



the BEST POKER ROOM  
in LAS VEGAS



# \$1,100 No Limit Hold'em DoubleStack

## \$250,000 Guaranteed Prize Pool @ 2:10pm (1Day)

Event Number: 45

	Big Blind Ante	Blinds
1st Level	-	100-100
2nd Level	-	100-200
3rd Level	-	200-300
4th Level	300	200-300
5th Level	400	200-400
6th Level	600	300-600
7th Level	800	400-800
8th Level	1,200	600-1,200
9th Level	1,500	1,000-1,500
10th Level	2,000	1,000-2,000
11th Level	2,500	1,500-2,500
12th Level	3,000	1,500-3,000
13th Level	4,000	2,000-4,000
14th Level	5,000	2,500-5,000
15th Level	6,000	3,000-6,000
16th Level	8,000	4,000-8,000
17th Level	12,000	6,000-12,000
18th Level	16,000	8,000-16,000
19th Level	20,000	10,000-20,000
20th Level	24,000	12,000-24,000

### General Rules

1. TDA rules apply to all Venetian Poker Room poker 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. Residents of foreign countries without a U.S. tax treaty will be subject to withholding. Pursuant to IRS regulations, W-2G or 1042s forms will be issued for all tournament winnings of \$5,000 or more (net of buy-in amount).
7. \$1,100 Buy-In Start with 30,000 in chips. Each level is 30 minutes.
8. \$80 of \$1,100 Buy-In will be withheld for Entry Fee. \$40 of \$1,100 Buy-In will be withheld for Staff Fee. \$980 of the \$1,100 Buy-In will be withheld as the prize pool.
9. Registration and Re-Entry is allowed until the end of the tenth (10) level.
10. Ante will come from the Big Blind Only. The Big Blind is posted before the Ante.
11. A prize pool of \$250,000 is guaranteed by the Venetian Poker Room.
12. The tournament prize pool disbursement, as set forth herein, may be modified upon unanimous written agreement of management and of all tournament players still involved in the tournament.
13. Late entries will be dealt in immediately.