



**POKER DREAM
VIETNAM**

10

SPONSORED BY









PLAYER GUIDE

29 APRIL - 5 MAY 2024 @ Hoiana Resort & Golf, Hoian

MAIN EVENT

20,000,000,000 GTD

#	TIME	TOURNAMENT NAME	TOTAL BUY-IN	REF. ONLY	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
29 April 2024, Monday							
S1	10:00	FREEROLL to POKER DREAM 10 - CAP 80	FREEROLL	N/A	5,000	10	LEVEL 5 @ 11:05
1	12:00	Vietnam Open (1.5B GTD) - Day 1A - Play Down To 15%	12,000,000 (10,800,000+1,200,000)	515	25,000	25	LEVEL 9 @ 16:15
S2	13:00	Milestone Satellite to Vietnam Open - Day 1B	2,700,000 (2,376,000+324,000)	116	10,000	15	LEVEL 7 @ 15:00
2	15:00	High Roller - Warm Up	60,000,000 (55,200,000+4,800,000)	2,574	200,000	30	LEVEL 8 @ 20:15
1	16:00	Vietnam Open (1.5B GTD) - Day 1B - Play Down To 15%	12,000,000 (10,800,000+1,200,000)	515	25,000	25	LEVEL 9 @ 20:15
3	19:00	NLH Turbo	6,000,000 (5,280,000+720,000)	257	15,000	15	LEVEL 7 @ 21:00
1	21:30	Vietnam Open (1.5B GTD) - Day 1C - Flipout - 1 in 10	8,000,000 (7,200,000+800,000)	343	16,500	N/A	TD Discretion
30 April 2024, Tuesday							
S3	9:00	Milestone Satellite to Mystery Hunter - Day 1A	3,380,000 (2,974,400+405,600)	145	10,000	15	LEVEL 7 @ 11:00
4	11:00	NLH Turbo	8,000,000 (7,040,000+960,000)	343	15,000	15	LEVEL 7 @ 13:00
5	11:00	Mystery Hunter (4B GTD) - Day 1A - Play Down To 15%	15,000,000 (13,500,000+1,500,000)	644	30,000	30	LEVEL 10 @ 16:30
1	12:00	Vietnam Open - Final Day	N/A	N/A	N/A	30	Closed
6	13:00	Single Day High Roller	80,000,000 (73,600,000+6,400,000)	3,432	200,000	30	LEVEL 8 @ 18:15
S4	13:00	Milestone Satellite to Mystery Hunter - Day 1B	3,380,000 (2,974,400+405,600)	145	10,000	15	LEVEL 7 @ 15:00
5	15:00	Mystery Hunter (4B GTD) - Day 1B - Play Down To 15%	15,000,000 (13,500,000+1,500,000)	644	30,000	30	LEVEL 10 @ 20:30
7	16:00	Ladies Event	8,000,000 (7,040,000+960,000)	343	15,000	15	LEVEL 7 @ 18:00
S5	17:00	Milestone Satellite to Main Event - Day 1A	5,400,000 (4,752,000+648,000)	232	10,000	15	LEVEL 7 @ 19:00
8	19:00	Main Event (20B GTD) - Day 1A - Play Down To 10% 	24,000,000 (21,600,000+2,400,000)	1,030	20,000	30	LEVEL 8 @ 23:30
9	21:00	Mystery Hunter Turbo	10,000,000 (9,000,000+1,000,000)	429	15,000	15	LEVEL 7 @ 23:00
1 May 2024, Wednesday							
S6	9:00	Milestone Satellite to Mystery Hunter - Day 1C	3,380,000 (2,974,400+405,600)	145	10,000	15	LEVEL 7 @ 11:00
5	11:00	Mystery Hunter (4B GTD) - Day 1C - Play Down To 15%	15,000,000 (13,500,000+1,500,000)	644	30,000	30	LEVEL 10 @ 16:30
10	12:00	NLH Turbo	8,000,000 (7,040,000+960,000)	343	15,000	15	LEVEL 7 @ 14:00
S7	13:00	Milestone Satellite to Mystery Hunter - Day 1D	3,380,000 (2,974,400+405,600)	145	10,000	15	LEVEL 7 @ 15:00
11	15:00	Super High Roller - Day 1	180,000,000 (165,600,000+14,400,000)	7,723	500,000	40	LEVEL 14 @ DAY 2 15:15
5	15:00	Mystery Hunter (4B GTD) - Day 1D - Play Down To 15%	15,000,000 (13,500,000+1,500,000)	644	30,000	30	LEVEL 10 @ 20:30
S8	17:00	Milestone Satellite to Main Event - Day 1B	5,400,000 (4,752,000+648,000)	232	10,000	15	LEVEL 7 @ 19:00
8	19:00	Main Event (20B GTD) - Day 1B - Play Down To 10% 	24,000,000 (21,600,000+2,400,000)	1,030	20,000	30	LEVEL 8 @ 23:30
5	22:00	Mystery Hunter (4B GTD) - Day 1E - Flipout - 1 in 10	10,000,000 (9,000,000+1,000,000)	429	20,000	N/A	TD Discretion

#	TIME	TOURNAMENT NAME	TOTAL BUY-IN	REF. ONLY	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
2 May 2024, Thursday							
S9	9:00	Milestone Satellite to Main Event - Day 1C	8,110,000 (7,136,800+973,200)	348	10,000	15	LEVEL 7 @ 11:00
12	11:00	Mystery Hunter Turbo	10,000,000 (9,000,000+1,000,000)	429	15,000	15	LEVEL 7 @ 13:00
8	11:00	Main Event (20B GTD) - Day 1C - Play Down To 15% 	36,000,000 (32,400,000+3,600,000)	1,545	30,000	40	LEVEL 9 @ 18:20
5	12:00	Mystery Hunter - Final Day	N/A	N/A	N/A	40	Closed
11	13:00	Super High Roller - Final Day (Reg Open 3 Levels)	180,000,000 (165,600,000+14,400,000)	7,723	500,000	40	LEVEL 14 @ DAY 2 15:15
13	15:00	Short Deck Ante Only	8,000,000 (7,040,000+960,000)	343	20,000 x 3	20	LEVEL 10 @ 18:35
S10	16:00	Milestone Satellite to Main Event - Day 1D	5,400,000 (4,752,000+648,000)	232	10,000	15	LEVEL 7 @ 18:00
8	18:00	Main Event (20B GTD) - Day 1D - Play Down To 10% 	24,000,000 (21,600,000+2,400,000)	1,030	20,000	30	LEVEL 8 @ 22:30
8	22:00	Main Event (20B GTD) - Day 1E Hyper Turbo - Play Down To 15% 	36,000,000 (32,400,000+3,600,000)	1,545	30,000	10	LEVEL 9 @ 23:45
14	22:00	Bubble Rush	10,000,000 (9,000,000+1,000,000)	429	15,000	15 / 25	LEVEL 7 @ 00:00
3 May 2024, Friday							
S11	9:00	Milestone Satellite to Main Event - Day 1F	8,110,000 (7,136,800+973,200)	348	10,000	15	LEVEL 7 @ 11:00
15	10:00	10M NLH	10,000,000 (9,000,000+1,000,000)	429	20,000	20	LEVEL 7 @ 12:35
8	11:00	Main Event (20B GTD) - Day 1F - Play Down To 15% 	36,000,000 (32,400,000+3,600,000)	1,545	30,000	40	LEVEL 9 @ 18:20
16	13:00	Short Deck Ante Only	80,000,000 (73,600,000+6,400,000)	3,432	100,000 x 3	30	LEVEL 8 @ 18:15
S12	17:00	Milestone Satellite to Main Event - Day 1G	8,110,000 (7,136,800+973,200)	348	10,000	15	LEVEL 7 @ 19:00
8	19:00	Main Event (20B GTD) - Day 1G Turbo - Play Down To 15% 	36,000,000 (32,400,000+3,600,000)	1,545	30,000	20	LEVEL 9 @ 22:30
8	23:00	Main Event (20B GTD) - Day 1H Hyper Turbo - Play Down To 15% 	36,000,000 (32,400,000+3,600,000)	1,545	30,000	10	LEVEL 9 @ 00:45
4 May 2024, Saturday							
S13	9:00	Milestone Satellite to Monster Stack - Day 1A	3,380,000 (2,974,400+405,600)	145	10,000	15	LEVEL 7 @ 11:00
17	11:00	Monster Stack (1.5B GTD) - Day 1A - Play Down To 15%	15,000,000 (13,500,000+1,500,000)	644	50,000	30	LEVEL 12 @ 17:45
8	13:00	Main Event - Day 2	N/A	N/A	N/A	50	Closed
18	15:00	Mystery Hunter High Roller (5B GTD) - Day 1	80,000,000 (73,600,000+6,400,000)	3,432	300,000	40	LEVEL 13 @ DAY 2 14:35
19	15:00	Mystery Hunter Turbo	8,000,000 (7,040,000+960,000)	343	15,000	15	LEVEL 7 @ 17:00
S14	16:00	Milestone Satellite to Monster Stack - Day 1B	3,380,000 (2,974,400+405,600)	145	10,000	15	LEVEL 7 @ 18:00
17	18:00	Monster Stack (1.5B GTD) - Day 1B (25 mins) - Play Down To 15%	15,000,000 (13,500,000+1,500,000)	644	50,000	25	LEVEL 12 @ 23:45
20	22:00	Deepstack Turbo	10,000,000 (9,000,000+1,000,000)	429	25,000	15	LEVEL 7 @ 00:00
	23:00	Player's Party	N/A	N/A	N/A	N/A	23:00 - 02:00





#	TIME	TOURNAMENT NAME	TOTAL BUY-IN	REF. ONLY	STARTING STACK	LEVEL TIME (MINUTES)	REG CLOSE END
5 May 2024, Sunday							
S15	10:00	Milestone Satellite to Mini Main Event - Flight A	2,700,000 (2,376,000+324,000)	116	10,000	15	LEVEL 7 @ 12:00
21	12:00	Mini Main Event - Flight A - Play Down To 15%	12,000,000 (10,800,000+1,200,000)	515	30,000	20	LEVEL 9 @ 15:35
8	13:00	Main Event - Final Day	N/A	N/A	N/A	60	Closed
18	13:00	Mystery Hunter High Roller (5B GTD) - Final Day (Reg Open 2 Levels)	80,000,000 (73,600,000+6,400,000)	3,432	300,000	40	LEVEL 13 @ DAY 2 14:35
S16	13:00	Milestone Satellite to Mini Main Event - Flight B	2,700,000 (2,376,000+324,000)	116	10,000	15	LEVEL 7 @ 15:00
17	14:00	Monster Stack - Final Day	N/A	N/A	N/A	40	Closed
22	14:00	Teams Event - Final	N/A	N/A	SEE PLAYER-GUIDE	20	Closed
21	15:00	Mini Main Even - Flight B Hyper Turbo - Play Down To 15%	12,000,000 (10,800,000+1,200,000)	515	30,000	10	LEVEL 9 @ 16:45
23	16:00	Mini High Roller	40,000,000 (36,000,000+4,000,000)	1,716	200,000	20	LEVEL 8 @ 19:10
21	20:00	Mini Main Event - Final	N/A	N/A	N/A	20	Closed

Note:

All tournaments are subject to regulatory approval.
 Poker Dream reserves the right to change, amend, or alter any portion of the above schedule without prior notice.
 All tournaments may have their structures adjusted (Including, but not limited to) levels, level length, and days added or subtracted at the sole discretion of the Tournament Director.
 All tournaments are No Limit Hold'em with Big Blind Ante, except named Short Deck Ante Only.
 Tournament organizer reserves the right to cancel guarantees due to force majeure: Earthquake, Flooding, or Typhoon etc.
 3% of all prize pools are withheld to offset staff costs.
 TOURNAMENT DIRECTOR' S DECISIONS ARE FINAL: Participation in POKER DREAM tournaments is subject to rules and rulings set forth by the applicable venue(s) and/or POKER DREAM (e.g., tournament rules, sponsorships). Any question or dispute regarding winnings at a POKER DREAM event should be brought up directly with the host casino or poker room, which has sole responsibility therefore.



MAIN EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
#8 Main Event (10%)  	Day 1 A, B & D - 20,000	30	Day 2 - 50 FINAL - 60 Day 1 A, B - LEVEL 8 @ 23:30 Day 1 D - LEVEL 8 @ 22:30
#8 Main Event (15%)  	Day 1 C, E, G, F & H - 30,000	Day 1 C & F - 40 Day 1 G - 20 Day 1 E & H - 10	Day 2 - 50 FINAL - 60 Day 1 C & F - LEVEL 9 @ 18:20 Day 1 G - LEVEL 9 @ 22:30 Day 1 E - Level 9 @ 23:45 Day 1 H - Level 9 @ 00:45

LEVEL	SMALL BLIND	BIG BLIND	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	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	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	8,000	16,000	16,000

*Next page for more details

MAIN EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
21	10,000	20,000	20,000
22	10,000	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	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000
34	200,000	400,000	400,000
35	250,000	500,000	500,000
36	300,000	600,000	600,000
37	400,000	800,000	800,000
38	500,000	1,000,000	1,000,000
39	600,000	1,200,000	1,200,000
40	800,000	1,600,000	1,600,000

Notes:

- *The logo "MAIN" indicates that the event has a DPOY Multiplier of 120.
- *Day 1 C & F has 50 mins dinner break after level 9.
- *Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.
- *Day 1 A, B & D will play until the field is 10% nearest to the whole number.
- *Day 1 C, E, F, G & H will play until the field is 15% nearest to the whole number.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
- *There will be a full seat redraw prior to Day 2.
- *Shot Clock rules apply at the start.
 - Each player will receives 5 (30 second) Time Bank cards when the shot clock is began to use.
 - Each player who qualify to Day 2, and Final table will receives 5 extra Time Bank cards.
 - Day 1(15% flight) - Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river.
 - Day 1(10% / Turbo / Hyper Turbo) - Each player will have the following seconds to act on the Shot Clock: 15 seconds pre-flop, 20 on the flop and 30 on the turn and river.

SUPER HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
#11 Super High Roller 	500,000	40	LEVEL 14 @ DAY 2 15:15
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	2,500	2,500
2	1,500	3,000	3,000
3	2,000	4,000	4,000
15 MINS			
4	2,500	5,000	5,000
5	3,000	6,000	6,000
6	4,000	8,000	8,000
60 MINS / Chip Race 500s			
7	5,000	10,000	10,000
8	5,000	10,000	10,000
9	6,000	12,000	12,000
15 MINS			
10	10,000	15,000	15,000
11	10,000	20,000	20,000
END OF DAY 1 / Chip Race 1,000s			
12	10,000	20,000	20,000
13	10,000	25,000	25,000
14	10,000	25,000	25,000
15 MINS / END OF REGISTRATION			
15	15,000	30,000	30,000
16	20,000	40,000	40,000
17	25,000	50,000	50,000

SUPER HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 MINS			
18	30,000	60,000	60,000
19	40,000	80,000	80,000
20	50,000	100,000	100,000
60 MINS / Chips Race 5,000s			
21	50,000	125,000	125,000
22	75,000	150,000	150,000
23	100,000	200,000	200,000
15 MINS			
24	125,000	250,000	250,000
25	150,000	300,000	300,000
26	200,000	400,000	400,000
15 MINS			
27	250,000	500,000	500,000
28	300,000	600,000	600,000
29	400,000	800,000	800,000
30	500,000	1,000,000	1,000,000

Notes:

*The logo "KEY" indicates that the event has a DPOY Multiplier of 110.

*There will be a full seat redraw prior to Day 2.

*Shot Clock rules apply.

MULTI DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
#18 Mystery Hunter High Roller 	300,000	40	LEVEL 13 @ DAY 2 14:35
LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	1,500	1,500
2	1,000	2,000	2,000
3	1,000	2,500	2,500
15 MINS			
4	1,500	3,000	3,000
5	2,000	4,000	4,000
6	2,500	5,000	5,000
60 MINS / Chip Race 500s			
7	3,000	6,000	6,000
8	3,000	6,000	6,000
9	4,000	8,000	8,000
15 MINS			
10	5,000	10,000	10,000
11	6,000	12,000	12,000
END OF DAY 1 / Chips Race 1,000s			
12	10,000	15,000	15,000
13	10,000	15,000	15,000
15 MINS / END OF REGISTRATION			
14	10,000	20,000	20,000
15	10,000	25,000	25,000
16	15,000	30,000	30,000

*Next page for more details

MULTI DAY HIGH ROLLER

LEVEL	SMALL BLIND	BIG BLIND	ANTE
15 MINS			
17	20,000	40,000	40,000
18	25,000	50,000	50,000
19	30,000	60,000	60,000
60 MINS			
20	40,000	80,000	80,000
21	50,000	100,000	100,000
22	50,000	125,000	125,000
15 MINS / Chip Race 5,000s			
23	75,000	150,000	150,000
24	100,000	200,000	200,000
25	125,000	250,000	250,000
15 MINS			
26	150,000	300,000	300,000
27	200,000	400,000	400,000
28	250,000	500,000	500,000
15 MINS			
29	300,000	600,000	600,000
30	400,000	800,000	800,000

Notes:

*The logo "KEY" indicates that the event has a DPOY Multiplier of 110.

*There will be a full seat redraw prior to Day 2.

*Shot Clock rules apply.

SINGLE DAY HIGH ROLLER

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
#2 High Roller Warm Up 	200,000	30	LEVEL 8 @ 20:15
#6 Single Day High Roller 	200,000	30	LEVEL 8 @ 18:15
#23 Mini High Roller	200,000	20	LEVEL 8 @ 19:10

LEVEL	SMALL BLIND	BIG BLIND	ANTE
1	1,000	1,500	1,500
2	1,000	1,500	1,500
3	1,000	2,000	2,000
4	1,500	3,000	3,000
5	2,000	4,000	4,000
6	3,000	5,000	5,000
7	3,000	6,000	6,000
8	4,000	8,000	8,000
9	5,000	10,000	10,000
10	6,000	12,000	12,000
11	10,000	15,000	15,000
12	10,000	20,000	20,000
13	10,000	25,000	25,000
14	15,000	30,000	30,000
15	20,000	40,000	40,000
16	25,000	50,000	50,000
17	30,000	60,000	60,000
18	40,000	80,000	80,000
19	50,000	100,000	100,000
20	50,000	125,000	125,000
21	75,000	150,000	150,000
22	100,000	200,000	200,000
23	125,000	250,000	250,000
24	150,000	300,000	300,000
25	200,000	400,000	400,000
26	250,000	500,000	500,000

Notes:
 *The logo "KEY" indicates that the event has a DPOY Multiplier of 110.
 *Shot Clock rules apply.
 *#2 High Roller Warm Up - 60 Mins dinner break after Level 8.
 *#6 Single Day High Roller - 60 Mins dinner break after Level 8.

#16 SHORT DECK




TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#16 Short Deck Ante Only  100,000 x 3 30 LEVEL 8 @ 18:15

LEVEL	ANTE	BUTTON
1	500	1,000
2	1,000	2,000
3	1,500	3,000
4	2,000	4,000
15 MINS / Chip Race 500s		
5	3,000	6,000
6	4,000	8,000
7	5,000	10,000
8	6,000	12,000
60 MINS / END OF REGISTRATION		
9	8,000	16,000
10	10,000	20,000
11	12,000	24,000
12	15,000	30,000
15 MINS / Chip Race 1,000s		
13	20,000	40,000
14	25,000	50,000
15	30,000	60,000
16	40,000	80,000
15 MINS / Chips Race 5,000s		
17	50,000	100,000
18	50,000	125,000
19	75,000	150,000
20	100,000	200,000
15 MINS		
21	125,000	250,000
22	150,000	300,000
23	200,000	400,000
24	250,000	500,000
25	300,000	600,000

Notes
 *The logo "KEY" indicates that the event has a DPOY Multiplier of 110.
 *Each Player will start with 3 Bullets of 100,000 Chips each.
 *All Bullets must go into play at the start of Level 8.
 *Shot Clock rules apply.

MULTI FLIGHTS SIDE EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END	
#1 Vietnam Open 	Day 1A & 1B - 25,000 Day 1C - 16,500	Day 1A & 1B - 25 Day 1C - Flipout	Day 2 - 30	Day 1A - LEVEL 9 @ 16:15 Day 1B - LEVEL 9 @ 20:15 Day 1C - TD Discretion
#5 Mystery Hunter 	Day 1A, B, C & D - 30,000 Day 1E - 20,000	Day 1A, B, C & D - 30 Day 1E - Flipout	Day 2 - 40	Day 1A, C - LEVEL 10 @ 16:30 Day 1B, D - LEVEL 10 @ 20:30 Day 1E - TD Discretion
#17 Monster Stack 	50,000	Day 1A - 30 Day 1B - 25	Day 2 - 40	Day 1A - LEVEL 12 @ 17:45 Day 1B - LEVEL 12 @ 23:45
#21 Mini Main Event 	30,000	Flight A - 20 Flight B - 10	FINAL - 20	Flight A - LEVEL 9 @ 15:30 Flight B - LEVEL 9 @ 16:45

LEVEL	SMALL BLIND	BIG BLIND	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	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	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	8,000	16,000	16,000
21	10,000	20,000	20,000
22	10,000	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	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000

SPONSORED BY



29 APRIL - 5 MAY 2024 @ Hoiana Resort & Golf, Hoian

MAIN EVENT
20,000,000,000 GTD

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MULTI FLIGHTS SIDE EVENT

Notes:

- *The logo "KEY" indicates that the event has a DPOY Multiplier of 110.
- *Players qualifying to Day 2 with 2 stacks or more will play greater stack and lesser stack will be removed from play.
- *All Day 1s will play until the field is 15% nearest to the whole number.
- *The blind level for Day 2 will roll back to the start of the level where the earliest Day 1 was completed.
- *There will be a full seat redraw prior to Day 2.
- *#1 Malaysia Open & #5 Mystery Hunter
 - *Flipout - Must be started with 10 players on one table and all players must go all-in in the first hand.
 - *If there is a chop, the winners must play for one or more hands and go all-in in every hand until only one player remains.
 - *Winner of every 10 players will qualified to Day 2.

SINGLE DAY SIDE EVENT

TOURNAMENT NAME	STARTING STACK	LEVEL DURATION (MINS)	REG CLOSE END
S1 FREEROLL to POKERDREAM 10	5,000	10	LEVEL 5 @ 11:05
#3 NLH Turbo	15,000	15	LEVEL 7 @ 21:00
#4 NLH Turbo	15,000	15	LEVEL 7 @ 13:00
#7 Ladies Event	15,000	20	LEVEL 7 @ 18:35
#9 Mystery Hunter Turbo	15,000	15	LEVEL 7 @ 23:00
#10 NLH Turbo	15,000	15	LEVEL 7 @ 14:00
#12 Mystery Hunter Turbo	15,000	15	LEVEL 7 @ 13:00
#14 Bubble Rush	15,000	15 / 25	LEVEL 7 @ 00:00
#15 10M NLH	20,000	20	LEVEL 7 @ 12:35
#19 Mystery Hunter Turbo	15,000	15	LEVEL 7 @ 17:00
#20 Deepstack Turbo	25,000	15	LEVEL 7 @ 00:00
#22 Team's Event Final	2,000 + TEAM's POINT * 20 (rounded up by 100)	20	Closed

LEVEL	SMALL BLIND	BIG BLIND	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	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	2,500	2,500
13	2,000	3,000	3,000
14	2,000	4,000	4,000
15	3,000	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	8,000	16,000	16,000

*Next page for more details

SINGLE DAY SIDE EVENT

LEVEL	SMALL BLIND	BIG BLIND	ANTE
21	10,000	20,000	20,000
22	10,000	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	60,000	120,000	120,000
30	80,000	160,000	160,000
31	100,000	200,000	200,000
32	100,000	250,000	250,000
33	150,000	300,000	300,000

Notes:

*S1 FREEROLL to POKERDREAM 10 - CAP 80 Players

*Play 10 handed until Final Table.

*NO RE-ENTRY ALLOWED.

*TOP 9 Players receive Poker Dream Hoodie *1, 3rd and 2nd win Vietnam Open ticket, Champion wins Main Event (10%) ticket.

*#14 Bubble Rush - Tournament begins with 15 minute per level, and will become 25 minutes once players are in the money.

#22 Team's event

*Four players will make up one team.

*Numbers 1 to 19 will be used to calculate the team points, except #8, #17 & #18.

*Cap 9 teams.

*9 teams will choose a team member to attend Final round.

*Stack for final round is depends on Team's point after #19 finished, every team has basic 2,000 chips, add-on stacks for team's point times 20, For example, team's point = 1,220, Final round starting stack = 2,000 + 1,220 * 20 (rounded up by 100), = 2,000 + 24,400 = 26,400.

*Top 3 will share the prizepool based on (1st: 50% / 2nd: 30% / 3rd: 20%), Champion team will have a Champion team picture wall in PD11, also receive POKER DREAM Team Badge with winners name and Trophy for each team members.

*At the final stage, each team can decide whether to switch members or not at every new blind level.

*When only 3 teams remain, all team members are allowed to join the game (2 sit, 2 stand).

*Shot clock rule applies.

*Each team will receive 10 time banks, which allow them to discuss with other teammates while using the time bank.

#13 SHORT DECK

TOURNAMENT NAME STARTING STACK LEVEL DURATION (MINS) REG CLOSE END

#13 Short Deck Ante Only Turbo 20,000 x 3 20 LEVEL 10 @ 18:35

LEVEL	ANTE	BUTTON
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1	100	200
2	200	400
3	300	600
4	400	800
5	500	1,000

15 MINS

6	600	1,200
7	800	1,600
8	1,000	2,000
9	1,200	2,400
10	1,500	3,000

15 MINS / END OF REGISTRATION / Chip Race 100s

11	2,000	4,000
12	2,500	5,000
13	3,000	6,000
14	4,000	8,000
15	5,000	10,000
16	6,000	12,000

15 MINS / Chip Race 500s

17	8,000	16,000
18	10,000	20,000
19	12,000	24,000
20	15,000	30,000
21	20,000	40,000
22	25,000	50,000

#13 SHORT DECK

LEVEL	ANTE	BUTTON
15 MINS / Chip Race 1,000s		
23	30,000	60,000
24	40,000	80,000
25	50,000	100,000
26	60,000	120,000
27	80,000	160,000
28	100,000	200,000
15 MINS		
29	125,000	250,000
30	150,000	300,000
31	200,000	400,000
32	250,000	500,000

Notes:

*Each Player will start with 3 Bullets of 20,000 Chips each.

*All Bullets must go into play at the start of Level 10.

*Shot Clock rules apply.

SATELLITE

LEVEL	SMALL BLIND	BIG BLIND	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	600	1,200	1,200
10	1,000	1,500	1,500
11	1,000	2,000	2,000
12	1,000	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	10,000	25,000	25,000
23	15,000	30,000	30,000

SATELLITE NAME	MILESTONE	STARTING STACK	LEVEL DURATION	REG LATE END
S2 Milestone Satellite to Vietnam Open Day 1B	60,000	10,000	15 MINS	LEVEL 7
S3 - 4 Milestone Satellite to Mystery Hunter - Day 1A,B	60,000	10,000	15 MINS	LEVEL 7
S5 Milestone Satellite to Main Event - Day 1A	60,000	10,000	15 MINS	LEVEL 7
S6 - 7 Milestone Satellite to Mystery Hunter - Day 1C,D	60,000	10,000	15 MINS	LEVEL 7
S8 - 12 Milestone Satellite to Main Event - Day 1B,C,D,F,G	60,000	10,000	15 MINS	LEVEL 7
S13 - 14 Milestone Satellite to Monster Stack - Day 1A,B	60,000	10,000	15 MINS	LEVEL 7
S15 - 16 Milestone Satellite to Mini Main Event - Flight A,B	60,000	10,000	15 MINS	LEVEL 7

Notes:

- *A Player who accumulates a certain amount(see above table) in tournament chips ("The Milestone") or more will instantly be awarded one seat.
- *The tournament floors will verify the player has achieved the milestone, the player will be remove from the tournament and the chips will be removed from play.
- *The tournament will finish when the remaining players equals the total prize seats minus the number of players previously won the seats and the remaining players will be awarded the seat.
- *Any funds falling short of the price of a seat will go to the runner up of the last seat being awarded.
- *A Tournament Supervisor must be called to verify the tournament chip count of a player who is making a claim for a Tournament Prize.
- *Players may request that a Tournament Supervisor count their stack at any time between hands.

RULES

RULES

Tournament Director Association rules will be used.

BIG BLIND ANTE FORMAT :

There will be one single ante posted for the whole table by the player in the big blind in the amount equivalent to the big blind. The ante is posted 1st before the big blind and the players are eligible to collect the entire ante, even when out of the big blind. Antes never reduce until the end of the tournament.

REDRAWS :

Paying more than 15, redraw at 24, 9.
Paying less than 16, redraw at 9.
At DAY 2+, more than 4 tables, redraw at 24, 9.
At DAY 2+, less than 5 tables, redraw at 9.

TABLE BALANCING :

7 tables or more balancing of tables will be within 2 players.
6 tables and less balancing of tables will be within 1 player.

PLAYERS PER TABLE :

All tournaments except 6 handed, high roller, and super high roller will start 9 handed tables based on table availability, and will move to 8 handed as soon as possible.

SHOT CLOCK RULES :

Each player will have the following seconds to act on the Shot Clock: 20 seconds pre-flop, 25 on the flop and 30 on the turn and river. Each player will receive 12 (30 second) Time Bank cards upon registering before the tournament starts. Each Time Bank will grant 30 extra seconds regardless of the street that will be used in. Each player who qualify to Day 2 will receive 3 extra Time Bank cards. Upon reaching the Final Table all players will receive 3 extra Time Bank cards. Time bank cards are non-transferrable and must be visible on the table at all times. Time Bank cards will automatically put into play by the dealer once the initial time of making a decision ends. A hand at play will be forfeited when facing a bet or raise should it no longer have time bank card/s when the clock runs down to zero. The shot clock will be paused if the dealer needs to count out a bet of multiple chips that have multiple denominations and stacks. Players will get a different number of Time Bank cards depending on which level he/she will be put into play (Please refer to the table below). Players who re-enter will get their unused Time Banks back(12 MAX), even if they exceed the specific level criteria below.

LEVEL	TIME BANKS
Start (First 10 mins)	12
1	10
2	9
3	8
4	7
5	6
6	5