

VENETIAN POKER



SHOWDOWN POKER SERIES

DeepStack

\$400 No Limit Hold'em UltimateStack

Day A+B @ 11:10 AM with Day 2 @ 11:00 AM

	Big Blind Ante	Blinds
1st Level	100	100-100
2nd Level	200	100-200
3rd Level	300	200-300
4th Level	400	200-400
5th Level	500	300-500
6th Level	600	300-600
7th Level	800	400-800
8th Level	1,000	500-1,000
9th Level	1,200	600-1,200
REMOVE 100 CHIPS		
10th Level	1,500	1,000-1,500
11th Level	2,000	1,000-2,000
12th Level	2,500	1,500-2,500
REMOVE 500 CHIPS		
13th Level	3,000	2,000-3,000
14th Level	4,000	2,000-4,000
15th Level	5,000	3,000-5,000
16th Level	6,000	3,000-6,000
17th Level	8,000	4,000-8,000
18th Level	10,000	5,000-10,000
19th Level	12,000	6,000-12,000
20th Level	15,000	10,000-15,000
21st Level	20,000	10,000-20,000
REMOVE 1,000 CHIPS		
22nd Level	25,000	15,000-25,000
23rd Level	30,000	15,000-30,000
24th Level	40,000	20,000-40,000
25th Level	50,000	25,000-50,000
25th Level	60,000	30,000-60,000
27th Level	80,000	40,000-80,000
28th Level	100,000	50,000-100,000
29th Level	120,000	60,000-120,000
30th Level	150,000	75,000-150,000

Event Numbers: 01 and 13

Starting Chips: 40,000

Level Duration: 40 minutes.

Late Registration: 9 levels + Break (5:55 PM)

Guarantee: \$75,000

1. TDA rules apply to all Venetian Poker Room tournaments.
2. Must be 21+ years of age and have a Venetian Rewards card to participate.
3. Fifteen (15) minute break at the completion of every three (3) levels.
4. Each starting flight will play until we are down to approximately 12.5% of the field remaining. Day 2 will resume at 11:00 AM combining all remaining players from 1A and 1B with all players being considered in the money and will continue until a winner has been declared. To begin Day 2, the clock will revert to the earliest stoppage time of Day 1.
5. Management reserves the right to cancel or change the tournament.
6. Winners may choose to be paid in casino chips or cash.
7. 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 1042 forms will be issued for all tournament winnings of \$5,000 or more (net of buy-in amount).
8. \$400 Buy In starts with 40,000 chips. Levels are forty (40) minutes.
9. \$70 of the \$400 Buy-In is withheld for house fees (Rake + Staff). The prize pool consists of \$330 of every \$400 Buy In.
10. Registration and Re-Entry is allowed for nine (9) levels and through the break.
11. Any player who bags chips for Day 2 may not play a subsequent flight.
12. Ante will come from the Big Blind Only. The Big Blind is posted before the Ante.
13. Prize Pool of \$75,000 is guaranteed by the Venetian Poker Room.
14. All pre-registered stacks will be in play at the start of the event.
15. 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.

16. On Day 2, at Tournament Directors Discretion, players will have twenty (20) seconds pre-flop and thirty (30) seconds post-flop to act on their hand through the use of a countdown clock. Based on Day 2 field size, players will receive the following time-extension chips, each worth a 30-second addition to a player's action:
 - Less than 46 players: 5-time extension chips.

46-72 players: 3-time extension chips + 3 at 27 players remaining.

73-99 players: 4-time extension chips + 3 at 27 players remaining.

100 + players: 5-time extension chips + 3 at 27 players remaining.

In the case that time expires for a player with remaining time-extension chips, the player's countdown clock will automatically extend an additional thirty (30) seconds. Collection of time-extension chips will take place at the end of the player's action. If a player's countdown clock expires and the player does not have any time-extension chips remaining, he/she will be (a) forced to check, if there is no bet pending or (b) fold, if facing a bet or raise. Shot Clocks will be removed at the Final Table.

SS# 02 Effective Date 12.12.25