



STANDARD BLIND SCHEDULE

20 MINUTES PER LEVEL

LEVEL	SMALL/BIG BLIND	NOTES
LEVEL I	25/25	
LEVEL II	25/50	
LEVEL III	50/100	
LEVEL IV	75/150	Break - Convert 25's
LEVEL V	100/200	
LEVEL VI	200/400	
LEVEL VII	300/600	
LEVEL VIII	400/800	
LEVEL IX	500/1000	Break - Convert 100's
LEVEL X	1000/2000	Cap =< 28 players
*LEVEL XI	2000/4000	Cap =< 40 players
*LEVEL XII	3000/6000	Cap =< 60 players
*LEVEL XIII	4000/8000	Cap =< 80 players
*LEVEL XIV	5000/10000	Cap =< 100 players
*LEVEL XV	6000/12000	Cap =< 120 players

*Blinds are capped when sum of blinds equal 10% of total chips in play