



the BEST POKER ROOM
in LAS VEGAS



\$600 Omaha 8/B

\$100K GTD @ 4:00pm

Day 2 @ 4:00pm

Event Number: 76

	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 Grazie card to participate.
3. Fifteen (15) minute break at the completion of levels 3, 9, and 11. There will be a forty five (45) minute break after level six (6). On Day 1, play will continue until 13 levels have been played. Day Two will resume at 4:00pm and will continue until a winner has been declared.
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 1042 forms will be issued for all tournament winnings of \$5,000 or more (net of buy-in amount).
7. \$600 Buy-In starts with 15,000 in chips. Each level is forty (40) minutes.
8. \$55 of the \$600 Buy-In will be withheld for Entry Fee. \$27 of the \$600 Buy-In will be withheld for Staff Fee. \$518 of each \$600 buy in will be withheld as the prize pool.
9. Registration and Re-Entry is allowed for six (6) levels and through 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 all tournament players still involved in the tournament.
12. Late players will be dealt in immediately.