

\$1,100 No Limit Hold'em MonsterStack

\$200,000 Guaranteed Prize Pool @ 11:10 AM (1Day)

Event Numbers: 70 and 87

	Big Blind Ante	Blinds
1st Level	-	100-100
2nd Level	-	100-200
3rd Level	300	200-300
4th Level	400	200-400
5th Level	600	300-600
6th Level	800	400-800
7th Level	500	500-1,000
8th Level	1,200	600-1,200
	REMOVE 100 CHIPS	
9th Level	1,500	1,000-1,500
10th Level	2,000	1,000-2,000
11th Level	2,500	1,500-2,500
12th Level	3,000	1,500-3,000
	REMOVE 500 CHIPS	
13th Level	4,000	2,000-4,000
14th Level	5,000	3,000-5,000
15th Level	6,000	3,000-6,000
16th Level	8,000	4,000-8,000
	REMOVE 1,000 CHIPS	
17th Level	10,000	5,000-10,000
18th Level	15,000	5,000-15,000

General Rules

1. TDA rules apply to all Venetian Poker Room poker tournaments.
2. Must be 21+ years of age and have a Grazie Rewards card to participate
3. Fifteen (15) minute break at the completion of every four (4) levels.
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 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 Start with 35,000 in chips. Each level is thirty (30) minutes.
8. \$85 of \$1,100 Buy-In will be withheld for Entry Fee. \$45 of \$1,100 Buy-In will be withheld for Staff Fee. \$970 of the \$1,100 Buy In will be withheld as the prize pool.
9. Late Entry and Re-Entry is allowed until the end of the eighth (8) level and through the break.
10. Ante will come from the Big Blind Only. The Ante is posted before the Big Blind.
11. A prize pool of \$200,000 is guaranteed by The Venetian Poker Room.
12. 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.
13. All pre-registered stacks will be in play at the start of the event.