



the BEST POKER ROOM  
in LAS VEGAS



# \$1100 PLO 8/B (8Max)

\$100,000 Guaranteed Prize Pool

June 23, 2018 @ 1:00pm (1Day)

Event Number: 86

LEVEL	BLINDS	CALL	OR MAKE IT
1	50-100	100	200-350
2	75-150	150	300-525
3	100-200	200	400-700
4	150-300	300	600-1,050
5	200-400	400	800-1,400
6	250-500	500	1,000-1,750
<b>Remove</b>		<b>25 Chips</b>	
7	300-600	600	1,200-2,100
8	400-800	800	1,600-2,800
9	500-1,000	1,000	2,000-3,500
10	600-1,200	1,200	2,400-4,200
11	800-1,600	1,600	3,200-5,600
12	1,000-2,000	2,000	4,000-7,000
13	1,200-2,400	2,400	4,800-8,400
<b>Remove</b>		<b>100 Chips</b>	
14	1,500-3,000	3,000	6,000-10,500
15	2,000-4,000	4,000	8,000-14,000
16	2,500-5,000	5,000	10,000-17,500

## 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 participate.
3. Fifteen (15) minute break at the completion of every four (4) levels. There will be a forty-five (45) minute break after level twelve (12).
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 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. \$1,100 Buy-In starts with 15,000 in chips. Each level is 30 minutes.
8. \$75 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. The prize pool will consist of \$990 of every \$1,100 Buy In.
9. Registration and Re-Entry is allowed for the first eight (8) levels plus the break.
10. A prize pool of \$100,000 is guaranteed by The Venetian Poker Room.
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.