



Free Poker! Cash Prizes!

Crossroads Bar & Grille's Cash Poker Series runs three times per year with a prize pool of \$2,000 per series (scaled based on attendance).

Series Run/Weekly Games

Winter/Spring (Feb-May) - Sun 5PM & Tues 7PM every week

Summer (June-Sept) - Sun 5PM & Tues 7PM every week

Fall/Winter (Oct-Jan) - Sun 5PM & Tues 7PM every week

Weekly Games give players an opportunity to win stacks in cash tournament.

- Each game, one stack is guaranteed, with additional stacks at 15 and 24 players; at 27+ players, top three finishers receive a stack and fourth place receives a half stack.
- Second chance stacks are awarded each month to players with top 10% in points. (Stack winners that month are ineligible for second chance stacks).
- Bonus chips are awarded to each player - per game played, and overall points leaders for the entire series.

Series Cash Tournaments - 3 chances per year to win cash for free!

Free to any players who have won at least 2,500 chips during weekly games. No buy-ins allowed.

Points

Points are set up to reward good play based on the size of the starting field. The more players, the more points you can win. If there are 20 players, 1st place receives 20 points, 2nd place receives 19 points, and so on.

Bring a Friend - Get More Chips!

Players who bring someone new to the game receive an extra stack the first time, and a half stack if the new player returns for a second time.

Can't Make It On Time?

Send late arrival texts to Kevin (607-227-5463), Tarkan (607-379-3588) or call them in at 607-533-7803.

You can also show up any time before the end of the first break. All late arrivals receive penalties, but it is better to notify us ahead of time, as you will lose less chips overall.

Go to www.KEVINHICKS.COM/crossroadspoker for additional info.

Send your email address to poker@kevinhicks.com with "Add Me" as the subject to receive all of the Crossroads Poker notifications. (Gmail users click here: <http://kevinhicks.com/crossroadspoker/Gmail.pdf>).

Good Luck!