



the BEST POKER ROOM
in LAS VEGAS

THE VENETIAN
POKER ROOM

\$1,100 No Limit Hold'em

Mega Satellite to \$10,000 High Roller (1Day)

	Ante	Blinds
1st Level	-	50-100
2nd Level	-	75-150
3rd Level	-	100-200
4th Level	25	150-300
5th Level	50	200-400
6th Level	75	300-600
7th Level	100	400-800
8th Level	200	600-1,200
9th Level	200	800-1,600
10th Level	300	1,000-2,000
11th Level	400	1,500-3,000
12th Level	500	2,000-4,000
13th Level	500	3,000-6,000
14th Level	1,000	4,000-8,000
15th Level	2,000	6,000-12,000
16th Level	2,000	8,000-16,000
17th Level	3,000	10,000-20,000
18th Level	4,000	15,000-30,000
19th Level	5,000	20,000-40,000
20th Level	5,000	30,000-60,000

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. Ten (10) minute break at the completion of every four (4) levels.
4. Management reserves the right to cancel or change tournament.
5. 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 new IRS regulations, W-2G or 1042s forms will be issued for all tournament winnings of \$5,000 or more (net of buy-in amount).
6. \$1,100 Buy-In starts with 12,000 in chips. Each level is thirty (30) minutes.
7. \$65 of the \$1,100 Buy-In will be withheld for Entry Fee. \$35 of the \$1,100 Buy-In will be withheld for Staff Fee. \$1,000 of each \$1,100 buy in will form the prize pool.
8. 10% of the field will win a direct entry to our \$10,000 DSE III \$1,000,000 Guaranteed event. Any odd monies will be paid as one additional payout. This seat is nontransferable. Winner of the satellite must play the \$10,000 DSE III event on June 2nd, 3rd, or 4th, 2017.
9. Registration and Re-Entries are allowed for six (6) levels. Late players will receive a full stack.
10. Three (3) \$10,000 seats are guaranteed by The Venetian Poker Room.
11. Based on the prize structure for this tournament, no other prize pool modifications will be allowed.
12. Late Entries will be dealt in immediately