



— POKER ROOM | LAS VEGAS —

Season XIX WPT® Venetian

BUY-IN: \$5,000 | \$3,000,000 GUARANTEED PRIZE POOL

LAS VEGAS, NEVADA | JULY 2^{NO}- 7TH, 2021 | CHIPS: 40,000

LEVELS: DAY 1A, 1B, 1C, 2 – 60 MINS | DAY 3 – 60 MINS UNTIL 24 PLAYERS, THEN 90 MINS | FINAL TABLE – 60 MINS UNTIL HEADS UP, THEN 30 MINS DAY 1A: JULY 2 - 11:10AM | DAY 1B: JULY 3 - 11:10AM | DAY 1C: JULY 4 - 11:10AM | DAY 2: JULY 5 - 11:00AM | DAY 3: JULY 6 - 12:00PM | FINAL TABLE: JULY 7 - 12:00PM

LEVEL	BIG BLIND ANTE	BLINDS	22	30,000	15,000 / 30,000
1	200	100 / 200	23	40,000	20,000 / 40,000
2	300	200 / 300	24	50,000	25,000 / 50,000
3	400	200 / 400	25	60,000	30,000 / 60,000
4	500	300 / 500	26	75,000	50,000 / 75,000
5	600	300 / 600	27	100,000	50,000 / 100,000
6	800	400 / 800	28	125,000	75,000 / 125,000
7	1,000	500 / 1,000	29	150,000	75,000 / 150,000
8	1,200	600 / 1,200	30	200,000	100,000 / 200,000
9	1,500	1,000 / 1,500	31	250,000	125,000 / 250,000
10	2,000	1,000 / 2,000	32	300,000	150,000 / 300,000
11	2,500	1,500 / 2,500	33	400,000	200,000 / 400,000
12	3,000	1,500 / 3,000	34	500,000	300,000 / 500,000
13	4,000	2,000 / 4,000	35	600,000	300,000 / 600,000
14	5,000	3,000 / 5,000	36	800,000	400,000 / 800,000
15	6,000	3,000 / 6,000	37	1,000,000	500,000 / 1,000,000
16	8,000	4,000 / 8,000	38	1,200,000	600,000 / 1,200,000
17	10,000	5,000 / 10,000	39	1,600,000	800,000 / 1,600,000
18	12,000	6,000 / 12,000	40	2,000,000	1,000,000 / 2,000,000
19	15,000	10,000 / 15,000	41	2,400,000	1,200,000 / 2,400,000
20	20,000	10,000 / 20,000	42	3,000,000	1,500,000 / 3,000,000
21	25,000	15,000 / 25,000	43	4,000,000	2,000,000 / 4,000,000

RULES & INFORMATION

ACTION CLOCK: The Action Clock by Protection Poker will be used once the field is down to one (1) table out of the money. Remaining players will have thirty (30) seconds to act on their hand. To begin play in the Action Clock portion of the tournament, each player will receive time-extension chips, each worth a 30-second addition to a player's action. The number of time-extension chips provided to each player will depend on the number of players in the money. Upon reaching the final three (3) tables of the tournament, each remaining player will reset to a maximum of six (6) 30-second time-extension chips. Upon reaching the official WPT final table of the tournament, each remaining player will reset to a maximum of eight (8) 30-second time-extension chips. In the case that time expires for a player with remaining time-extension chips, the player's Action Clock will automatically extend an additional thirty (30) seconds. Collection of time-extension chips will take place at the end of the player's action. If a player's Action Clock expires and the player does not have any time-extension chips remaining, he/she will be (a) forced to check, if there is no bet pending or (b) fold, if facing a bet or raise. See WPT Action

ANTE FORMAT (BIG BLIND ANTE): Single ante will be posted by the player in the big blind, in the amount equivalent to the big blind. Ante is posted before the big blind and players are eligible to collect the entire ante, even when out of the big blind. Ante is maintained until the completion of the tournament.

BREAKS: Days 1/2: Players will have 15 minutes for every 2 levels. Day 3 and Final Table: breaks are TBD. 60-minute dinner break after Level 6 and Level 16

BUY-IN & FEES: \$5,000 total buy-in = \$4,625 (prize pool) + \$250 (entry fee) + \$125 (staff fee)

LATE REGISTRATION: Registration closes at the start of level nine (9) on Day 1A, Day 1B, and Day 1C. Late entries will be dealt in immediately once seated.

LEVELS, PER DAY: Day 1A/1B/1C/2: Ten (10) sixty (60) minute levels. Day 3: Sixty (60) minute levels until twenty-four (24) players is reached, then ninety (90) minute levels until final table of six (6) is reached. Final Table: Play sixty (60) minute levels until heads up, then levels become thirty (30) minutes in length.

PAYOUTS: One in eight (1-in-8) entries will be in the money (approximately 12.5%). Winners may choose to be paid in casino chips or cash. Winners must show 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).

PLAYER'S CARD & PLAYER RELEASE: In order to play in the event, each player must have a Grazie Rewards® Card and sign the WPT Player Release Form.

PLAYERS PER TABLE: Tables will be 9-Handed and will move to 8-handed when we reach 10 tables. Play will move to 6 for the official WPT final table.

RE-ENTRY RULES: Unlimited re-entry is allowed until the start of level nine (9) on Day 1A, Day 1B, and Day 1C, when registration ends.

REGISTRATION: Available 2:00 p.m. from July 1 until the start of level nine (9) on Day 1A, Day 1B, and Day 1C

RULES: Tournament Directors Association (TDA) rules will be used throughout the tournament. In the event the Venetian Poker Room House rules are in conflict with TDA rules, the Venetian Poker Room House rules shall apply. For TDA rules and regulations, check www.pokertda.com

SEATING REDRAWS: There will be a full seating redraw prior to the start of each day of play, unless the tournament is already at 24 players or fewer. In that case, redraws will take place at 24, 16, and 9. Before the redraw at 9 players to one table, the two remaining tables will be 5-handed and 5-handed.

STARTING STACK: 40,000 tournament chips. Pre-purchased stacks will be "live" on the table from the beginning of the tournament. Late registrants and alternates will be sold a full starting stack.

TOURNAMENT DIRECTOR'S DECISIONS ARE FINAL: Players shall have no recourse following the beginning of the next hand. The next hand begins at the start of first significant action.

The Venetian Poker Room reserves the right to alter, change, or cancel the tournament. The Venetian Poker Room will not be held responsible in the event of typographical errors or misinformation on the website or printed material pertaining to this event, and players will not have claim in these matters.