

the BEST POKER ROOM THE VENETIAN in LAS VEGAS



\$1,100 Pot Limit Omaha 8/B

\$100,000 Guaranteed Prize Pool @ 2:10 PM (1Day)

Event Number: 86

LEVEL	BLINDS	ANTE	CALL OR MAKE IT
1	100-100	100	100 or 200-400
2	100-200	200	200 or 400-700
3	200-300	300	300 or 600-1,100
4	200-400	400	400 or 800-1,400
5	300-600	600	600 or 1,200-2,100
6	400-800	800	800 or 1,600-2,800
7	500-1,000	1,000	1,000 or 2,000-3,500
8	600-1,200	1,200	1,200 or 2,400-4,200
Remove		100 Chips	
9	1,000-1,500	1,500	1,500 or 3,000-5,500
10	1,000-2,000	2,000	2,000 or 4,000-7,000
11	1,500-2,500	2,500	2,500 or 5,000-9,000
12	1,500-3,000	3,000	3,000 or 6,000-10,500
Remove		500 Chips	
13	2,000-4,000	4,000	4,000 or 8,000-14,000
14	3,000-5,000	5,000	5,000 or 10,000-18,000

General Rules

- 1. TDA rules apply to all Venetian Poker Room tournaments.
- 2. Must be 21+ years of age and have a Grazie Rewards card to play.
- 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 starts with 25,000 in chips. Each level is 30 minutes.
- 8. \$82 of the \$1,100 Buy-In will be withheld for Entry Fee. \$40 of the \$1,100 Buy-In will be withheld for Staff Fee. The prize pool will consist of \$978 of every \$1,100 Buy In.
- 9. Registration and Re–Entry is allowed for eight (8) 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 of all tournament players still involved in the tournament.
- 12. All pre-registered stacks will be in play at the start of the event.