

Tournament Bonus Chips

The values shown are not increased for Elite Members.

Type	Value	How to Redeem
Pregame	5K / 25K	Play in or win the pregame
Digital ID	2K	Present your Digital ID Card
Elite ID	5K	Present your Elite ID Card
Birthday	10K – 25K	Receive bonus chips on your birthday
Merch	1K – 5K per item	Wear any official club apparel or merch
Pre Helper	5K	Help the TD with equipment setup
Dealer*	5K / 10K	Volunteer to deal before or after the break
Marketing	3K – 5K	Share an RQP post or flyer and tag RQP on game day
Multiple Games	10K	Attend more than one game in a day
Post Helper	Blind Level	Help the TD with equipment breakdown
Bring a New Member	10K	Invite a new player who signs up
New Member	10K	Register as a new player and show completed registration
*Merch Day	10K per item	Earn 10K per merch item on assigned Merch Day (max 30K)

*Available on a first-come, first-rewarded basis. See Tournament Director for more information.

Tournament Add-ons

All tournaments listed on our website feature the same add-on structure UNLESS otherwise stated.

Starting Stack

ALL players begin with 2500 in tournament chips. But extra chips maybe redeemed in the form of optional add-ons.

Add-On Details

500 chips for every \$1 on venue receipt. (Elite Members 1000 chips for every \$1 on venue receipt) Redeem at any time before the end of level after break.

Bonus Rounds – Chip Up Guidelines

When:

Bonus rounds occur **Pregame**, and at the **300/600**, **500/1000**, and **2000/4000** blind levels.

How It Works:

For every **\$15 spent during a bonus round**, players receive **25,000 chips**.

Elite members receive **double** (50,000 chips).

Bonus maxes out at \$30 PER ROUND (50k chips for non-elite, 100k for elite).

Any amount spent **beyond \$30** earns **regular chip-up** only:

- **Non-Elite:** \$0.50 = 1,000 chips per \$1
- **Elite:** \$1 = 1,000 chips per \$1
(No max on regular chip-ups unless otherwise stated.)

Examples:

- **Non-Elite Juniper** spends \$35 → 50k (bonus) + 2,500 (extra \$5) = **52,500 chips**
- **Elite Taquanda** spends \$40 → 100k (bonus) + 10k (extra \$10) = **110,000 chips**



Chip-ups are only valid during active bonus rounds.

- **Pregame** purchases must be completed **before the first card is dealt**
- No carrying over receipts to later rounds

What Qualifies:

Food, desserts, drinks, and shots, cigars, hookahs

Does Not Qualify:

Merchandise

Tips for TDs:

- Give players & servers a **3–4 minute heads-up** before each bonus round
- If a player isn't ready, **circle back** to them
- **Announce clearly** to avoid confusion
- **Set out bonus round info sheets** at the start of the game

Important Notes

ROUNDING: To simplify the calculations used for determining the correct amount of chips to issue, the total amount shown on the receipt (excluding gratuity) will, if necessary, be rounded up to the nearest whole dollar. For example, \$14.01 would be rounded up to \$15 but an even value of \$14.00 would not be rounded up.

GIFT CARDS: Players who purchase gift cards from the venue may not redeem the purchase amount for any add-ons. The reason for this exclusion is the unique fact that a gift card purchase would enable buyers to be rewarded multiple times for a single purchase - once for the purchase of the card itself and again for use of the card.

FORFEIT: Any player who is eliminated from the tournament while waiting for add-on chips to be issued, or who is removed from the tournament for rule/policy/conduct or other violations will forfeit the add-on(s). Any forfeited add-on chips will not be put into play.

ADDITIONAL NOTES: Each player must present his or her own receipt for each add-on. Add-ons may not be shared or split among players. Any player found to be sharing chips or presenting an invalid receipt will be disqualified and removed from the tournament and risks having their Club Membership revoked. An invalid receipt is defined as any receipt that A) was not issued at the tournament venue B) was issued on a date before the tournament or C) is not representative of the actual amount spent by the player attempting to redeem the add-on. . Tournament Director will determine the appropriate amount of additional chips to issue for each add-on based on the receipt presented.