

February 2026



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1 10:10AM \$395 NO LIMIT HOLD'EM	2 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$500 every 30 minutes	3 10:10AM \$135 NO LIMIT HOLD'EM	4 2X TIER CREDITS 2X REWARD POINTS 9AM TO MIDNIGHT	5 5:10PM \$255 NO LIMIT HOLD'EM	6 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes	7 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes
8 10:10AM \$395 NO LIMIT HOLD'EM	9 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$500 every 30 minutes	10 10:10AM \$135 NO LIMIT HOLD'EM	11 4X TIER CREDITS 9AM TO MIDNIGHT	12 5:10PM \$235 POT LIMIT OMAHA HIGH ONLY	13 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes	14 HEART FLUSH FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes to the highest heart flush
15 \$34,000 ANNIVERSARY HOT SEAT SPECIAL 12PM - 10PM Chance to win \$1,000 or \$3,400	16 PRESIDENTS DAY SPECIAL 10:10AM \$395 NO LIMIT HOLD'EM	17 10:10AM \$135 NO LIMIT HOLD'EM	18 2X TIER CREDITS 2X REWARD POINTS 9AM TO MIDNIGHT	19 5:10PM \$255 NO LIMIT HOLD'EM	20 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes	21 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes
22 10:10AM \$395 NO LIMIT HOLD'EM	23 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$500 every 30 minutes	24 10:10AM \$135 NO LIMIT HOLD'EM	25 4X TIER CREDITS 9AM TO MIDNIGHT	26 5:10PM \$235 POT LIMIT OMAHA HIGH ONLY	27 HIGH HAND FRENZY 10AM - MIDNIGHT Paying \$750 every 30 minutes	28 10:10AM \$195 NLH LADIES EVENT HIGH HAND FRENZY 4PM - MIDNIGHT Paying \$750 every 30 minutes

\$34,000 Anniversary Hot Seat Special

FEBRUARY 15TH

12PM-10PM

Your chance to win up to \$3,400

Weekly Event Information (Schedule subject to change)											
Sunday 10:10am • \$395 NLH Cost: \$335 / \$60 Starting Chip Stack: 40,000 Time Per Level: 1-13 / 25 Min • 14+ / 30 Min			Tuesday 10:10am • \$135 NLH Cost: \$110 / \$25 Starting Chip Stack: 15,000 Time Per Level: 20 Min			Thursday 5:10pm • \$255 NLH Cost: \$214 / \$41 Starting Chip Stack: 30,000 Time Per Level: 1-14 / 20 Min • 15+ / 25 Min			Thursday 5:10pm \$235 PLO High Only Cost: \$195 / \$40 Starting Chip Stack: 25,000 Time Per Level: 20 Min		
OPTIONAL \$5 DEALER ADD-ON AVAILABLE FOR ADDITIONAL 5,000 NON-VALUE TOURNAMENT CHIPS.											
TOURNAMENT HIGH HAND: ON ALL DAILY EVENTS FOR THE FIRST LEVEL OF PLAY ONLY, HIGHEST HAND DEALT (MINIMUM 3 OF A KIND) WILL RECEIVE FULL BUY-IN OF THE EVENT, INCLUDING ENTRY FEE & BOUNTY.											
Sunday NLH Structure			Tuesday NLH Structure			Thursday NLH Structure			Thursday PLO Structure		
Level	Ante (From BB)	Blinds	Level	Ante (From BB)	Blinds	Level	Ante (From BB)	Blinds	Level	Blinds	
1		100 ~ 200	1		100 ~ 100	1		100 ~ 200	1	100 ~ 200	
2	200	100 ~ 200	2		100 ~ 200	2	200	100 ~ 200	2	200 ~ 300	
3	400	200 ~ 400	3	200	100 ~ 200	3	400	200 ~ 400	3	200 ~ 400	
4	500	300 ~ 500	4	300	200 ~ 300	4	600	300 ~ 600	4	300 ~ 500	
5	600	300 ~ 600	5	400	200 ~ 400	5	800	400 ~ 800	5	300 ~ 600	
10 MINUTE BREAK			6	600	300 ~ 600	6	1,000	500 ~ 1,000	6	400 ~ 800	
6	800	400 ~ 800	7	800	400 ~ 800	7	1,200	600 ~ 1,200	7	500 ~ 1,000	
7	1,000	500 ~ 1,000	10 MINUTE BREAK / REGISTRATION CLOSED			8	1,500	1,000 ~ 1,500	8	600 ~ 1,200	
8	1,200	600 ~ 1,200	8	1,000	500 ~ 1,000	REGISTRATION CLOSED / COLOR UP 100 CHIPS			REGISTRATION CLOSED / COLOR UP 100 CHIPS		
9	1,600	800 ~ 1,600	9	1,200	600 ~ 1,200	9	2,000	1,000 ~ 2,000	9	1,000 ~ 1,500	
REGISTRATION CLOSED / COLOR UP 100 CHIPS			10	1,600	800 ~ 1,600	10	3,000	1,500 ~ 3,000	10	1,000 ~ 2,000	
10	2,000	1,000 ~ 2,000	11	2,000	1,000 ~ 2,000	11	4,000	2,000 ~ 4,000	11	1,500 ~ 2,500	
11	3,000	1,500 ~ 3,000	12	3,000	1,500 ~ 3,000	12	5,000	2,500 ~ 5,000	12	1,500 ~ 3,000	
12	4,000	2,000 ~ 4,000	13	4,000	2,000 ~ 4,000	15 MINUTE BREAK COLOR UP 100 & 500 CHIPS			13	2,000 ~ 4,000	
13	5,000	2,500 ~ 5,000	15 MINUTE BREAK COLOR UP 100 & 500 CHIPS			14	8,000	4,000 ~ 8,000	14	3,000 ~ 5,000	
10 MINUTE BREAK / COLOR UP 500 CHIPS			14	5,000	3,000 ~ 5,000	15 MINUTE BREAK COLOR UP 100 & 500 CHIPS			10 MINUTE BREAK / REMOVE 500 CHIPS		
14	6,000	3,000 ~ 6,000	15	6,000	3,000 ~ 6,000	15	10,000	5,000 ~ 10,000	15	3,000 ~ 6,000	
15	8,000	4,000 ~ 8,000	16	8,000	4,000 ~ 8,000	16	12,000	6,000 ~ 12,000	16	4,000 ~ 8,000	
16	10,000	5,000 ~ 10,000	17	10,000	5,000 ~ 10,000	17	16,000	8,000 ~ 16,000	17	5,000 ~ 10,000	
17	12,000	6,000 ~ 12,000	18	12,000	6,000 ~ 12,000	18	20,000	10,000 ~ 20,000	18	6,000 ~ 12,000	
40 MINUTE DINNER BREAK COLOR UP 1,000 CHIPS			19	16,000	8,000 ~ 16,000	15 MINUTE BREAK COLOR UP 100 & 500 CHIPS			19	10,000 ~ 15,000	
18	15,000	10,000 ~ 15,000	ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			20	10,000 ~ 20,000	
19	20,000	10,000 ~ 20,000	ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			10 MINUTE BREAK / REMOVE 1,000 CHIPS		
20	30,000	15,000 ~ 30,000	ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			21	15,000 ~ 25,000	
21	40,000	20,000 ~ 40,000	ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			22	15,000 ~ 30,000	
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			23	20,000 ~ 40,000	
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			24	25,000 ~ 50,000	
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			25	30,000 ~ 60,000	
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			26	40,000 ~ 80,000	
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			10 MINUTE BREAK		
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			27	50,000 ~ 100,000	
ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED			ADDITIONAL LEVELS WILL BE ADDED AS NEEDED		