



Mohegan Sun POKER ROOM

POKER TOURNAMENT SCHEDULE JUNE 2025

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 11:00AM \$260 BLACK CHIP BOUNTY	2 10:00AM \$160 NLH 15K/20MIN BLINDS	3 6:00PM \$160 NLH 15K/20MIN BLINDS	4 DOUBLE STATUS 9AM-4AM	5 HIGH HAND \$1000 EVERY HOUR11am-11pm 6:00PM \$180 Bounty 15K/20MIN BLINDS	6 10:00AM \$160 NLH 15K/20MIN BLINDS 6:00PM \$160 NLH 15K/20MIN BLINDS	7 11:00AM \$350 NLH 30K/30MIN BLINDS
8 11:00AM \$260 BLACK CHIP BOUNTY	9 10:00AM \$160 NLH 15K/20MIN BLINDS	10 6:00PM \$160 NLH 15K/20MIN BLINDS	11 DOUBLE STATUS 9AM-4AM	12 HIGH HAND \$1000 EVERY HOUR11am-11pm 6:00PM \$180 Bounty 15K/20MIN BLINDS	13 10:00AM \$160 NLH 15K/20MIN BLINDS 6:00PM \$160 NLH 15K/20MIN BLINDS	14 11:00AM \$350 NLH 30K/30MIN BLINDS
15 11:00AM \$260 BLACK CHIP BOUNTY	16 10:00AM \$160 NLH 15K/20MIN BLINDS	17 6:00PM \$160 NLH 15K/20MIN BLINDS	18 DOUBLE MOMENTUM 9AM-4AM	19 HIGH HAND \$1000 EVERY HOUR11am-11pm 6:00PM \$180 Bounty 15K/20MIN BLINDS	20 10:00AM \$160 NLH 15K/20MIN BLINDS 6:00PM \$160 NLH 15K/20MIN BLINDS	21 11:00AM \$350 NLH 30K/30MIN BLINDS
22 11:00AM \$260 BLACK CHIP BOUNTY	23 10:00AM \$160 NLH 15K/20MIN BLINDS	24 6:00PM \$160 NLH 15K/20MIN BLINDS	25	26 6:00PM \$180 Bounty 15K/20MIN BLINDS	27 11:10AM \$400 SUMMER KICKOFF DAY 1A \$50K GUARANTEE	28 11:10AM \$400 SUMMER KICKOFF DAY 1B \$50K GUARANTEE
29 11:10AM SUMMER KICKOFF DAY 2 4:00PM \$260 BLACK CHIP BOUNTY	30 10:00AM \$160 NLH 15K/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 THEIR FULL BUY-IN BACK, INCLUDING ENTRY FEE AND BOUNTY IF APPLICABLE (THREE OF A KIND OR BETTER TO QUALIFY / MUST BE THE WINNING HAND.)

\$400 SUMMER KICKOFF JUNE 27-29: \$50,000 GUARANTEE / 3,000 CHIPS / \$10 DEALER ADD-ON FOR 5,000