

THE VENETIAN® RESORT

POKER ROOM | LAS VEGAS



SHOWDOWN POKER SERIES

DeepStack

\$400 BIG O

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

Event Number: 12

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. \$400 Buy-In starts with 25,000 in chips. Each level is 30 minutes.
8. \$60 of the \$400 Buy-In will be withheld for house fees (Rake + Staff). The prize pool will consist of \$340 of every \$400 Buy In.
9. Registration and Re-Entry is allowed for ten (10) levels.
10. A prize pool of \$10,000 is guaranteed by The Venetian Poker Room.
11. The Ante is not a part of the pre-flop calculation but is counted as part of the pot post flop.
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.