

# THE VENETIAN POKER



## MARCH MYSTERY HIGH HAND "TAKE IT OR RISK IT" GIVEAWAY RULES

1. The March Mystery High Hand "TAKE IT OR RISK IT" Giveaway is for all contributing Texas Hold 'em Poker Games.
2. Participating games include any Texas Hold 'em game, Limit or No Limit, that is not part of a Mix game and does not have a time collection for rake.
3. Beginning March 1 through March 31, 2024 ("Designated Dates") each day, The Venetian Poker Room will award the player with the highest qualifying hand in any participating game a Mystery High Hand Giveaway prize valued between \$100 and \$10,000. The Qualifying Period will begin at 10:00 a.m. and continue every thirty (30) minutes until 11:30 p.m. on the designated days ("Qualifying Periods"). The first player to achieve the highest hand in each Qualifying Period will have a chance to select a Mystery High Hand Giveaway envelope from our drawing drum located inside The Venetian Poker Room ("Giveaway"). The Qualifying Period and hands reset every 30 minutes. The last Qualifying Period will be from 11:30 p.m., and the final giveaway prize will be at 12:00 a.m.
4. All registered qualifying Grazie Rewards members who participate in the Mystery High Hand "TAKE IT OR RISK IT" Giveaway, who have the highest hand in any given qualifying period, will select one of eight hundred and sixty-eight (868) Mystery High Hand Giveaway envelopes from a drawing drum. Mystery High Hand Giveaway cash prizes will be as follows:
  - \$10,000 – four (4) winners
  - \$5,000 – four (4) winners
  - \$2,500 – five (5) winners
  - \$1,000 – five (5) winners
  - \$750 – ten (10) winners
  - \$500 – twenty (20) winners
  - \$400 – twenty (20) winners
  - \$300 – one hundred (100) winners
  - \$250 – two hundred (200) winners
  - \$200 – two hundred (200) winners
  - \$150 – two hundred (200) winners
  - \$100 – one hundred (100) winnersTotal Mystery High Hand Giveaway Prize Pool of at least \$263,000

### TAKE IT OR RISK IT:

5. The qualifying player that had the highest hand during any qualifying period who selected a Mystery High Hand Giveaway envelope from the Drawing Drum will have the choice to "TAKE" their selected Mystery High Hand Giveaway and keep that as their official prize or "RISK IT" by drawing a new Mystery High Hand envelope from a separate Drawing Drum. Players who choose to "RISK IT" will lose all prize money associated with their first envelope drawing selection and will only win the prize money listed inside their "RISK IT" Mystery High Hand Giveaway envelope instead. Players who choose to "Take" their initial Mystery High Hand Giveaway cash prize will not select an envelope from the "RISK IT" Mystery High Hand drawing drum.  
The "Risk It" Mystery High Hand cash prizes will be as follows:
  - \$50,000 – five (5) possible winners
  - \$25,000 – five (5) possible winners
  - \$1,000 – sixty (60) possible winners
  - \$0 – seven hundred and ninety-eight (798) possible envelopesPlayers who select a "RISK IT" Mystery High Hand envelope cash prize of \$0 will not be awarded any prize money.

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## Total Mystery High Hand Giveaway "RISK IT" Prize pool of \$435,000

Not all "RISK IT" Mystery High Hand cash envelopes will be chosen from the drawing drum by the conclusion of the promotion, as it will be based on the number of players who choose to "Risk" their initial Mystery High Hand cash prize. Any envelopes not drawn will not be used or awarded in any other way.

6. Winner is permitted to add any portion of the Giveaway to their current chip stack. Once one (1) hand is played after Winners receive their Giveaway, standard table stakes rules apply.
7. To qualify for the Giveaway, a player must show a hand that is stronger than the currently posted High Hand. Only a full house or higher will qualify. The current qualifying hand will be announced and/or posted.
8. To be considered part of a Qualifying Period, a qualifying hand must be tabled by the player, and the hand must be complete prior to that Qualifying Period ending. Otherwise, if applicable, the hand will be considered part of the next Qualifying Period.
9. It's the player's responsibility to alert the dealer of a qualifying High Hand during any Qualifying Period. Any potential High Hand that is not brought to the attention of the dealer or a supervisor during the Qualifying Period for which the hand was tabled will result in that High Hand being null and void. The player who had the potentially winning High Hand will forfeit any portion of the Mystery High Hand Giveaway for the Qualifying Period in dispute.
10. There must be a minimum of four players dealt in at the beginning of the hand, in order to qualify for the Giveaway.
11. A qualifying hand can use any five-card combination, provided they use both cards in their hand. It does not need to be the best five-card hand. The player must win the entire main pot for which the qualifying hand was dealt.
12. Giveaways will be paid from a promotional pool funded by The Venetian Promotional Progressive Pots and Pools, Drawings, and Giveaway Programs Rules ("Promotional Pool"). During the March Mystery High Hand "TAKE IT OR RISK IT" Giveaway, the Promotional Fund drop per hand will be \$1 on the flop with a second \$1 taken if/when the pot reaches twenty (\$20) total. See The Venetian Promotional Progressive Pots and Pools, Drawings, and Giveaway Programs Rules for details.
13. In the event that there are no qualifying hands during a Qualifying Period, then there will be no Winner, and as a result, any Mystery High Hand cash envelope prizes not drawn at the conclusion of the March Cash Game Promotion will remain in the Promotional Pool.
14. Winner must be present at the conclusion of the Qualifying Period and the selection of the Mystery High Hand envelope, and if the winner chooses, the selection of the "RISK IT" Mystery High Hand envelope must be drawn from the Drawing Drum and completed by the Winner at that time. If Winner is not present or fails to select an envelope from either Drawing Drum at that time, Giveaway will be forfeited. Forfeited Giveaways will remain in the Promotional Pool.
15. Winners must present a valid ID and a Grazie Rewards card to collect Giveaway. Giveaway will be forfeited if Winner refuses to provide a valid ID and a Grazie Rewards card. Forfeited Giveaways will remain in the Promotional Pool.
16. If Winner is willing but unable to produce a valid ID and a Grazie Rewards card at the conclusion of the Qualifying Period, they will have seven (7) days to claim the Giveaway at The Venetian Poker Room Cage. Giveaway will be forfeited if Winner does not provide a valid ID and a Grazie Rewards card within 7 days. Forfeited Giveaways will remain in the Promotional Pool.
17. Winner is responsible for paying all taxes and fees in connection with claiming the Giveaway.
18. Giveaways are non-transferable.
19. The March Mystery High Hand Giveaway is subject to The Venetian Poker Rewards Terms and Conditions and Grazie Rewards Terms and Conditions.
20. The Venetian Resort Las Vegas management is not responsible for any computer malfunctions.
21. The Venetian Resort management reserves the right to cancel the March Mystery High Hand "TAKE IT OR RISK IT" Giveaway, amend the March Mystery High Hand "TAKE IT OR RISK IT" Giveaway rules, change the March Mystery High Hand "TAKE IT OR RISK IT" Giveaway dates, or adjust the March Mystery High Hand "TAKE IT OR RISK IT" Giveaway structure in its sole and absolute discretion without prior notice.
22. The Venetian Resort management reserves all rights. All disputes and subsequent decisions by management are final and binding.
23. Failure to adhere to the March Mystery High Hand "TAKE IT OR RISK IT" Giveaway rules will result in disqualification and/or forfeiture of any Giveaways.