



the BEST POKER ROOM
in LAS VEGAS



\$400 No Limit Hold'em Survivor \$40,000 Guarantee @ 6:10pm (1Day)

Event Number: 70

	Big Blind Ante	Blinds
1st Level	-	100-100
2nd Level	-	100-200
3rd Level	-	100-300
4th Level	300	100-300
5th Level	400	200-400
6th Level	600	300-600
7th Level	800	400-800
8th Level	1,000	500-1,000
9th Level	1,200	600-1,200
10th Level	1,600	800-1,600
11th Level	2,000	1,000-2,000
12th Level	3,000	1,500-3,000
13th Level	4,000	2,000-4,000
14th Level	6,000	3,000-6,000
15th Level	8,000	4,000-8,000
16th Level	12,000	6,000-12,000
17th Level	16,000	8,000-16,000
18th Level	20,000	10,000-20,000
19th Level	30,000	15,000-30,000
20th Level	40,000	20,000-40,000

General Rules

1. TDA rules apply to all Venetian Poker Room tournaments.
2. Must be 21+ years of age and have a Grazie card to participate.
3. Fifteen (15) minute break at the completion of every four (4) levels.
4. Management reserves the right to cancel or change tournament.
5. Winners may choose to be paid in casino chips or cash.
6. Winners must show a valid ID to collect winnings.
7. \$400 Buy-In starts with 12,000 in chips. Each level is 30 minutes.
8. \$40 of the \$400 Buy-In will be withheld for the Entry Fee. \$18 of the \$400 Buy-In will be withheld for Staff Fee. \$342 of each \$400 buy in will be withheld as the prize pool.
9. The Tournament will end when there is exactly 10% of the field remaining. All remaining players will be awarded \$3,400 each. Any odd monies will be awarded as one additional payout.
10. A total prize pool of \$40,000 is guaranteed by The Venetian Poker Room.
11. Registration and Re-Entry is allowed until the end of the sixth (6) level.
12. Ante will come from the Big Blind Only. The Big Blind is posted before the Ante.
13. The tournament prize pool disbursement, as set forth herein, may be modified upon unanimous written agreement of management and all tournament players still involved in the tournament as long as no player is awarded more than \$3,400 in Casino Chips.
14. Late entries will be dealt in immediately.