



the BEST POKER ROOM  
in LAS VEGAS

THE  
VENETIAN  
POKER  
ROOM

# \$250 Omaha 8/B

\$7,000 Guaranteed Prize Pool  
November 24<sup>th</sup> @ 2:00pm (1Day)

	Blinds	Limits
1st Level	50-100	100-200
2nd Level	75-150	150-300
3rd Level	100-200	200-400
4th Level	150-300	300-600
5th Level	200-400	400-800
6th Level	250-500	500-1,000
7th Level	300-600	600-1,200
8th Level	400-800	800-1,600
9th Level	500-1,000	1,000-2,000
10th Level	600-1,200	1,200-2,400
11th Level	800-1,500	1,500-3,000
12th Level	1,000-2,000	2,000-4,000
13th Level	1,500-3,000	3,000-6,000
14th Level	2,000-4,000	4,000-8,000
15th Level	2,500-5,000	5,000-10,000

## General Rules

1. TDA rules apply to all Venetian Poker Room tournaments.
2. Must be 21+ years of age and have a Grazier card to play.
3. Ten (10) minute break at the completion of every four (4) levels. There is no scheduled dinner break for this event.
4. Management reserves the right to cancel or change tournament.
5. Winners will be paid in casino chips.
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 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).
7. \$250 Buy-In Start with 10,000 in chips. Each level is 30 minutes.
8. \$30 of the \$250 Buy-In will be withheld for Entry Fee. \$15 of the \$250 Buy-In will be withheld for Staff Fee. \$205 of every \$250 buy in will form the prize pool.
9. This Tournament will play 9 handed from the start of the event until the Final Table has been reached. The Final Table will play ten (10) handed. We reserve the right to play 10 handed if necessary.
10. Registration and Re-Entries are allowed for six (6) levels.
11. 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.
12. Late Entries will be dealt in immediately.
13. This is a one (1) day event.