



# \$200 No Limit Hold'em (1Day)

## Milestone Satellite to \$1,600 NLH UltimateStack Event #90

	Big Blind Ante	Blinds
1st Level	200	100-200
2nd Level	300	200-300
3rd Level	400	200-400
4th Level	600	300-600
5th Level	800	400-800
6th Level	1,000	500-1,000
7th Level	1,200	600-1,200
8th Level	1,600	800-1,600
<b>REMOVE 100 CHIPS</b>		
9th Level	2,000	1,000-2,000
10th Level	2,500	1,500-2,500
11th Level	3,000	1,500-3,000
12th Level	4,000	2,000-4,000
<b>REMOVE 500 CHIPS</b>		
13th Level	6,000	3,000-6,000
14th Level	8,000	4,000-8,000
15th Level	10,000	5,000-10,000
16th Level	12,000	6,000-12,000
17th Level	16,000	8,000-16,000
18th Level	20,000	10,000-20,000
<b>REMOVE 1,000 CHIPS</b>		
19th Level	25,000	15,000-25,000
20th Level	30,000	15,000-30,000
21st Level	40,000	20,000-40,000
22nd Level	60,000	30,000-60,000
23rd Level	80,000	40,000-80,000
24th Level	100,000	50,000-100,000
25th Level	120,000	60,000-120,000
26th Level	150,000	75,000-150,000
27th Level	200,000	100,000-200,000
28th Level	300,000	150,000-300,000

**Event Numbers:** 89, 92, and 93

**Start Time:** 6:10 PM

**Starting Chips:** 20,000

**Level Duration:** 20 minutes.

**Late Registration:** 6 levels + Break

**Guarantee:** 5 Seats

- TDA rules apply to all Venetian Poker Room poker tournaments.
- Must be 21+ years of age and have a Venetian Rewards card to participate.
- Fifteen (15) minute break at the completion of every six (6) levels.
- Management reserves the right to cancel or change tournament.
- 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 1042 forms will be issued for all tournament winnings of \$5,000 or more (net of buy-in amount).
- \$200 Buy-In starts with 20,000 in chips. Each level is twenty (20) minutes.
- \$35 of the \$200 Buy-In is withheld for house fees (Rake + Staff). The prize pool consists of \$165 of every \$200 Buy In.
- Registration and Re-Entry is allowed for six (6) levels & through the break.
- All tournament prizes are direct entry into our \$1,600 NLH UltimateStack Event #90, with any odd monies awarded as one additional payout.
- A Player who accumulates 200,000 in tournament chips ("The Milestone") or more will instantly receive direct entry into the \$1,600 NLH UltimateStack Event #90. Upon verification by poker room management, the player who achieved The Milestone will cease play & have their chips removed from play.
- The tournament will conclude when the number of players remaining is equal to the remaining number of \$1,600 NLH UltimateStack Event #90 direct entry seats to be awarded, less the number of Milestone \$1,600 NLH UltimateStack Event #90 direct entry seats already awarded previously. Any odd monies will be awarded to the last player eliminated prior to the conclusion of the

tournament. It is the players responsibility to identify when they have reached the Milestone, and to notify poker room management accordingly. Any player dealt into a hand must complete the hand before verification of the Milestone by poker room management. Any player who subsequently falls below the Milestone, before verification can be completed, must once again reach the Milestone and have their chips verified, in order to be eligible for the \$1,600 NLH UltimateStack Event #90 direct entry seat prize.

- Only a member of Poker room management can verify official chip counts. However, any other player at the table, or the dealer can help identify and alert any other player who may have reached the Milestone. To better assist with the identification of Milestones, and to assist the counting process, we recommend players keep their chips in stacks of twenty (20) chips.
- Ante will come from the Big Blind Only. The Big Blind is posted before the Ante.
- 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.
- All pre-registered stacks will be in play at the start of the event.