break / End of Registration			
10	1,000	2,000	2,000
11	1,500	2,500	2,500
12	1,500	3,000	3,000
13	2,000	4,000	4,000
30 minutes break / remove 500's			
14	3,000	5,000	5,000
15	3,000	6,000	6,000
16	4,000	8,000	8,000
17	5,000	10,000	10,000
15 minutes break			
18	6,000	12,000	12,000
19	10,000	15,000	15,000
20	10,000	20,000	20,000
15 minutes break / remove 1,000's			
21	15,000	25,000	25,000
22	15,000	30,000	30,000
23	20,000	40,000	40,000
24	25,000	50,000	50,000
15 minutes break			
25	30,000	60,000	60,000
26	40,000	80,000	80,000
27	50,000	100,000	100,000
28	75,000	125,000	125,000
15 minutes break / remove 5,000's			
29	75,000	150,000	150,000
30	100,000	200,000	200,000
31	125,000	250,000	250,000
32	150,000	300,000	300,000
15 minutes break / remove 25,000's			
33	200,000	400,000	400,000
34	300,000	500,000	500,000
15 minutes break			
35	300,000	600,000	600,000
36+	TD's Discretion		



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EVENT SCHEDULE

JULY 4 - 13, 2025

EVENT #46 - RED DRAGON PRESTIGE SUPER HIGH ROLLER

Date / TIME	EVENT NAME	BUY-IN (KRW)	STACK	DURATION	REG. CLOSES AFTER
07/12/2025 15:00	Red Dragon Prestige Super High Roller DAY 1	12,000,000	600,000	40 minutes	lvl 14 on Final Day
07/13/2025 13:00	Red Dragon Prestige Super High Roller Final Day	12,000,000	600,000	40 minutes	level 14

RULES AND INFORMATION

All tournaments are subject to regulatory approval, unlimited re-entries allowed unless otherwise specified.

Late Registration will last up to end of level 14 on DAY 2, there will be a 15 minutes break every 2 hours or otherwise shown on the clock.

Players registering late, alternates and re-entries will be issued a full starting stack.

However, stacks will be put into play and blinded-off once all seats are sold for a specific seat number.

Management reserves the right to change, cancel or alter any portion of the schedule and/or tournament.

Day 1s will end at level 11, registration is still open at the end of level 14 on DAY 2.

7% admin fee and 3% Staff Charge.

Shot clock will be implemented from the start of the event.

See Shot Clock Rules for details.

Transition to Hands-Per-Level at Final Table.

Upon reaching the final table the tournament will transition from a timed level structure to a hands-per-level structure. This means each level will consist of a predetermined number of hands rather than a fixed time duration.

After completing the set number of hands for each level, the blinds will increase according to the published blind structure.

The number of hands remaining for each level will always be displayed to players.

The number of hands per level will be 17.

STRUCTURE

LEVEL	SMALL BLIND	BIG BLIND	BB ANTE
1	1,000	2,000	2,000
2	2,000	3,000	3,000
3	2,000	4,000	4,000
15 minutes break			
4	3,000	5,000	5,000
5	3,000	6,000	6,000
6	4,000	8,000	8,000
15 minutes break remove 500's			
7	5,000	10,000	10,000
8	5,000	10,000	10,000
9	6,000	12,000	12,000
15 minutes break			
10	6,000	12,000	12,000
11	10,000	15,000	15,000
End of DAY 1 / remove 1000's			
12	10,000	15,000	15,000
13	10,000	20,000	20,000
14	15,000	25,000	25,000
15 minutes break / End of registration			
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000
15 minutes break			
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
15 minutes break / remove 5,000's			
21	75,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
75 minutes dinner break			
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
15 minutes break			
27	250,000	500,000	500,000
28	300,000	600,000	600,000
29	400,000	800,000	800,000
15 minutes break			
30	500,000	1,000,000	1,000,000
31	600,000	120,000	1,200,000
32	1,000,000	1,500,000	1,500,000
33	1,000,000	2,000,000	2,000,000