



# Mohegan Sun POKER ROOM

## POKER TOURNAMENT SCHEDULE

FEBRUARY 2025

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1 11:00AM \$350 NLH 30K/30MIN BLINDS
2 11:00AM \$260 BLACK CHIP BOUNTY  6:00PM \$155 WINTER CHILL SATELLITE 1 OUT OF 5	3 10:00AM \$160 NLH 15K/20MIN BLINDS 6:00PM \$155 WINTER CHILL SATELLITE 1 OUT OF 5	4 11:00AM \$600 WINTER CHILL 100K GUARANTEE DAY 1A	5 11:00AM \$600 WINTER CHILL 100K GUARANTEE DAY 1B	6 11:00AM \$600 WINTER CHILL 100K GUARANTEE DAY 1C	7 11:00AM \$600 WINTER CHILL FINAL DAY	8 11:00AM \$350 NLH 30K/30MIN BLINDS
9 11:00AM \$260 BLACK CHIP BOUNTY	10 10:00AM \$160 NLH 15K/20MIN BLINDS  MYSTERY HIGH HAND 10AM-2AM	11 6:00PM \$160 NLH 15K/20MIN BLINDS	12  DOUBLE MOMENTUM 9AM-4AM	13 HIGH HAND \$500 EVERY 30 MIN 11am-11pm  6:00PM \$180 Bounty 15K/20MIN BLINDS	14 11:00AM \$240 NLH 20K/20MIN BLINDS	15 11:00AM \$350 NLH 30K/30MIN BLINDS
16 11:00AM \$260 BLACK CHIP BOUNTY	17 10:00AM \$350 NLH PRESIDENTS' DAY SPECIAL	18 6:00PM \$160 NLH 15K/20MIN BLINDS	19  DOUBLE STATUS 9AM-4AM	20 HIGH HAND \$500 EVERY 30 MIN 11am-11pm  6:00PM \$180 Bounty 15K/20MIN BLINDS	21 11:00AM \$240 NLH 20K/20MIN BLINDS	22 11:00AM \$350 NLH 30K/30MIN BLINDS
23 11:00AM \$260 BLACK CHIP BOUNTY	24 10:00AM \$160 NLH 15K/20MIN BLINDS  MYSTERY HIGH HAND 10AM-2AM	25 6:00PM \$160 NLH 15K/20MIN BLINDS	26  DOUBLE STATUS 9AM-4AM	27 HIGH HAND \$500 EVERY 30 MIN 11am-11pm  6:00PM \$180 Bounty 15K/20MIN BLINDS	28 11:00AM \$240 NLH 20K/20MIN BLINDS	

STRUCTURE: DAILY REGISTRATION WILL BE OPEN FOR SIX LEVELS. SEATING MAY BE LIMITED~SEE A POKER ROOM TEAM MEMBER FOR ANY QUESTIONS OR MORE INFORMATION. ADD - ON: ALL DAILY TOURNAMENTS WILL HAVE A \$5.00 DEALER ADD-ON FOR 5,000 IN CHIPS. ADD -ON MUST BE DONE AT THE TIME OF BUY-IN. HIGH HAND: FIRST LEVEL ONLY, THE PLAYER WITH THE HIGHEST HAND DEALT WILL GET THEIRFULL BUY-IN BACK, INCLUDING ENTRY FEE AND BOUNTY IF APPLICABLE ( THREE OF A KIND OR BETTER TO QUALIFY / MUST BE THEWINNING HAND.)

\*\*\*MYSTERY HIGH HAND PRIZES: \$5,000, \$2,500, \$1,000, AND \$500\*\*\*