



the BEST POKER ROOM
in LAS VEGAS



\$400 No Limit Hold'em Turbo Mega Satellite @ 10:10am (1Day)

Direct Entry to Event #72: \$3,500 No Limit Hold'em

Event Number: 71

	Big Blind Ante	Blinds
1st Level	-	100-100
2nd Level	-	100-200
3rd Level	-	100-300
4th Level	300	100-300
5th Level	400	200-400
6th Level	600	300-600
7th Level	800	400-800
8th Level	1,000	500-1,000
9th Level	1,200	600-1,200
10th Level	1,600	800-1,600
11th Level	2,000	1,000-2,000
12th Level	3,000	1,500-3,000
13th Level	4,000	2,000-4,000
14th Level	6,000	3,000-6,000
15th Level	8,000	4,000-8,000
16th Level	12,000	6,000-12,000
17th Level	16,000	8,000-16,000
18th Level	20,000	10,000-20,000
19th Level	30,000	15,000-30,000
20th Level	40,000	20,000-40,000

General Rules

1. TDA rules apply to all Venetian Poker Room tournaments.
2. Must be 21+ years of age and have a Grazie Card to participate.
3. Fifteen (15) minute break at the completion of every eight (8) levels.
4. Management reserves the right to cancel or change tournament.
5. Winners must show a valid ID to collect winnings.
6. \$400 Buy-In starts with 10,000 in chips. Each level is fifteen (15) minutes.
7. \$34 of the \$400 Buy-In will be withheld for Entry Fee. \$13 of the \$400 Buy-In will be withheld for Staff Fee. \$353 of every \$400 Buy-In will be withheld as the prize pool.
8. For every \$3,500 of prize pool, one player will be awarded direct entry to DCPS Event #72. Any odd monies will be paid as one additional payout. This seat is nontransferable. Winner of the satellite must play in DCPS Event #72.
9. Players who win a second entry to this event through our Mega Satellites, will be awarded casino chips or cash only if their first winning entry has not been redeemed.
10. Registration and Re-Entry is allowed until the end of the sixth (6) level.
11. Ante will come from the Big Blind Only. The Big Blind is posted before the Ante.
12. Late Entries will be dealt in immediately.
13. Based on the prize structure for this tournament, no other prize pool modifications will be allowed.