



POLICIES AND PROCEDURES MANUAL

TEXAS HOLD'EM POKER

TEXAS HOLD'EM POKER PROCEDURES CONTENTS

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Customer Relations

1. A friendly and courteous manner is paramount at all times. As the dealer has the first and most direct contact with the players, the biggest responsibility for maintaining the atmosphere of friendliness and cordiality lies with the dealer.
2. Whenever a player comes to the table, the dealer should make a point of saying "Good evening Sir/Madam" or better still, use the guest's first name. **Never** use a player's full name over the table.
3. The dealer should make eye contact with, and have a friendly smile and a kind word for, every person that comes up to the table.
4. Once the dealer has acknowledged potential players, he/she should let new players know the table structure and gaming limits. For example, he/she could say "This is a \$2 - \$4 limit Texas Hold'em game. There is a small blind of \$1 and a big blind of \$2. Check and raise is allowed, with a maximum of three raises per betting round. Table stakes apply, and you can start with a minimum of \$20 in front of you. English is the only language spoken in this Casino". The dealer should then ask if the player has any questions.

The dealer should make the player feel relaxed and welcome. It is **mandatory** that the dealer express a greeting to every player.

5. The dealer is to be as courteous as possible when instructing new players on how the game is played. The dealer is not to instruct a player on how to play any individual hand, but may be called upon to explain the player's options, or individual situation, to him/her. Always use diplomacy in these circumstances.
6. The dealer must remain impartial at all times, and should avoid communicating an opinion on someone's play and/or the hand(s). Personal conflicts must **never** reflect in a dealer's attitude towards players. As in any other Casino game, always use tact and diplomacy when discussing the game with the players.
7. Whether a player wins or loses, the dealer should make the player feel that his/her company is enjoyed, regardless of the outcome of the play. If a dealer's attitude is one of friendliness and understanding, the dealer will enjoy their work and, most importantly, keep players at the game.

Customer Relations

8. Provide prompt, accurate and courteous service to players, utilizing the highest degree of technical skill in dealing the game. Always maintain a proper pace on the game, adhering to established standard policies and procedures, processing all cash and maintaining the proper handling of cash and chips entrusted to the dealer.
9. Carnival specializes in providing friendly recreational Texas Hold'em poker. The Company is aware that, at times, tempers do flare, and the Poker Supervisors are heavily reliant on information about these situations provided by the dealers. Conflicts can be avoided by early detection of potential ill feelings or personality clashes. The dealer is on the spot, and receives the warning signals first. When you detect any friction or potential trouble, report the information to your Supervisor as soon as possible.
10. Make sure that you speak up when calling your game. As a courtesy to all players allow everyone to hear the calls you are making, where the betting is and what the winning hand is.

Game Equipment

1. Poker will be played on a table having places for seated players and a place for the dealer.
2. A table should be fitted with a drop slide and a drop box.
3. Unless contrary intention appears, a Poker Supervisor (or above) may perform any function of exercise any power of the dealer.
4. A reference in these rules to the game is a reference to Texas Hold'em Poker limit games.

Object Of The Game

1. Texas Hold'em Poker is a fun, exciting game which allows players to test their strategic skills against other like minded players to win the 'pot'. This poker game varies from other games offered in that players do not play against the House. The House solely hosts the game, providing the staff and equipment, and managing the game in such a way as to make it fair for all players. For this service, the House takes a small 'rake', or percentage of the pot.
2. The game is played with a standard 52-card deck. For every hand dealt, a big blind and a small blind are required to ensure that betting subsequently occurs (i.e. anyone playing for the pot must have an investment in it). These blinds rotate clockwise around the table each hand. (However, if there are only 3 – 4 players, the House will only require the big blind be placed. Once there are 5 players, both the small and big blind will be required).
3. All players receive two cards face down. The blinds will vary, depending on the table limit. The big blind is considered a bet and must be called to play the hand. Players following the big blind have the option the 'call' the bet, 'fold' the hand, or 'raise'. A maximum of three raises per betting round are allowed.
4. Three cards are then dealt face up in the middle of the table. (This is called the 'flop' which is part of the 'board'. The board is the five community cards used by all players). A betting round will follow. All betting will begin with the player to the right of the player who has the "Dealer button". This player now has the option to 'check' or action a 'bet'.
5. If the first player has 'checked', all other players still remaining in the hand may also check. However, once a player has made a bet, players then have to either 'call', 'fold' or 'raise'. The betting consists of one bet and a maximum of three raises.
6. Next, the fourth (turn) card is dealt face up next to the flop followed by another betting round. Again, one bet with a maximum of three raises is allowed.
7. The last (river) card is then dealt face up next to the turn card followed by the final betting round. This betting round also consists of one bet with a maximum of three raises.

Object Of The Game

8. At the end of the final betting round, all players will turn over their two hole cards. The player with the best five card hands shall be awarded the pot. A player may use any combination of five cards (i.e. one from their hand, four from the board, etc.) to determine their best hand.
9. A player may use all of the board cards which is termed 'playing the board'. In the case of more than one player having the best five card hand, the pot will be split equally between these players.

Poker Rules

1. English will be the only language spoken in the Poker Room at all times.
2. The Texas Hold'em Poker table should always be operated as a NON SMOKING table.
3. Cigar and/or pipe smoking are not allowed in the Poker Room.
4. Cash on the table is considered as part of the table action. All money put on the table must remain on the table until the player quits. If a player leaves and removes his/her cash from the table, he/she must replace it upon returning to the table. Players may not cash out any amount, give any amount to another player, or put money in to their pockets. The only exception to this '**table stakes apply**' rule will be money needed for tips and/or cigarettes.
5. The dealer will stop any money '**going south**', i.e. a player attempting to remove cash and/or chips from his/her bankroll at the table by putting it in a pocket. Always use discretion and notify a Supervisor if this situation develops.
6. The player with the winning hand must show all his/her cards prior to the pot being awarded. He/she simply can not say what hand he/she has – the '**cards speak**' for themselves. The dealer will assist in reading the hands. The player initiating the action, either through betting or raising, must turn his/her hand over first following completion of all action, and the best hand wins.
7. Although verbal declaration with regard the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the game.
8. '**Rabbit hunting**' is never allowed. This is the action of a player(s) wanting to see a card he/she would have received if he/she had called the bet. Such a practice can cause ill feeling amongst the players.
9. Carnival Casinos do not tolerate '**mules**'. When the winner of a pot throws one or more chips to one or more of the other players at the game, he/she is referred to as a 'mule'. Such play has the look of team play or collusion and is not allowed. Our guests playing poker do not understand or like this action.

Poker Rules

- 10.If a player intends to raise, the player must either put all the chips constituting the raise out, in one motion or simply announce that he/she intends to raise. This no '**string betting**' rule prevents an experienced player from betting, and then, seeing the action of the next player, trying to raise the pot to force that player out. If such a policy were allowed, the action of string betting would slow the pace of the game.
- 11.Any player that put a single chip into the pot that is larger than the required bet is assumed to have called the bet. If he/she wanted to raise, the intention of such should have been declared by announcing 'raise'. An oversize chip, without any announcement, must always be determined to be a call. New players that do not know casino poker etiquette may not understand this rule. Do not let a more experienced player use this rule to their advantage in stopping a new player from raising the pot. It is often good judgment on the dealer's part to call the Supervisor over to decide if the raise will be allowed and to explain the rule and situation to the new player.
- 12.'**Check and raise**' means that a player who originally checks may raise if another player has made a bet in the same round. This is a strategic play and is allowed.
- 13.If a player has shown his/her hand to another player, it will be shown by the dealer to everyone at the table. The whole table also has the right to see the hand. This policy is referred to as the '**show one, show all**' rule.
- 14.Use care in explaining the reasons for these rules to inexperienced, or new, players.

Rules Of Play

1. These procedures are solely written for structured limit games of \$2 - \$4, \$5 - \$10, etc. (Dealers should be aware that rules and regulations do differ in places from limit games to no limit games and tournaments).
2. Texas Hold'em is a friendly game, usually played with between three and ten players. When only three players are seated at the table, it is essential that the dealer asks if they would like to start a game, or if they would prefer to wait for other players to participate. It is most likely that once a game is started, even with three players, others will join in quickly. The House will only require a big blind if there are less than 5 players at the table.
3. The maximum number of players per table is eleven. Ten players is the preferred number, but if the table allows it, eleven can be seated. (This could happen if another table of a similar structure breaks, and the remaining players are moved to other live games). It may happen that there are two tables with a total of eleven players and the Poker Supervisor (or above) decides to close one game and move those players to the other game. This table will then have eleven players until one leaves. The leaving player will not be replaced and the table will return to the regular standard of ten players per table.
4. The game will considered 'broken' and will be stopped if the number of players drops below the minimum.
5. Players may not exchange or communicate information regarding their hand. Any violation may result in a dead hand and forfeiture of the bet. No player will communicate during the game with any other person(s) with the intent to affect the outcome of the game.
6. English will be the preferred language and any inability to enforce this should be brought to the management's attention.
7. Cards are to be held over the table in full view while in the possession of the player.
8. Players must be seated while playing.
9. Players may only play one hand.
10. All wagers on Texas Hold'em Poker shall be made with gaming chips. Cash will not be allowed to play.

Rules Of Play

11. A player may not remove chips, cash or cabin charge vouchers from the table unless he/she is leaving the game. A player can not lend table staked chips or cash (i.e. funds on the table and therefore, part of his/her bankroll) to another player.
12. In the event of two players having the same winning hand, the pot will be equally divided.
13. Players are not allowed to have side bets against each other.
14. A player will not be advised by an employee of the Casino on how to play, except to ensure compliance with the rules.
15. No onlooker or any player wagering at the table may influence another player's decisions of play.
16. Management's decisions are final. In any dispute arising from these rules, or not covered by the provisions of these rules, the decision of the Poker Supervisor (or above) will be final.
17. A copy of these rules will be made available upon request.

Terminology / Jargon

<u>ABSENT BUTTON</u>	A button placed by the dealer in a player's area denoting this player has previously missed his/her blind bet and is still absent from the table.
<u>ACTION</u>	A player acting in turn.
<u>ALL-IN</u>	A player that has invested all of his/her remaining chips in the outcome of a hand. His/her bet cannot be more than a legal bet, or a legal bet and raise if a raise is an option. He/she can only win that portion of the pot in which he/she contributed chips.
<u>ANTE</u>	A pre-determined contribution to the pot by all players before any cards are dealt in the hand.
<u>BET</u>	The player's wager.
<u>BETTING ROUND</u>	A complete cycle from the first bettor to the last bettor to call.
<u>BLIND</u>	A designated bet placed before the first card is dealt. The blind is a live bet which can win the pot if it is not called or raised.
<u>BOARD</u>	The five community cards on the table used by all others in different variations to make the best possible poker hand.
<u>BOXED CARD</u>	A card found face up in the deck.
<u>BURN</u>	The dealer's action of removing the top card from the deck before the start of dealing a round.
<u>BURN CARD</u>	A card that is removed from the top of the deck by the dealer without exposing its value and placed face down, separately from the discard cards before the start of a round.
<u>BUTTON</u>	An object on the table that designates the dealer or last player to act in a round. The button is moved one position in a clockwise rotation at the conclusion of each hand.
<u>BUY-IN</u>	The purchase of chips before the start of a hand.

Terminology / Jargon

<u>CALL</u>	The action of placing a bet equal to the highest legal bet in that round, or going all-in if the remaining chips are less than the size of a bet. In games incorporating blind bets, the first player to act after the initial deal shall call by placing a bet equal to the last blind bet. A player will be bound to a call if he/she announces his/her intention to do so.
<u>CAP</u>	The maximum amount of rake or commission to be collected.
<u>CARDS SPEAK</u>	Any hand placed open and flat (i.e. face up) on the table shall be read by the dealer and can be announced by any player at the table. A player need not correctly identify his/her hand to win if the above conditions have been met. (The player with the winning hand, if called, must show all his/her cards prior to the pot being awarded).
<u>CASINO SUPERVISOR</u>	A person responsible for the supervision and management of gaming operations.
<u>CHECK</u>	A motion whereby a bet is not initiated, but the player retains all rights to act in the event a bet is made. A check shall only be an option if neither a blind is placed nor a bet is made.
<u>CHECK AND RAISE</u>	A player who checks may raise after another player has bet.
<u>CHEMMY SHUFFLE</u>	See <i>Wash</i> .
<u>COLLECTION TIME</u>	The time at which the House will assess time collection.
<u>COMMISSION</u>	The percentage of the pot due to the House or the amount taken by the House for hosting the game. This is also known as the rake.
<u>COMMUNITY CARDS</u>	Cards dealt face up (part of the "Board") that can be used by all players to complete their best possible poker hand.

Terminology / Jargon

<u>CUT</u>	The action of dividing the deck into two face down stacks and then re-uniting them vice versa (putting the former bottom stack on the former top stack) without changing the order of cards within each stack.
<u>CUTTING CARD</u>	A card that can not be construed as a playing card which is placed under the bottom card of the deck before dealing.
<u>'DEAD' BUTTON</u>	A dealer button which has been placed in the position of an empty seat (to adjust the movement of the blind) so that each person pays the correct amount in blinds.
<u>DEAD HAND</u>	A hand that has no claim to the pot.
<u>DEAL</u>	The distribution of player cards to the players.
<u>DEALER</u>	A House staff member who distributes all cards and handles all pot duties, but does not have a financial stake in the game, or receive a hand.
<u>DEALER BUTTON</u>	A button used to indicate the dealer, or the last payer to act in a round of play, (moved one position in a clockwise rotation at the conclusion of each hand).
<u>'DEALT-OUT' BUTTON</u>	A button placed by the dealer denoting that this player is to be dealt-out of the current hand.
<u>DEFECTIVE DECK</u>	A deck that contains an incorrect number of cards for the game in progress, duplicate cards, jokers, five or more boxed cards, two or more different back designs or colors, cards in play which have become marked, scratched or can be read without looking at the face, manufacturing imperfections or any problem with the deck that the management considers detrimental to the security and integrity of the game.
<u>DOWN CARD</u>	A card dealt face down.
<u>DROP</u>	The amount of rake or commission for the game.
<u>DROP SLIDE</u>	A device attached to the table which is used for the placement and dropping of the commission into the drop box.

Terminology / Jargon

<u>FIXED BET</u>	A bet must be of a designated amount. This is also known as a structured bet.
<u>FLOAT</u>	A metal (or plastic) tray secured to the poker table for the storing of chips and buttons.
<u>FLOP</u>	Three community cards dealt face down and then turned face up simultaneously.
<u>FOLD</u>	To surrender a hand or refuse to call a bet.
<u>FORCED BET</u>	A mandatory bet for the purpose of starting a pot, i.e. a blind.
<u>GOING SOUTH</u>	A player's action of taking cash/chips from the table and putting it in a pocket. This practice is not allowed, as all funds at the table must remain on it until the player leaves the table for the session.
<u>HEAD TO HEAD</u>	A situation where there are only two active players remaining in the betting round.
<u>HAND</u>	One game in a series, one deal, the cards held by a player, cards retained by a player entitling him/her to participate in the action, or the combination of cards necessary to win a pot.
<u>HOLD'EM</u>	A type of poker.
<u>HOLE CARDS</u>	A player's concealed cards.
<u>HOUSE</u>	The Poker Room operator.
<u>LAMMAR</u>	A marker used to denote a cash and/or chip transfer.
<u>LIMITS</u>	The range or structure of the betting.
<u>MAIN POT</u>	The first pot created in a hand of poker.
<u>MISDEAL</u>	A round of play that has been dealt incorrectly, or the action of dealing a round incorrectly.
<u>'MISSED BLIND' BUTTON</u>	A button placed by the dealer in a player's position denoting that this payer has missed his/her blind bet.

Terminology / Jargon

<u>MUCK</u>	The discard pile.
<u>MULE</u>	A 'mule' is the winner of a pot who throws one or more chips to one or more of the other players at the game. This has the look of team play or collusion and is prohibited.
<u>NO LIMIT</u>	No constraint is in place on the maximum size of any bet or raise.
<u>OPEN</u>	The action of making the first bet.
<u>OPENER</u>	The person who makes the first betting action.
<u>OVER BLIND</u>	See <i>Straddle</i> .
<u>OVERSIZE CHIP</u>	A wager made with a single chip that is in excess of the previous wager made.
<u>'PICKED UP'</u>	If a player is absent from the table for a specific period of time, his/her chips will be removed from the table and held at the Poker Booth until he/she returns.
<u>POKER SUPERVISOR</u>	The House representative responsible for the conduct of poker in the establishment who has successfully completed an approved poker training program.
<u>POT</u>	The sum of all antes, blinds and called wagers.
<u>RABBIT HUNTING</u>	The action of a player wanting to see a card he/she would have received had he/she called the bet which is not allowed. This practice can also cause ill feelings amongst the players.
<u>RACK</u>	A plastic tray used to carry chips.
<u>RAISE</u>	A bet within the table limits, that is an implicit call plus an amount in excess of the previous bet or raise by at least as large an amount, except in the case of an all-in raise. A player will be bound to raise if he/she announces his/her intention to do so.
<u>RAKE</u>	See <i>Commission</i> .

Terminology / Jargon

RESERVED BUTTON

A button placed by the dealer in the playing area of a vacant seat denoting that this seat is available for allocation as determined by Poker Room management.

ROUND

The cycle of bets made by the players following the deal of cards, or a series of cards or hands dealt.

SET-UP

Two decks of cards of different colors placed on the poker table.

SHORT-BUY

A purchase of chips of less than the table minimum. Short buys are only available to players who have already bought in for the required minimum buy-in.

SHOWDOWN

After the completion of all betting, remaining players show their cards, and the winner of the pot is then determined.

SHOW ONE, SHOW ALL

If a player requests to see a hand that a player has shown another player without showing the whole table, it will be shown by the dealer.

SIDE POT(S)

A separate pot(s) that is created in the game of poker each time one or more players goes all-in.

'SPLASHING THE POT'

The action of a player throwing chips, accidentally or deliberately, that form his/her bet in/near to the main pot which results in the co-mingling of funds, thereby making it hard to determine how much was placed as a bet.

STRADDLE

A bet, double the big blind, that can only be placed next to the big blind before the cards are dealt. It is a live bet, and, like the big blind, still has the option to raise.

STRING BET

The action by a player of 'raising' in more than one motion, without verbal declaration, which is not allowed. This is to prevent an experienced player from betting, and then, seeing the action of the next player, trying to raise the pot to force that player out. This action also slows the pace of the game.

Terminology / Jargon

<u>STRIP</u>	To randomly mix the cards by removing a section of cards from the top and the bottom of the deck, and placing them in a new stack.
<u>STRUCTURED LIMIT</u>	A bet shall be of a designated amount. This is also known as a fixed bet.
<u>STUB</u>	The remaining portion of the deck after all cards in a round of play have been dealt.
<u>SUBSTANTIAL ACTION</u>	An action by two or more players. An action may consist of betting, checking, folding, calling or raising.
<u>SUIT</u>	A group of similarly colored and like-symbol cards.
<u>TABLE STAKES</u>	A player shall only wager within the limits up to the amount of chips or cash possessed by that player on the table in plain view before the start of any one hand. Cash/chips on the table is considered as part of the table action. All money put on the table must remain until a player quits. (If a player leaves and removes his/her cash from the table, he/she must replace it upon returning to the table. Players may not cash out any amount, give any amount to another player, or put money in their pockets. The only exception will be for tips).
<u>TAP OUT</u>	To place all chips remaining in a player's table stake into the pot. <i>Also referred to as 'all-in'.</i>
<u>TIME COLLECTION</u>	The collection of money due to the House determined as a set fee per time period.
<u>WAGER</u>	A bet. An action by which a player places gaming chips into the pot on any betting round.
<u>WASH</u>	The procedure of mixing cards face down on the table with a circular motion of the hands.
<u>WELL</u>	A designated area inside the float tray to store a deck of cards.

Card Ranking & The Order Of Poker Hands

1. The rank of each card in descending order is Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The Ace is interchangeable, and may be used as a low card in a small straight, i.e. 5, 4, 3, 2, Ace.
2. The order of poker hands, in descending order, is as follows:
 - a. Royal Flush
 - b. Straight Flush
 - c. Four of a Kind
 - d. Full House
 - e. Flush
 - f. Straight
 - g. Three of a Kind
 - h. Two Pair
 - i. One Pair
 - j. No Pair/High Card
3. The rank of suits, highest to lowest, will be:
 - a. Spades
 - b. Hearts
 - c. Diamonds
 - d. Clubs
4. The rank of suits are used in minor events like deciding where players may be seated but will never be used to decide the winner of a hand.
5. A Casino Supervisor may, at any time, instruct the dealer to check and verify the correct number of cards.
6. The House reserves the right to change the cards at any time for the continuing security and fairness of the game.

Opening the Game / Float

1. The float must be verified at opening. The dealer and Supervisor will:

- (i) Place all stacks on the layout, highest denomination closest to the Supervisor (see Figure 1).



Figure 1

- (ii) Cut down all partial stacks in front of their respective denomination.
- (iii) Take one full stack of the highest denomination and prove it by cutting it down (see Figure 2).



Figure 2

- (iv) Use this same stack to verify the remaining full stacks of each denomination.
- (v) Then take the opener and the Supervisor will instruct the dealer to call out the value of each denomination, highest denomination first.

Opening the Game / Float

2. After all the totals have been verified the dealer will then sign the T.I.S. with initials and ID number. The Supervisor will then sign the T.I.S. with their ID number, also verifying that the gaming date and time have been entered. The T.I.S. will then be given to the dealer to drop down the drop box.

Opening the Game / Cards

1. Texas Hold'em will be played with a full deck of 52 cards without jokers, with backs of the same color and design, and one cutting card.
2. Two decks of cards of different colors are placed on the gaming table.
3. At the initial opening of the table, the dealer and the Supervisor will inspect the cards, both back and front, to verify that they are all present, not defective or marked.
 - (i) The fronts and backs will be checked for any kind of flaw, which would necessitate replacement. The cards should be passed from hand to hand so that all of the cards can be inspected (see Figures 1 and 2).



Figure 1

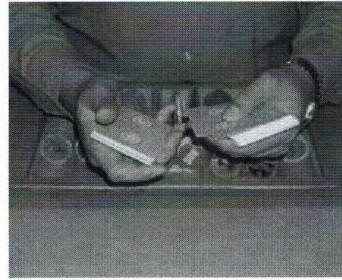


Figure 2

- (ii) If any discrepancy is found with a card(s) the Supervisor will obtain a new deck from the management.
- (iii) Once the cards have been checked by both an Executive and dealer, the cards will be spread from left to right in order (hearts, clubs, diamond, spades) face up to ascertain all the cards are there. As usual, the Ace goes to the right of the deuce allowing players to see easily that the deck is complete. The cut card also remains on the table in front of the float.
- (iv) The cards will remain in that position until enough players approach the game to begin play.
- (v) If the table is not to be opened immediately, the cards will be left locked in the float tray.

Opening the Game / Cards

4. New cards are placed on the table for the following reasons:

- (i) When a deck contains an incorrect number of cards or duplicate cards.
- (ii) When there are two or more different back designs or colors.
- (iii) When the cards get scratched, marked with small nicks or have thumbnail marks.
- (iv) When a card(s) gets damaged (e.g. broken, bent or torn corners).
- (v) When cards can be read without looking at the face.
- (vi) When cards have manufacturing imperfections.
- (vii) When a player requests a deck change.
- (viii) Any problem with the deck that management considers detrimental to the security and integrity of the game.

NB: Both decks will be changed per dealer rotation. Decks being taken off the table at the dealer's rotation will be sorted, and given to the Poker Supervisor, for the next dealer changeover.

5. When replacing a deck of cards on a live game of Texas Hold'em Poker, the Manager / Supervisor on duty should give the new deck of cards to the dealer, who will check them front and back in the presence of the players at the table. The dealer then spreads them face up on the table for the guests, to check that all cards are present.

6. The Manager / Supervisor will remove the old deck from the table. The used cards removed from the game will not be checked in the presence of the guests. Used cards will only be sorted in suits when no guests are present at the table. If a game is in progress, used decks should be sorted in the casino office.

7. The other deck will be placed in the 'well' inside the float tray.

Rules For Transactions / Cash Change

1. The dealer will complete all cash buy-ins before shuffling the deck to start a game.
2. Prior to the commencement of play, each player will place on the table, in full view of the dealer and all players, at least the minimum buy-in required in chips or cash, which will be exchanged for chips.
3. When making change, the dealer must cut out the chips in stacks of five, in front of the player (rather than in front of the chip tray).
4. The dealer should always give the player at least \$20 in \$1 chips. By using small denomination chips, the pot looks more impressive when being formed.
5. The dealer will make change from the tray whenever possible. The dealer should not involve another player in the transaction unless he/she simply does not have enough funds in the tray to complete the business. (During a hand, change for an oversize chip that is bet should only be provided from the pot).
6. Never sell 'soft money' (or cash) from the tray unless specifically authorized to do so by the Supervisor.
7. The players are allowed one 'short buy-in' after a 'full buy-in'. Short buy-ins will be at least one half of the minimum full buy-in. The full buy-in is always ten times the table minimum stake.
8. Players can only add money to the table between hands, before any cards are dealt. The cash will become part of player's bank, and will be exchanged for chips whenever the dealer has the opportunity to complete the process. This transaction should not disrupt any hand in play.
9. Cash will be considered part of the player's bankroll and can not be removed from the table.
10. If the dealer notices that a player has \$10 or less in chips in front of him/her, the dealer should tactfully mention the above option to the player. This practice avoids players going 'all-in' unnecessarily.
11. As a general rule, the dealer should not take cash or chips directly from a player's hand. The dealer will politely ask the player to set the funds down. However in some circumstances, i.e. a novice player or non English speaking guest, it will be permissible to wave this procedure to avoid unnecessary confusion/embarrassment on the player's part. In this circumstance, (whenever feasible), it is imperative the dealer clears his/her hands prior to taking chips or cash from the guest.

Rules For Transactions / Cash Change

12.Cash will be placed face down.

13.\$100 bills will be checked for authenticity with the counterfeit pen before any chips are handed to the player.

14.To complete a cash transaction, the dealer will announce 'cash change' and the amount prior to sending the chips.

Transactions / Color Change

1. If a player requests a color change, wait until the hand is complete and then call "color change". If mid hand, the dealer will complete the transaction using any available room.
2. Amounts of \$100 or more should be approved by the Supervisor (if feasible) before handing off to the player.
3. If the player requests two stacks or more of any denomination, the highest denomination stack will be cut down as per procedure. The chips will then be restacked and proven against the other stack(s). Once the stack(s) have been proven, the dealer will announce the amount, and if the player agrees, the dealer will pass them off with the hand nearest the player.
4. When passing out chips, if two denominations or more are included, then the higher denomination chips should be on the top.
5. Note: If the transaction consists of one or more stack(s) of any denomination, partial stacks of five or more chips will not be placed on top of a full stack. Rather, the dealer will slide the chips to the player with the partial stacks placed in front.

Color change for boxes one (1) to five (5):

6. The chips are placed in front of the tray to the left of center (cut down if necessary) with the left hand (see Figure 1).
7. The smaller denomination chips are cut out with the right hand (see Figure 1). The dealer will announce the amount, and if the player agrees, the dealer will stack up the chips and pass them off with the left hand, the hand nearest the player (see Figure 2).

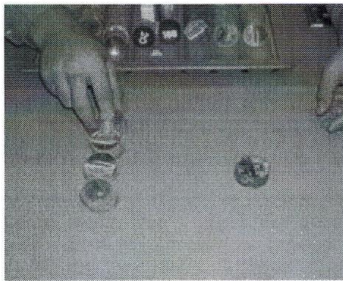


Figure 1



Figure 2

Transactions / Color Change

Color change for boxes six (6) to ten (10):

8. The chips are placed in front of the tray to the right of center (cut down if necessary) with the right hand (see Figure 3).
9. The smaller denomination chips are cut out with the left hand (see Figure 3). The dealer will announce the amount, and if the player agrees, the dealer will stack up the chips and pass them off with the right hand, the hand nearest the player (see Figure 4).



Figure 3



Figure 4

Transactions / Coloring Up

1. Coloring up is when a player requests to change smaller denomination chips for higher denomination chips.
2. If a player requests to color up, wait until the hand is complete and then call "coloring up".
3. Amounts of \$100 or more should be approved by the Supervisor (if feasible) before handing off to the player.
4. When passing out chips, if two denominations or more are included, then the higher denomination chips should be on the top.

Coloring up for boxes one (1) to five (5):

5. The chips are placed in front of the tray to the left of center (cut down if necessary) with the left hand (see Figure 1).



Figure 1

Transactions / Coloring Up

6. The higher denomination chips are cut out with the right hand. The dealer will announce the amount, and if the player agrees, the dealer will stack up the chips and pass them off with the left hand, the hand nearest the player (see Figure 2).



Figure 2

Coloring up for boxes six (6) to ten (10):

7. The chips are placed in front of the tray to the right of center (cut down if necessary) with the right hand (see Figure 3).



Figure 3

Transactions / Coloring Up

8. The higher denomination chips are cut out with the left hand. The dealer will announce the amount, and if the player agrees, the dealer will stack up the chips and pass them off with the right hand, the hand nearest the player (see Figure 4).



Figure 4

Texas Hold'em Poker Shuffle Procedures

1. If the game is dead and enough players approach the table to start a game, the dealer should keep the deck spread on the table until all the players have chips. The dealer should not shuffle the deck ahead of time.
2. The deck of cards will then be turned face down, riffled once and mixed thoroughly with the 'wash' procedure (see Figure 1).



Figure 1

3. The cards will be gathered together and squared off in the center of the table in front of the chip tray.
4. The dealer is always to shuffle with the thumbs close to the inside edge of the deck so that the cards are not flashed.
5. The cards will then be riffled / stripped three times/ riffled twice (see Figures 2 – 3 for the riffle & Figures 4 – 6 for the strip).



Figure 2

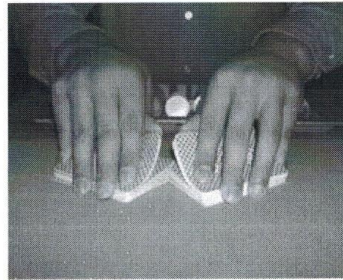


Figure 3

Texas Hold'em Poker Shuffle Procedures



Figure 4

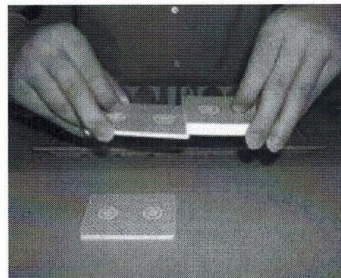


Figure 5

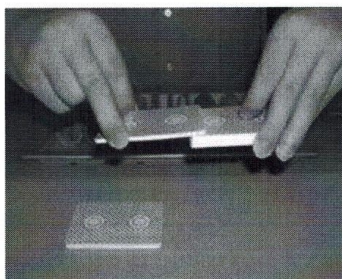


Figure 6

6. To summarize the shuffle – the cards will be riffled once followed by a top/bottom strip three times (see Fig 4 – 6), followed by two more riffles.

Example: A Shuffle will consist of:
Riffle/Strip/Strip/Strip/Riffle/Riffle – one handed cut.

This is the shuffle to be used at all times. Over shuffling is forbidden. Neither is it permissible to perform an extra riffle or strip at a player's request.

7. While shuffling, the dealer should observe to see that the appropriate players have placed the big blind and the small blind.

Texas Hold'em Poker Shuffle Procedures

8. After shuffling, the dealer shall cut the cards onto the cut card once, in a forward movement using one hand (See Figures 7, 8 and 9).



Figure 7

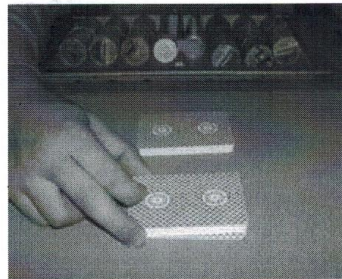


Figure 8

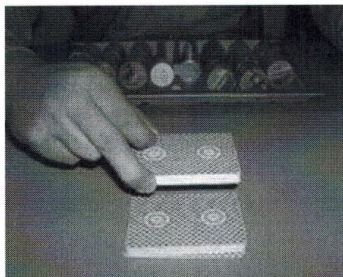


Figure 9

9. The players NEVER cut the cards.
10. After the first hand has been completed, the shuffle will no longer include a washing procedure. The cards will be brought out from the 'muck', riffled / stripped three times/ riffled twice and cut as per procedure.
11. The bottom of the deck must be secured at all times with the plastic cut card.
12. Whenever the game goes dead, the cards will be sorted into their suits (hearts, clubs, diamonds, spades) and spread left to right face up to ascertain that all cards are there, with the cut card remaining in front of the float.

General Procedures / Rules & Order Of Dealing

1. Players will have a choice of seats.
2. In the case of two or more players desiring the same seat, a draw of cards will decide the seating positions (the high card has first choice, with the Ace being high).
3. When a seat becomes vacant (i.e. a player finishes playing), any remaining active players have priority over a player waiting to join the game, to move to the unoccupied playing position but cannot change to a seat in the small blind or dealer button positions.

The Initial Deal

4. Before any cards are dealt, the dealer button will be placed for the first round of play. The dealer button is a flat disk used to indicate the player who, in theory, dealt the cards for that pot. The player with the button is the last to receive cards and has the right of last action on all betting rounds except the first round (which would be, if there have been no raises, the big blind. This is due to the fact that the big blind will be offered the option to raise, if no other player has previously done so).
5. Prior to dealing the hand, all appropriate players will be reminded to place the blind(s) (and antes where applicable). One or more blinds are used to stimulate action and initiate play. A player must place his/her blind before he/she see the cards. A blind counts as part of that player's bet, unless the structure for a specific game or situation requires part, or all, of a particular blind to be 'dead'. Dead chips are not part of a player's bet and are taken into the pot immediately.
6. The cards will be shuffled and cut as previously outlined. Once done, the deck may not be dropped, or put down, until the hand is complete.
7. The dealer's hands will be parallel to the table and all cards shall be dealt close to the felt. The dealer will never turn over the deck or hold it in an upright position while doing any work, including making change. He/she should only use the smallest finger (of the left hand) to pull money into the pot.
8. The dealer will hold the deck of cards in the left hand, with the left thumb on top of the deck (and if possible, with the left index finger at the top of the deck). The dealer will pass the top card from the left hand to the right hand, and deliver, or 'pitch', cards from the top right corner of the card. This is done by **gently** pinching the card between the right thumb and right index finger, and using the third finger as the spring lever at the right side of this corner). The dealer should avoid twisting, or over using, the right wrist. Remember to keep the deck, and the card that is to be pitched, low, so as not to flash the value of the card.

General Procedures / Rules & Order Of Dealing

9. Deliver one card, face down, to each player starting with the player that placed the small blind (the first bet to the left of the dealer button). Continue clockwise around the table until all players have received one card. The dealer should make certain that the cards of one player are never interspersed with those of another player during delivery.
10. The second player's card will be dealt to each active spot in the same manner. Try to pitch the second card on top of, or close to, the first card (see Figure 1). The player's two cards are known as 'hole cards'.

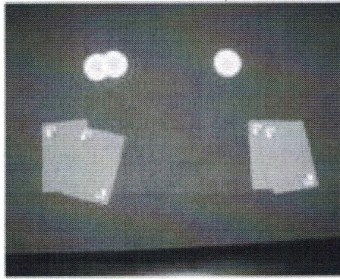


Figure 1

11. Players may then pick up their cards and decide if they wish to bet or 'call', 'fold' or 'raise'. This is done in a clockwise direction beginning with the first player left of the big blind.
12. Should the player following the big blind fold, the option to open the betting or fold will pass to the next player in a clockwise direction.
13. Subsequent players in order will 'call', 'raise' or 'fold' until:-
14. only one player remains in the hand, in which case this player will win the pot; or two or more players remain in the hand.

The Second Round of Betting

15. If the game continues, the dealer will tap the table and pause, letting players know that all action is completed and he/she is about to begin dealing. This enables the players to stop the dealer's action in case the betting is incomplete.

General Procedures / Rules & Order Of Dealing

- 16.If two or more players remain in the hand, the dealer will burn a card, which is to be situated under at least one chip in the main pot, before the start of the next round. He/she will deal three community cards (these are the first three cards of a possible five community cards) in the center of the table, above the main pot. These first three cards, commonly known as the 'flop', are dealt individually face-down on top of one another, stepped slightly to the right. The three cards are then simultaneously picked up with the right thumb underneath, and fanned out, or spread, face-up in a straight line (as shown below in Figures 2 & 3).



Figure 2



Figure 3

It is extremely important that the top card is the first card (on the left) of the flop. The bottom card should be the last card (on the right) of the flop. It is important that this procedure is always followed so that the cards are in the correct order if they ever need to be backed up.

- 17.Players, in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, 'check' or 'fold'.
- 18.Players in a clockwise direction from the opener, will 'check' if no wager has been made, 'call', 'raise' or 'fold' until:-
- (i) only one player remains in the hand, in which case this player will win the pot; or
 - (ii) two or more players remain in the hand.

The Third Round of Betting

- 19.If the game continues, the dealer will again tap the table and pause, letting players know that all action is completed and he/she is about to begin dealing.

General Procedures / Rules & Order Of Dealing

20. If two or more players remain in the hand, the dealer will burn a card (to be placed diagonally underneath the first burn card), before dealing the fourth community card, also known as the 'turn' card (see Figure 4), to the right of the existing flop.



Figure 4

21. Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
22. Subsequent players, in a clockwise direction from the opener, will follow this action by checking (if no bet has been made), calling, raising or folding until:-
- (i) only one player remains in the hand, in which case this player will win the pot; or
 - (ii) two or more players remain in the hand.

The Final Round of Betting

23. When the game continues, the dealer will again tap the table and pause, letting players know that all action is completed and he/she is about to begin dealing.

General Procedures / Rules & Order Of Dealing

24. If two or more players remain in the hand, the dealer will burn a card (to be tucked underneath the previous two burn cards), before dealing the fifth, and final community card, also known as the 'river' card (see Figure 5), placed to the right of the turn card.

The last card of the deck is NEVER to be dealt in any game, under any circumstances.



Figure 5

General Procedures / Rules & Order Of Dealing

25. After the board has been dealt, the dealer will:-

- (i) Pick up the burn cards with the cut card (Figure 6).
- (ii) Drop the burn cards on top of the muck (Figure 7).
- (iii) Place the stub of the deck on top of the burn cards.
- (iv) Cap the muck (discarded pile of cards) with the cut card (see Figure 8).



Figure 6

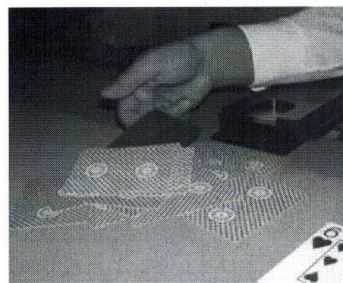


Figure 7

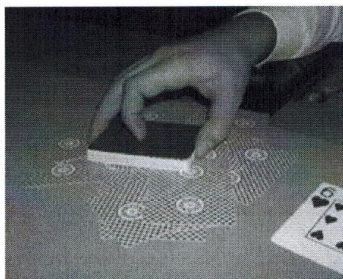


Figure 8

26. Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.

27. Subsequent players, in a clockwise direction from the opener, will either 'check' if no wager has been made, 'call', 'raise' or 'fold' until:-

- (i) only one player remains in the hand, in which case this player will win the pot; or
- (ii) two or more players remain in the hand.

General Procedures / Rules & Order Of Dealing

28. If two or more players remain in the game the player being called will be required to expose his/her cards first. (This means the first player that made the bet, or the last player that chose to raise the wager). All other remaining players will, if holding a hand of equal or higher value, expose their cards.
29. The winning hand will be the highest ranking five card poker hand. The hand can consist of any combination from the five community cards and the player's two hole cards. Any player at the table who was involved in the showdown may request to see any, or all, cards still in play. **If a player has folded their hand, and therefore did not expose their cards, the dealer MUST tap the folded cards on the muck before showing them.** This is to ensure that the cards are dead, and can not have a claim on the pot, in the event that the player misread his/her hand. The dealer will announce the winning hand(s), display the winning hand by pushing up those cards used from the Board, and award the pot accordingly.
30. If called, both hole cards must be shown to claim the pot.
31. After the showdown, push the pot to the winner, drop the rake and then move the dealer button to the next player. (The dealer button will be moved in a clockwise direction to the next player after each pot has been awarded. The blinds will also move around the table in a clockwise position and will always be to the left of the player with the dealer button.) Then pick up the cards to shuffle.
32. The deck of cards must be put back in order (hearts, clubs, diamonds, spades) at the end of a game and spread in a continuous line face up on the layout to verify that the deck is complete.
33. A setup (two decks of cards) may be changed at the dealer's discretion, not a player's insistence. Regardless, the set up will be changed per dealer rotation.
34. The dealer should only revert to a used deck if the deck in use can no longer be utilized on the game (e.g. broken corner, marked back, etc). If it is necessary to re-use the previous deck, the dealer should ask the Supervisor for a new setup as soon as possible. Notify the Supervisor of this requirement by stating "I need a new setup". When given the new decks, discretely advise the Supervisor of the reason for the change.

General Procedures / Rules & Order Of Dealing

35. Every thirty minutes the dealer will count down the deck. This is simply done by counting the amount of cards in play (i.e. 20 cards to 10 players), adding the 3 burn cards plus the 5 board cards, which equals 28. The stub count will start at 29 and should equal 52 when finished. This count must take place regularly to ensure and maintain the integrity of the game.
36. Passing or throwing chips from hand to hand is prohibited.
37. As a general rule we do not take chips or cash directly from a player's hand. Rather we would politely ask them to set them down. However in some circumstances, i.e. a novice player or a non English speaking guest it will be permissible to wave this procedure in order to avoid unnecessary confusion/embarrassment on the player's part. In this circumstance, if feasible, it is imperative the dealer clears his/her hands prior to taking the chips or cash from the guest.

Allowable Table Limits & Game Structure

1. The table limits for Texas Hold'em Poker are expressed as two bets, i.e. \$2-\$4, \$3-\$6, \$4-8 and \$5-\$10.
2. The lower (first) dollar amount of the table limit is the standard 'bet' or 'raise' allowed in the first and second betting round.
3. The higher (second) number is the standard 'bet' or 'raise' allowed in the third, and the fourth/final betting round.
4. There are a possible maximum of four betting rounds per game.

For example, in a \$2-\$4 game, for the first and second rounds of betting, the minimum bet is \$2, and any raise is a multiple of \$2. In the third and fourth rounds of betting, the minimum bet is \$4, and any raise is a multiple of \$4. There should never be any deviation from this structure within these table limits (unless a player is moving 'all-in').

Example: In a \$2-\$4 game, the betting will consist of:
\$2, \$4, \$6 & \$8 – 1st/2nd Round of betting – one bet & maximum 3 raises
\$4, \$8, \$12 & \$16 – 3rd/4th Round of betting – one bet & maximum 3 raises.

Remember that one bet with a maximum of three raises is allowed per betting round. So, for example, in a \$2-\$4 game, the dealer can expect to see one bet of \$2, and a raise to \$4, a 're-raise' to \$6, and a 'cap' to \$8 in the first two betting rounds. In the last two rounds, he/she could expect to see the initial bet of \$4, a raise to \$8, a second raise, or 're-raise', to \$12, and a final raise, or 'cap', to \$16.

5. A raise will be within the table limits and will not be less than any previous bet or raise in that round, except in the event of a player being 'all-in'.
6. It is the dealer's responsibility to verify that each player deciding to play has made a bet of the proper amount.
7. The minimum buy-in will always be ten times the table minimum. So the following applies:-

Game Structure	Minimum Buy-in	Short Re-Buy
\$2 - \$4	\$20	\$10
\$3 - \$6	\$30	\$15
\$4 - \$8	\$40	\$20
\$5 - \$10	\$50	\$25

Allowable Table Limits & Game Structure

8. A Poker Supervisor (or above) may change any game, minimum buy-in, betting limit and/or betting type, provided prior notice has been given to the players. The notice to the players would consist of at least three hands. In the event that all of the players are in agreement, no notice need be given, and changes will become effective immediately. Any changes that occur will only be made at the completion of a hand.
9. If participating in a hand, a player can not augment, or increase his/her table stake (or bank) during any round of play. A player not in the hand may augment his/her stake, but is never allowed to remove chips from the table until cashing out.
10. Cash may be on the table, but the player would be advised to ensure some of his/her chips are on top of the bill(s) (see Figure 1). Any chips or cash that are on the table, and have therefore, become part of the player's bankroll, can not be removed from the table until the player has finished playing and is leaving the game.



Figure 1

11. Wagers will only be accepted in chips. However, table stakes apply to chips, cash and cabin charge vouchers. If a player has large chips, cash or cabin charge vouchers on the table, he/she can not be 'all-in' without first using all these funds.
12. A player may not remove chips, cash or cabin charge vouchers from the table unless he/she is leaving the table. A player may not lend table staked chips or cash to other players,

Procedures Regarding The Blinds

1. Wagers will only be accepted in chips.
2. There will be two blind bets in the first betting round. These bets are referred to as the 'small blind' and the 'big blind'. (However, if there are only 3 or 4 players, the House will only require the big blind to be placed. Once there are 5 players, the game will have a small, and a big, blind).
3. The small blind position is the first occupied seat to the left of the dealer button. The big blind position is the second occupied seat to the left of the dealer button.
4. Each player at the table will place the blinds in turn. This is always done in a clockwise rotation around the table.
5. Any player avoiding blinds will not be dealt cards. He/she is ineligible to play until he/she has posted the required blind amounts, correcting the situation.
6. The small blind and the large blind for the Texas Hold'em games are as follows:-

Game Structure	Small Blind	Big Blind
\$2 - \$4	\$1	\$2
\$3 - \$6	\$1	\$3
\$4 - \$8	\$2	\$4
\$5 - \$10	\$3	\$5

7. In all blind games, the last compulsory, or big, blind bet will be at least equal to the table minimum for the first round of betting.
8. Prior to a new player coming into the game, existing players wishing to change seats must do so immediately. They will have priority over new player(s) entering the game but cannot change to a seat in the small blind or dealer button positions.

Procedures Regarding The Blinds

9. With the exception of players joining a game from an existing game that has 'broken', or players being moved by a Poker Supervisor (or above), a new player entering any Texas Hold'em game has two options:-

- (i) he/she may choose to wait for their big blind, or
- (ii) he/she may post the largest blind for the game.

If he/she chooses the latter option, the blind acts as his/her opening bet, and becomes part of any call he/she makes, ie. either 'check' or 'raise' when the action reaches him/her. In this case, there will be two big blinds on the table in the first round of betting.

10. No player is allowed to (re-)enter the game on the small blind. In the event a player due to put up the small blind leaves the game, the player to the immediate left will place the big blind as normal, and the game will proceed without a small blind. In this scenario, the small blind is referred to as a 'dead small blind'. On the subsequent deal, the button is moved to an empty seat to become a 'dead button' and the blinds will have normalized.

11. No player is allowed to come into the game on the dealer button. The simple reason for this is that each player must have played the previous hand in order to qualify for the button position. New players will have to wait for the button to pass and then post the big blind to receive cards.

12. Players may move into empty seats. However, if a seat change is more than two 'live' player seats clockwise from their original position, the player must wait until their blinds are due, or, post a penalty big blind to receive a hand immediately.

Procedures Regarding The Blinds

13. Should a player leave the table, missing a blind, or blinds, and upon returning, not wish to wait for the big blind to come around, he/she may be dealt in immediately by paying the blind(s) due.

Remember the 'missed blind' button rules, clarified below:-

- (i) A player (re-)entering the game and sitting in the big blind position may join the game immediately since he/she has to place this bet.
- (ii) A player (re-)entering the game and sitting in the small blind position must wait two hands before being allowed to play. If the player therefore missed both blinds in, for example, a \$2-\$4 game, he/she would need to post \$3. Only the missed big blind bet of \$2 counts towards calling the bet. The \$1 small blind bet is immediately placed in the pot (see Figure 1). If this player were to raise when it is his/her turn to play, the raise would be by \$2 (to \$4). If the player had only missed the small blind, (having paid the big blind on the previous hand), he/she would post \$1 which would go straight into the pot, once allowed to re-enter the game.



Figure 1

- (iii) A player (re-)entering the game and sitting in the dealer button position must wait one hand until the button has past him/her before he/she can join the game. New players joining in the dealer button position will have to wait for the button to pass and then post the big blind to receive cards.
14. The player is responsible for posting only one set of missed blinds, regardless of how many he/she missed.
15. The 'missed blind' button(s) are immediately returned to the dealer once the blind(s) have been posted.

The Button Rules: Dealer / Missed Blind / Reserve

The Dealer Button

1. When starting a game, the dealer button will be placed in seat 10 (the dealer's immediate right). So, on the first hand dealt, seat 1 should be the small blind and seat 2 the big blind. If one, or both of, these seats is vacant, the blinds move accordingly. (Remember, with 3 players, the House will only insist on the big blind being placed. Once there are 5 players, the small and big blind will be required). The player on the button represents the dealer, and receives his/her cards last. The dealer button will be moved in a clockwise rotation to the next player after each hand.
2. During the shuffle, the dealer will remind the appropriate players to place their blinds and ensure that each player has done so. Do not wait for the blinds to be posted before dealing – these bets are mandatory and the player has no choice (except to leave the game) but to post them.
3. The dealer button will be moved after the pot has been awarded. If a player leaving the table should have been allocated the dealer button, the dealer button will still be placed in this vacant position. This means that the button will be moved as normal, but has resulted in the dealer button being in a position with no player – this is referred to as a 'dead' button (see Figure 1). As usual, there will be a small and big blind.



Figure 1

4. It is unacceptable for a player to miss being allocated a blind so that the dealer button is always 'live' (i.e. in a position where a player is seated). If two players leave the table at the same time who were effectively meant to receive the small, and big, blind respectively, the button will rotate one spot as normal and the next hand will proceed with only one big blind. This big blind is to be allocated to the next player in a clockwise direction from where it was supposed to be, and the hand is played with a 'dead button', and a 'dead small blind'. All due blinds will be caught up in the following hand. Before the second hand is dealt, the big blind will become the small blind, and there will only be a 'dead' button in this hand.

The Button Rules: Dealer / Missed Blind / Reserve

The Missed Blind Button

5. A missed blind button/lammar will only be placed at a seat that has money in front of it. If for any reason (such as going to the restroom), the player has missed the blind(s), he/she may only re-enter the game on his/her next big blind, or by putting up, or 'posting', the blind(s) missed. However, having missed the big blind, the player **can not** re-join the game for the next hand by placing the small blind (which in the natural order of the game he/she is supposed to be) and posting the big blind that was missed.

If a player only missed the small blind, then he/she can post just the small blind, **as long as** that player is **not** in the dealer button position upon returning.

The rules below serve to clarify:-

- (i) A player (re-)entering the game and sitting in the big blind position may join the game immediately since he/she has to place this bet.
 - (ii) A player (re-)entering the game and sitting in the small blind position must wait two hands before being allowed to play. If the player therefore missed both blinds in, for example, a \$2-\$4 game, he/she would need to post \$3. Only the missed big blind bet of \$2 counts towards calling the bet. The \$1 small blind bet is immediately placed in the pot. If this same player was to raise when it is his/her turn to play, the raise would be by \$2. If the player had only missed the small blind, (having paid the big blind on the previous hand), he/she would post \$1 once allowed to re-enter the game. This \$1 acts as a 'live' bet, therefore making up half of his/her bet. However, if he/she decides not to play the hand, then the \$1 is (obviously) surrendered.
 - (iii) A player (re-)entering the game and sitting in the dealer button position must wait one hand until the button has past him/her before he/she can join the game. New players will have to wait for the button to pass them and then post the big blind to receive cards.
6. The player is responsible for posting only one set of missed blinds, regardless of how many he/she missed.
7. The 'missed blind' button(s) are immediately returned to the dealer once the blind(s) have been posted.

The Button Rules: Dealer / Missed Blind / Reserve

Reserve Button

8. A player may be 'picked up' from a game if the Poker Supervisor (or above) determines that the player has been absent from the table for at least twenty minutes.
9. A 'picked up' player will be placed on the top of the waiting list for the same game structure that he/she was removed from, if he/she returns within twenty minutes from the time he/she was picked up. Any player returning later than twenty minutes from the time he/she was picked up will be placed at the bottom of the waiting list for that particular game.
10. When a player leaves the table permanently, the dealer will place a reserved button in front of the playing area of the vacated seat. This button indicates that the seat is now vacant and available for allocation, as determined by the Poker Supervisor (or above).

The Definitions Of Betting

Betting Definitions & The Player's Action

- (i) **Call** = the player declares his/her intention by stating 'call' and placing the required amount of chips as a bet on the table in front of him/her.
- (ii) **Raise** = the player announces 'raise' and places an additional amount of chips (over and above the amount of the call) as a bet on the table in front of him/her.
- (iii) **Re-raise** = the player says 're-raise' (or possibly just 'raise') and places an additional amount of chips (over and above the amount of the call and first raise) as a bet on the table in front of him/her.
- (iv) **Cap** = the player states 'cap/ped' (or possibly just 'raise') and places an additional amount of chips (over and above the amount of the call, first raise and second raise) as a bet on the table in front of him/her. This is the maximum action allowed (in structured games with table limits).
- (v) **Fold** = the player surrenders the hand by passing the cards, face down, to the dealer.
- (vi) **Bet** = the player decides to start action by placing a bet, per the table limits, on the table in front of him/her.
- (vii) **Check** = the player announces the word 'check' and taps the table in front of him/her, which indicates that the player wishes to stay in the hand and is choosing not to make a bet. This is only allowed if no other player has initiated action by placing a bet.

Let the following example illustrate the actions above. In a \$2-\$4 game during the initial round, the called bet is \$2. Another player decides to raise this bet to \$4. Someone else wants to re-raise to \$6. The next player then caps the bet at \$8. Most players decide to fold their hands, rather than match their initial bet to the capped bet of \$8. For those remaining in the hand, they will complete the bet of \$8, before the next round of betting can begin. During the next round, the first player takes no action but taps the table to check. The next player follows suit. Finally, the same player that capped the bet in the previous round initiates action by making a bet of \$2. Players remaining in the hand place \$2. During the next round (i.e. the third round), someone decides to place a bet, which is now a minimum of \$4. This player is raised by another to \$8, all other players fold, whilst the initial bettor, or opener, calls the \$8 bet.

1. Betting in the first round will always start with the player immediately left, or clockwise, of the player who placed the big blind.
2. In the first, or initial, round, all players have the option to 'call', 'raise' or 'fold'.

The Definitions Of Betting

3. The player that placed the big blind must be given the opportunity to 'check' or 'raise' once all other players have acted on their hands. This option will have been taken away from the big blind if another player has already raised the bet before reaching him/her. In this case, the big blind, as with all other players still in the hand, may either 'call' the amount owing or 'fold'.
4. In subsequent rounds, the betting will start with the player to the immediate left of the dealer button (i.e. the small blind, or in cases of a dead small blind, the big blind instead). This player will have the option to check or bet. This player may also decide to fold, though this would be unusual since the action of 'checking' does not cost anything. Other players, in turn, will then have the option to check, call, raise or fold. If a bet is established, all players remaining in the hand must either call the bet, raise the bet, or fold.
5. There will be a maximum of one bet and three raises per betting round.
6. If a player, for some reason, is unaware that a raise has been made and he/she called the initial bet, the dealer will inform him/her that a raise has been made and the player will have the option to call the raise, or take his/her money back and fold the hand.
7. When a player bets out of turn and action then starts to take place, the dealer will verbally say 'hold the action', pass off the bets, and restart the action in the correct place. If a player bet out of turn, and the action had previously been started, the bet placed has to remain in place. If a player who was supposed to bet beforehand then decides to raise, the 'out of turn' player that bet either has to call the raise, or forfeit the bet placed, if surrendering the hand.
8. Players may only fold when it is their turn to act. Discourage players from acting out of turn (i.e. folding as soon as the first bet is made) since this gives an unfair advantage to others at the table (who have not yet publicly announced their decision). Any player that attempts to act out of turn should be asked by the dealer to wait until he/she has indicated that it is their turn to act.
9. If a player makes an ambiguous action with chips, without a verbal intent, his/her action will be considered a call. A single oversized chip will always constitute a call if the player failed to make a verbal announcement or indicate his/her intent to raise.

The Definitions Of Betting

- 10.If a player wishes to make a raise, the raise has to be of the same amount as the original bet, unless the player is going 'all-in'. If a player is unaware of this rule and makes a raise of more or less than the previous bet, the dealer will explain the rule and then give back the excess money or ask for the correct amount money to be put in for the raise.
- 11.When a player has decided to make a bet, call a bet, or raise, and the dealer has to make change from the pot for that player, the dealer must ensure the change is correct and place the amount of the bet in front of the player outside of, but close to, the pot. This allows the dealer to keep track of how much players have put in the pot, and how much is owed in case of a re-raise.
- 12.A raise will be within the table limits and will not be less than any previous bet or raise in that round, except in the case of a player being "all-in".

Calling The Game

1. As the dealer shuffles, he/she may be required to remind a player(s) to place the small, or big, blind (and antes where applicable). However, this is a mandatory bet and should not hold up the dealing of next game.
2. The dealer needs to control the game. He/she should keep the action moving by politely making a player aware that he/she has the first hand to initiate the action (see Figure 1).



Figure 1

3. After the initial deal, the dealer shall direct the player to the left of the big blind to 'call' or 'raise'. The dealer is required to call the game and examples below of how to do so use a \$2 - \$4 game:-

- (i) \$2 to call, \$4 to raise, or
- (ii) Call or raise

The player decides to 'call' which the dealer announces, and then moves to the next player.

- (iii) Sir/madam, \$2 to call (or \$4 to raise)

This player 'folds', which the dealer should announce, mucks the cards, and moves to the next player in sequence.

- (iv) Sir/madam, call or raise.

The player raises the bet. The dealer announces:-

- (v) 'raised'. The bet is now \$4 to call, or \$6 to raise.

And so the action continues around the table, until all players that remain in have called the bet (or the last raise).

Calling The Game

4. After dealing the flop, the dealer shall direct the player holding the small blind (or the next nearest to this player's left that remains in the hand) to:-

- (i) Check or bet, or
- (ii) Call or raise

The player decides to 'check' which the dealer announces, and then moves to the next player.

- (iii) Sir/madam, check or bet

This player initiates the action by placing a bet of \$2. The dealer announces 'bet' and moves on to the next player in sequence.

- (iv) Sir/madam, \$2 to call (or \$4 to raise).

This player 'folds', which the dealer should announce, mucks the cards, and moves to the next player in sequence.

- (vi) Sir/madam, call or raise.

The player raises the bet. The dealer announces:-

- (v) 'raised'. The bet is now \$4 to call, or \$6 to raise.

And so the action continues around the table, until all players that remain in have called the bet (or the last raise).

Calling The Game

5. After dealing the turn and the river card, the dealer shall direct the player holding the small blind (or the next nearest to this player's left that remains in the hand) to:-

- (i) Check or bet, or
- (ii) Call or raise

The player decides to 'check' which the dealer announces, and then moves to the next player.

- (iii) Sir/madam, check or bet

This player initiates the action by placing a bet of \$2. The dealer announces 'bet' and moves on to the next player in sequence.

- (iv) Sir/madam, \$4 to call (or \$8 to raise).

This player 'folds', which the dealer should announce, mucks the cards, and moves to the next player in sequence.

- (vii) Sir/madam, call or raise.

The player raises the bet. The dealer announces:-

- (v) 'raised'. The bet is now \$8 to call, or \$12 to raise.

And so the action continues around the table, until all players that remain in have called the bet (or the last raise).

6. Please speak up when calling the game, The dealer must allow all players to hear the calls he/she is making, where the betting is and what the winning hand is.

Calling The Game

7. At the time of showdown, the dealer will direct the player that was called to show his/her cards first. (This means the first player that made the bet, or the last player that chose to raise the wager). The dealer should be prepared to explain this rule of poker etiquette if the player questions why he/she must show his/her cards first. The hand will be announced. All other remaining players will, if holding a hand of equal or higher value, expose their cards. Exposed hands need to be called, but as soon as the dealer determines that a hand has lost, he/she will muck it.

Here are some examples of the way to call hands:-

- a. **Royal Flush** – 'a heart royal flush' (i.e. 10, J, Q, K & A – all hearts)
- b. **Straight Flush** – 'a spade straight flush to the 10' (6, 7, 8, 9 & 10 – all spades)
- c. **Four of a Kind** – 'four deuces (i.e. four 2s)
- d. **Full House** – 'eights full of kings' (i.e. two 8s & three kings), 'treys full of 10s' (two 3s and three 10s)
- e. **Flush** – a 'diamond flush to the 8' (five diamond cards, with the highest one being an eight)
- f. **Straight** – 'a straight to the Jack' (five sequential cards, any suit, to the jack, i.e. 7, 8, 9, 10 & jack). A point to remember when reading cards for straights, the hand must at least contain a 5 or a 10, otherwise it is impossible to make a straight hand.
- g. **Three of a Kind** – 'three treys' (i.e. three 3s)
- h. **Two Pair** – 'fours and fives (- two pair)' (i.e. two fours and two fives)
- i. **One Pair** – 'aces' (i.e. two aces)
- j. **No Pair/High Card** – 'queen high' (i.e. the highest card is a queen)

Once the dealer has determined the winner of the pot, he/she will display the winning hand, and announce it again.

8. Dealers are to read (call or verify) all hands in which all cards are exposed or upon a player's request.
9. When the dealer turns up cards that are actually in play, the cards must be spread so that each card is full face up and clearly in full view to all players.

Calling The Game

10. Whenever a player goes 'all-in', that player will need to be advised that he/she is only eligible to win the main pot, and that the pot that is forming in front of him/her is a side pot which he/she has no stake in, and therefore can not win. This will need to be stated each time in a hand, a player goes all-in. Obviously, if a player has contributed chips to a previous side pot, and has to go all-in, the dealer will advise him/her that he/she is eligible for the main pot, and indicate the relevant side pot(s) he/she has contributed chips to, and could, therefore, win.
11. When allocating the side pots, it is necessary for the dealer to address all players at the table with cards by saying 'please hold your cards while I award the side pot(s)'. Then, the dealer needs to indicate to the players concerned to turn over their cards, determine the winner, muck the losing hand(s), and award the (last) side pot. This hand stays on the table, and if there is more than one side pot, the dealer will then move to the previous side pot, determine which players have contributed chips to it, and ask them to turn their cards over to determine the winner. Again, a winner will be determined, the losing hands mucked, and the side pot awarded. This action continues until all pots have been awarded, the last of which is always the main pot.

Going 'All-In'

1. A player is said to be 'all-in', or 'tapped out', when all his/her chips are in the pot. This player can only win the portion of the pot in which he/she contributed chips plus an equal amount of chips from each player remaining in the pot.
2. A player will be allowed to go 'all-in' if he/she does not have enough money on the table to call a bet, or make a full raise. He/she remains in the hand as an active player until the showdown, but will have no further part in any subsequent betting rounds.
3. An 'all-in' player will continue playing the board, and the other players will have further bets and raises placed in a side pot.
4. An all-in bet is considered a bet or raise, and as usual, all betting rounds will consist of one bet and a maximum of three raises.
5. When a player goes 'all-in', a new pot is formed with the next bet or raise. This new side pot is kept separate from the main pot by placing it in the vicinity of the person that is all-in who has no involvement in it (see Figure 1). This is a technique used so that the dealer can easily identify which player is all-in.

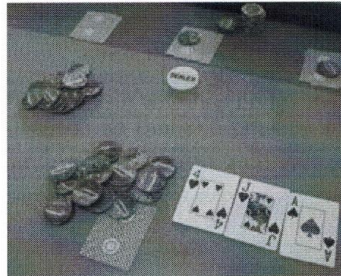


Figure 1

Going 'All-In'

6. If a second side pot is formed, that side pot should be placed in front of the second player to go all-in. If a third pot is formed, that side pot should be placed in the vicinity of the third player to go all-in (see Figure 2) and so on. The dealer will need to pay particular attention to those players moving all-in, as side pots must be awarded in the correct order. The dealer will need to pay particular attention to those players all in, as side pots must be awarded in the correct order, but this procedure should enable the dealer to settle each side pot in the proper sequence. If there are side pot(s), the players involved in the side pot(s) should show their hands in order. If, for example, there are two side pots the players eligible for the last pot that was formed (i.e. received chips last) will show their cards. Before awarding of the pot the losing hand will be mucked, then moving on to the next side pot. Again, the dealer must muck the losing hand before moving onto the main pot.

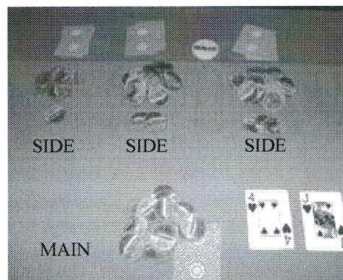


Figure 2

Going 'All-In'

All-In Scenarios

7. If the **first player going all-in bets less than half the value** of the structure of the round, his/her action does not count as the bet. Since other players have not had a chance to act on their hands, there are three options available to them:-

- (i) call the amount of the reduced bet
- (ii) complete to a full bet, returning the round to the normal game structure and betting order (i.e. one bet and three maximum raises) or
- (iii) fold.

Example: In the second round of a \$2-\$4 game:
This scenario would be non applicable since any 'all-in' player would be in for a minimum of \$1.

Example: In the third round of a \$2-\$4 game:
First bettor goes 'all-in' for \$1, the next player can either (i) call the 'all-in' bet of \$1 (ii) complete to a full bet of \$4 or (iii) fold.

Example: In the third round of a \$2-\$4 game:
All players checked until one player goes 'all-in' for \$1. The following players chose to call the reduced bet of \$1. No player wanted to complete the bet to \$4. This means that the players who initially checked (before the all-in player) only have two options open to them, (i) call the bet of \$1 to stay in, or (ii) fold. They CAN NOT complete the bet and/or raise because the all-in amount is less than $\frac{1}{2}$ of the structured amount, so the betting is limited, and can not be re-opened to any player that had previously checked.

Example: In the third round of a \$2-\$4 game:
The first player initiates action by betting \$4. All players call this action until one player goes 'all-in' for \$5. The following players choose to call the all in bet of \$5. No player wanted to complete the bet to \$8. This means that the players who initially bet \$4 (before the all-in player acted) have only two options available to them, (i) call the all in bet of \$5 to stay in (i.e. placing \$1 more in the pot), or (ii) fold. As the all-in raise is less than $\frac{1}{2}$ the structured amount, the betting is not re-opened and they CAN NOT complete or raise the bet. To clarify, any active player previous to the 'all-in' may only call the all-in bet, or fold, if there has been no subsequent raise. (Remember, a player is not allowed to raise him/herself).

Going 'All-In'

8. If the **player going all-in raises less than half the value** of the structure of the round, his/her action does not count as a raise. Other players have the option to:-

- (i) call the reduced amount
- (ii) complete his/her own bet to revert to the structure of the round (i.e. one bet and a maximum of three raises), or
- (iii) fold.

Example: In the second round of a \$2-\$4 game:

This scenario would be non applicable since any 'all-in' player would be in for a minimum of \$1.

Example: In the third round of a \$2-\$4 game:

First bettor places \$4, the next player goes all-in for \$5 so other players can either (i) call the 'all-in' bet of \$5 (ii) complete to a full bet of \$8 or (iii) fold.

9. If a **player going all-in is the first player to initiate the action**, and bets **at least half of the table minimum**, further action will not be restricted. The next player has three options:-

- (i) call the amount bet
- (ii) call the amount bet and make a full raise , or
- (iii) fold.

Example: In the second round of a \$2-\$4 game:

First player going 'all-in' for \$1, the next player can either (i) call the bet for \$1, (ii) call the bet and make a full raise for a total of \$3, or (iii) fold.

Example: In the third round of a \$2-\$4 game:

First player going 'all-in' for \$3, the next player can either (i) call the bet for \$3, (ii) call the bet and make a full raise for a total of \$7, or (iii) fold.

Example: In the third round of a \$2-\$4 game:

The first player initiates action by betting \$4. All players call this action until one player goes 'all-in' for \$7 (which is considered a raise because it is 50% or more of the structured bet). The following players choose to call the all in bet of \$7. This means that the players who initially bet \$4 (before the all-in player) have three options available to them, (i) call the all in bet of \$7 to stay in, (ii) call the all-in bet of \$7 and make a full raise to \$11, or (iii) fold. As the all-in raise is more than $\frac{1}{2}$ the structure limit, it is considered a full bet and betting is not curtailed. (Remember, a player is not allowed to raise him/herself).

Going 'All-In'

10. If a player going all-in raises the bet by at least half of the table minimum, further action will not be restricted. The next player has three options:-

- (i) call the amount bet
- (ii) (call the amount bet and) make a full raise, or
- (iii) fold.

Example: In the second round of a \$2-\$4 game:

First player initiates action by betting \$2, the next player goes 'all-in' for \$1. Other players can either (i) call the bet for \$2, (ii) complete the bet and make a full raise for a total of \$4, or (iii) fold.

Example: In the third round of a \$2-\$4 game:

First player bets \$4, the next player goes 'all-in' for \$7, other players can either (i) call the bet for \$7, (ii) make a full raise for a total of \$11, or (iii) fold.

11. If action has already taken place, the all-in player is permitted to call for less than the initial bet. Further action to the other players is also unrestricted, in that they may:-

- (i) call the initial bet
- (ii) call the initial bet and make a full raise, or
- (iii) fold

Example: In the second round of a \$2-\$4 game:

First bettor bet \$2, the next player goes 'all-in' for \$1. The next player can either (i) call the initial bet of \$2, (ii) call the initial bet of \$2 and make a full raise of \$2 for a total of \$4, or (iii) fold.

Example: In the third round of a \$2-\$4 game:

First bettor bet \$4, the next player goes 'all-in' for \$2. The next player can either (i) call the initial bet of \$4 (ii) call the initial bet of \$4 and make a full raise of \$4 for a total of \$8, or (iii) fold.

The Pot

1. Never use only one hand to gather chips into the pot. Large pots should be gathered in with both hands. Sweeping chips into the main pot with the hand (i.e. left) that is holding the deck can only be done by using the little finger.



Figure 1

2. The dealer will never reach across the hand that is holding the deck (i.e. the left) to pull chips into the pot.
3. It will be called to the attention of the Poker Supervisor if chips are constantly being put into the pot out of turn. If it is being done to stop another player from betting, or raising, such chips may be forfeited. 'Splashing the pot' is also not allowed and the player should be immediately warned to cease this action.
4. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up on the table until the pot has been awarded. The winning hand will be displayed, and announced, for all players to see and hear (see Figures 2 & 3).



Figure 2

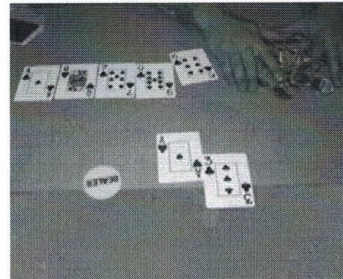


Figure 3

The Pot

5. Before passing the pot to the winner, the player's winning cards should be moved to the center, or opposite side, of the table. The reasons are twofold as below:-
 - (i) the cards are not in the way of passing the pot to the winner, &
 - (ii) all players at the table can see the winning hand easily.
6. If the hand involves a side pot(s) it must be awarded first, prior to the main pot. Players can only win a pot that they have contributed to.
7. All hands must be played to conclusion.
8. The splitting of pots will not be allowed unless the two (or more) highest hands are identical. Split pots are a common occurrence in Texas Hold'em as five community cards are used by all players. (It may be that the board cards constitute the best hand). As only the best five cards are used, the two remaining cards have no bearing on the winning hand. If two (or more) players have the winning identical hand, the pot will be split equally between all involved.
9. When players expose their hands for the showdown, the dealer should muck each hand as soon as it is beaten by another. This will get as many cards off the table as possible, making for easier reading of the hands.
10. When two, or more, players hold the winning hands of equal value, the pot(s) will be divided equally to the lowest chip denomination in play at the table. Stack the chips up, and equally divide each stack until all are even, with the greatest denomination (e.g. in a \$2-\$4, \$1 chips) closest to the chip tray (see Figure 4).



Figure 4

The Pot

- 11.If an amount remains that can not be equally divided, the extra amount will be given to the hand closest to the dealer button (but not the hand on the dealer button), in a clockwise direction (see Figure 5).

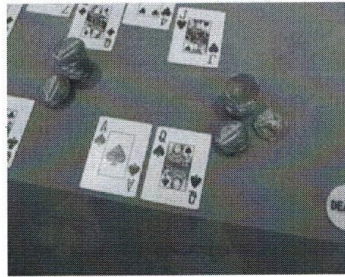


Figure 5

- 12.If the pot is pushed to the wrong player and that player refuses to return the money, the Poker Supervisor must be called. If the player still will not comply, he/she will be asked to leave the table.
- 13.The pot will not be divided by the agreement of two or more players. Each hand will be played to a conclusion.

The 'Muck'

1. If a player does not wish to play his/her hand, the cards will be placed face down in the 'muck'. This pile of discarded cards is placed on the dealer's right.
2. The 'muck' should not be squared up before all the action is complete. The discarded cards should be left in a disorderly fashion (see Figure 1).



Figure 1

3. Never play with, or square up, the muck until the pot has been awarded.
4. The dealer will always keep the burn cards separated from the muck. This is so any problems or challenges regarding a burn card can be checked out. However, once the river card has been displayed, the burn cards will be picked up with the cut card, and dropped on top of the muck. Then the stub will be placed on top of the burn cards, and the muck will be capped with the cut card (see 'General Procedures / Rules & Order For Dealing' for examples).
5. It is the player's responsibility to protect their cards. Cards left unprotected may be taken accidentally by the dealer and mucked.
6. A player can protect his/her hand by placing a chip on top of the cards.
7. The dealer can never retrieve a hand from the muck. **The hand is effectively dead as soon as it touches the muck.** If a player accidentally discarded his/her hand and it is in the muck, this rule should be explained to the player that made the mistake. If the player is insistent on getting the cards back call the Poker Supervisor for a decision.

The 'Rake'

1. The House will levy a fee at each poker table in the form of a commission, better known as a 'rake', or 'time charge', on each player participating in the game. The commission will be known as the rake.
2. For the purpose of calculating a percentage commission, an uncalled wager will not form part of the pot.
3. A pot is created when there is one caller.
4. The House will use the following method in determining and collecting the commission:-
 - (i) 10% of the pot, up to a maximum of \$5 will be the amount taken from each pot. Collection of this revenue is to be done as accurately as possible.
 - (ii) The rake must be collected progressively from each betting round until the cap has been reached. Do not wait until the last betting round to take the rake.
 - (iii) The amount to be collected will be calculated and collected from the pot, and any side pots, by the dealer during, (or if necessary, after) the completion of a betting round. To clarify, the dealer will calculate the pot amount per betting round. He/she will deal the next card(s), start, or direct the action, and then discretely take the rake from the pot.
 - (iv) It would be a common practice on the final betting round for the dealer to take a \$1 chip from the pot, change it for 4 quarters from the float (do not forget to put the \$1 chip in the chip tray once exchanged), and once all betting is done, take the last remnant of appropriate rake, to the nearest quarter.

The 'Rake'

5. Raking the pot is to be done as discretely as possible. The House does not wish to draw attention to the fact that it takes a small commission from each pot. The dealer needs to direct the action for that betting round, and then rake the pot (see Figures 1, 2 and 3).



Figure 1



Figure 2



Figure 3

6. When taking the rake, the dealer is to take as close to the amount owed in commission as possible, without going over the designated amount. He/she must be careful not to 'over rake' the pot as this will upset players if they are paying attention to the dealer's action.

Example: In a pot of \$5 or less, there will be no rake taken. If the pot is \$9, the dealer takes a rake of \$0.75. In a pot of \$13, the dealer would take \$1.25. If the pot is \$26, the dealer will take a vig of \$2.50, and so on.

The 'Rake'

7. The rake will be placed in front of the drop slide as play progresses.
8. Once the amount of commission collected by the dealer has reached the cap (i.e. \$5), no additional commission will be collected.
9. Drop the rake immediately **after** the pot has been awarded to the winning player. The dealer should then move the button (remember the Push, Drop and Move procedure, explained in the General Procedures/Rules & Order Of Dealing). The dealer must **always** drop the rake before picking up the muck to shuffle the next hand.
10. In games where the only wagers made are the blind bets, no commission will be collected.
11. The number of hands is imperative to the drop, and a dealer should concentrate on dealing a friendly game in an efficient and prompt manner.
12. At no time should a dealer take it upon him/herself to make any comments about the rake in their game, unless the player is asking about it.
13. Dealers do not have the authority to change any structure, or rake, of the game, without management's approval.

Irregularities & Errors

Misdeals

Whenever a misdeal is determined to have occurred, the dealer button and the blind positions remain the same. Any additional chips wagered are returned to the respective player(s). The dealer reshuffles, cuts the deck, and begins dealing again. The same player will be the first to receive cards in the new deal as in the previous misdeal. Only the dealer or Supervisor may determine when a misdeal has occurred.

1. One or more cards are exposed during the cut.
2. If two or more hole cards are exposed during the initial deal.
3. Either of the first two cards off the deck is exposed.
4. If a dealer failed to shuffle and cut the deck and there has been no substantial action. Once there has been substantial action the hand will be played out.
5. The cards are dealt out of order and the error was noticed and can not be corrected, and there has been no substantial action.
6. If a player has been dealt an incorrect number of cards and no action has been taken by any player, the hand will be called dead, is considered a misdeal and all cards are taken back by the dealer.
7. During the initial round of dealing, it is discovered that the dealer has missed a player out, or added an extra player in, before any substantial action has occurred, and the hand can not be reconstructed.
8. If it is discovered that there are two of the same card in a deck, all betting will cease and all monies are returned to the players.
9. If a dealer deals a down card (first or second card) to a dead seat and it is realized before the next player is given a card, the card dealt to the dead seat will be moved to the next player. If the error cannot be corrected, it is a misdeal. If two cards are dealt to a dead seat before it is realized, the cards in the dead seat will be considered a dead hand and will be mucked.
10. When there is only one player left and his/her hand is found to have an incorrect number of cards, the hand is declared dead, and all wagers for the hand must be returned to the original players.

Irregularities & Errors

- 11.If, at any stage, during the hand prior to the pot being pushed, the deck is found to be defective.

Dead Hands

- 12.A player may not exchange or communicate information regarding his/her hand with someone else. Any violation may result in a dead hand and a forfeiture of any bet made.
- 13.If a Joker is found in the game, it is treated as a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards has been dealt. If a player does not call attention to the Joker among his/her own cards before acting on his/her cards, the player has a foul hand and forfeits all right to the pot and any money involved.
- 14.An incorrect number of cards to any player constitutes a dead hand. If this player was the small or big blind, and has not acted, his/her money will be returned and the hand mucked. If it is not discovered immediately and the player takes action on his/her hand, the player has a foul hand and forfeits all rights to the pot and any money involved, including a blind bet which will remain in the pot.
- 15.If a card/s is dropped onto the floor by the player, the hand will be declared dead. It is the player's responsibility to keep his/her cards over the table. No money will be refunded to the player who dropped a card, and his/her hand will be declared dead, and will be mucked.
- 16.A hand may become dead when any part of the hand hits the muck, either face up or face down.

Irregularities & Errors

Exposed Cards

- 17.If a player's first or second card is accidentally exposed, leave that card where it lies, apologize to the player, and continue to deal the hand. Once the dealer has completed delivering cards to the rest of the players, he/she will go back to the hand with the exposed card and deliver the next card off the top of the deck to this player. The player's exposed card will be placed in front of the chip tray face up (wherever the dealer is going to place the burn card), the value of the card and the action to be taken announced so that all players are aware that it will be used as the first burn card (see FigureS 1 and 2).



Figure 1



Figure 2

- 18.If this happens a second time whilst dealing the players hole cards, it is then considered a misdeal.
- 19.An exposed card does not constitute a misdeal. In most cases, it will be used as a burn card instead. However, there are mitigating circumstances when an exposed card is dealt to either of the players in the blind positions as follows:-
- 1st card to the small or big blind is a misdeal
 - 2nd card to the small or big blind is used as a burn card
 - 2 or more exposed cards constitutes a misdeal
- 20.An exposed card must be announced and turned face up. Once that round of betting is completed, the card is then turned face down and used as the next burn card.
- 21.When a card(s) is dropped off the table by accident of the dealer, the card(s) will remain 'live'.

Irregularities & Errors

- 22.If a player drops or exposes his/her card(s) on the table during play, the hand remains in play.
- 23.If a player throws his/her hand in and a card flips up, that card needs to be announced, e.g. 'Jack of Diamonds exposed'. Both the value and suit of the card must be announced.
- 24.If a player turns his/her cards face up while trying to fold his/her hand, the dealer should courteously ask the player not to do this. If these cards are exposed, they must be announced. Do not allow a player to place his/her own hand in the muck. The dealer must do this.
- 25.If, (at any time), one player shows another player his/her cards, these cards must be shown to all at the table. This rule is commonly referred to as 'show one, show all'.
- 26.Any card(s), flop included, exposed prematurely will be taken back along with the burn card and reshuffled.
- 27.If a card is found face up in the deck (boxed card), it is treated as a scrap of paper, declared and mucked. It will be replaced by the next card in the deck. This boxed card will not be a burn card or a community card.

Peculiarities

- 28.If the dealer accidentally misses dealing a card to a player, and the card he/she should have received has not been viewed, or touched, by another player, the correct card may be backed up.
- 29.If an eligible small or big blind player is dealt out, and substantial action has not taken place, this would be a misdeal. However, if the hand can not be reconstructed and substantial action has taken place, the player's blind bet is returned. This does not affect the structure of the game, and in, for example, a \$2 - \$4 game, it will still be \$2 to call the big blind.
- 30.If the dealer neglects to burn a card and there has been no substantial action, the dealer will reconstruct the hand if possible, and burn the correct card. If it is not possible to reconstruct the hand and there has been substantial action the hand will continue. In this instance, there will be less burn cards than the normal number required for the game.

Irregularities & Errors

- 31.If the flop has too many cards, the flop will be taken back and reshuffled. The burn card remains on the table. Once cut, a new flop is delivered - there will be no card burnt (as there is one still in play).
- 32.If the flop is dealt and turned over prior to the completion of the first betting round, the flop is returned to the deck. The deck is reshuffled and cut. No card will be burnt, as there is one already in play. The betting round is completed. The dealer will re-deal the flop.
- 33.If any card, except the flop, is exposed by the dealer during a betting round, further action is curtailed, and players who had not already acted will only have the option to call the bet in place, or fold. Players no longer have the option to raise the pot.

Example: There are 3 players left in the game and 2 players have already taken action – player 1 bet, player 2 called. At this point, the dealer mistakenly exposed a card, leaving player 3 with just two options – to call or fold. As a card has been exposed he/she can not raise the pot even if he/she had intended to.

- 34.The exposed card is shown to the table and declared and it will be used as the next burn card.
- 35.If the dealer neglects to burn a card before exposing the flop and there has been no substantial action, the flop is returned to the deck. The deck is reshuffled and cut. The first card is then burned and a new flop is delivered.
- 36.If the fourth community, or turn, card is exposed by the dealer prior to the completion of the second round of betting, that card will be taken back and set aside by the dealer. The burn card will remain. The second betting round will then be completed. The dealer will then burn a card, turn a new fourth community card over, and ensure that the betting for that round is complete. The set aside card will then be shuffled with the stub and a fifth card will be turned without burning.
- 37.If the fifth community card is exposed by the dealer prior to the completion of the third round of betting, that card will be taken back by the dealer, and shuffled with the remainder of the deck. The burn card will remain. The third betting round will be completed and then a new card dealt. No further burn cards will be dealt for that round of betting.

Irregularities & Errors

- 38.If the dealer opens two cards simultaneously when dealing a community card, only the correct card shall remain in play. The incorrect exposed card is shown to the table and declared. The incorrect exposed card shall become the next burn card, or, if no more cards are to be dealt it shall be placed in the muck. If the dealer opens more than two cards accidentally, only the correct card for that round of betting will remain in play. The additional cards will be taken back by the dealer and shuffled with the remainder of the deck. The dealer will cut and continue dealing.
- 39.If the dealer mucks the deck before the turn or river has been delivered, the deck will be recovered from the muck.
- 40.At the completion of a hand, any player who **participated in** the showdown must show their hand if requested by any other player at the table. To clarify, if the player requesting to see the hand was dealt into the hand, and was still 'live' at the showdown, the cards should be shown. If the player that wanted to see the hand is the current pot winner, then the hand in question plays, is shown, and cards speak (when determining the winner). If the player who requested to see the hand is any other player at the table, then the hand is considered folded, and does not play.
- 41.If a player **discards** his/her hand and this player was in the final called betting round, and a player wishes to see that player's hand, it is allowed. However, the dealer will tap the hand on the muck, and then expose the hand on the table. Because the hand was tapped on the muck, **before being shown**, this hand is ineligible to win the pot. If the player requesting the hand be exposed is a pot winner, the hand in question will not be tapped on the muck prior to being shown, and the hand is still considered live, and is eligible to win the pot. To clarify, if a player wants to see a called hand then he/she can (as long as he/she received cards in the hand in question). The cards must be tapped on the muck before being exposed. However, if the pot winner would like to see the cards (even though the cards may have been thrown in), he/she can. The hand will remain 'live', and cards will speak. Of course, if the discard hand landed in the muck, they will not be considered 'live'.
- 42.It is extremely important that players protect their own cards. This is done either by placing a chip on their cards or keeping them covered with their hand. Unprotected cards might be considered a fold and mucked by the dealer. Use caution with inexperienced players who may not know, or forget, this rule.
- 43.The dealer should avoid exposing a non-called hand by placing the hand into the middle of the muck rather than on top.

Irregularities & Errors

44. A player may play the board only if his/her hand is still live at showdown.
45. The winning hand must show both card face up on the table (if called).
One card face up and one face down is not a valid hand.

Player Responsibilities

1. Players are to be seated at the table. Table changes are to be made according to the list controlled by the Poker Supervisor, or rail person. It is permitted that players move freely around the table they have been assigned to. The player will have to pay the big blind if he/she moves to a seat where the blind is situated. If a player keeps changing his/her seat intentionally just to avoid the blinds, the dealer will tell the player not to change seats. If the situation persists, the dealer will inform a Supervisor, and let him/her resolve the issue. (Please refer to 'Procedures Regarding The Blinds' for more information).
2. Couples are not allowed to sit next to each other but will be allowed to play at the same game.
3. A player's friends and/or relatives are allowed to come in and watch, but are not allowed to help the player in a live hand. There is a 'one player per hand only' rule.
4. Seats are for players only. If it is quiet, partners may sit behind, but never at, the table.
5. A player's personal effects are not permitted on the layout (i.e. purses, newspapers, glasses, etc).
6. Players are not allowed to read while playing in a game.
7. Each player will be required to keep all cards dealt to him/her in full view of the dealer at all times.
8. It is the player's responsibility to protect their cards. Cards left unprotected may be taken accidentally by the dealer and mucked.
9. A player can protect his/her hand by placing a chip on top of the cards.
10. All players are responsible for making the best five card hand possible from his/her two cards and the community board cards, until presenting the hand to the dealer. All exposed cards speak and will be verified by the dealer.
11. A player is not allowed to throw his/her bets, or 'splash the pot'. The dealer should ask the player to place his/her bet.
12. When a player taps the table, it is considered a 'check' or 'pass', and the action should move to the next player in a clockwise rotation.

Player Responsibilities

- 13.If a player bets, and all other players fold, he/she does not need to show his/her cards.
- 14.No player will be allowed to play with another player's bankroll.
- 15.Any player in any particular hand can ask to see the 'called hand'. A 'checked hand' is considered a 'called hand'. The winning hand must expose both cards face up if the hand has been called or checked. A player whose hand has not been called or checked, is not obliged to show his/her hand. It is considered poor etiquette to ask to see players' cards that have been folded/thrown in face down and will only be tolerated on the odd occasion. It is used mainly to show that players are not in collusion with each other.
- 16.If a player wants to leave the game for a period of time, but wishes to remain in the game, he/she must leave his/her chips on the table. His/her seat will remain reserved for twenty minutes. After twenty minutes has passed, his/her chips will be removed by the Supervisor and the seat given to a waiting player.
- 17.If a player asks to be dealt in but is unable to make it back to the table in a reasonable amount of time to act on his/her hand, the hand will be mucked (and any bet put forward by this player will be forfeited).
- 18.A person will not, either alone or in concert with any other person, use or have in his/her possession or control at, or near a poker table/location related to the playing of poker, a calculator, a computer, or other electronic, electrical or mechanical apparatus/device that is capable of recording, projecting or analyzing an outcome, or the changing probabilities or the playing strategies to be used.
- 19.Where a player has contravened any provision of the rules, a Poker Supervisor (or above) may:-
 - (i) declare that any wager made by the player(s) will be void
 - (ii) direct that the player(s) will be excluded from further participation in the game
 - (iii) close a poker table at which players are present provided prior notice of at least three hands has been given to the players, or sooner if all players are in agreement.
- 20.A Poker Supervisor (or above) may determine a player is acting in a manner detrimental to the integrity of the game. The decision of the Poker Supervisor will be final.

Player Responsibilities

21.A Poker Supervisor may invalidate the outcome of a game if:-

- (i) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or other general emergency.
- (ii) Any fraudulent act is perpetrated by any person that affects the outcome of the game.

Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.

Outgoing Dealers

1. The incoming dealer will relieve the outgoing dealer from the outgoing dealer's left hand side.
2. If the hand is in progress or the shuffle is taking place, the outgoing dealer will finish that hand before leaving the table.
3. If the dealer has started to shuffle, he/she will have to finish the hand even though he/she has been tapped out by an incoming dealer. No dealer is allowed to stall to prevent having to deal another hand.
4. When the outgoing dealer is relieved from the table, he/she will take both decks from the table (i.e. the one being used as well as the one in the well). He/she will then sort out the cards and pass the decks to the Poker Supervisor (for the next changeover) before the dealer's break.
5. The outgoing dealer will inform his/her relief of the game being played, the table limit, and any special conditions about the game. Inform the incoming dealer of a player's short buy-ins and any player's excessive absence from the table. Keep conversation to a minimum, making the transition as smoothly and quickly as possible.

Game Protection

1. A dealer on a dead game must present him/herself in an alert, warm and friendly manner. On a dead game, the dealer must spread the deck in front of the tray.
2. Never turn your back on the bankroll, even if you have a dead game.
3. Be aware of the condition of the cards. If you see any defects, call it to the attention of the Supervisor, by asking for a new set up, and exchange the deck for the one already placed in the well.
4. A major part of appearance while dealing is posture. Sit squarely up to the game at all times. Never lean or slouch on the game. Try to avoid blocking the view of 'the board' by leaning on the chip tray.
5. During a live hand, the dealer's attention should be focused solely on the game. **Gazing around the casino or becoming otherwise distracted is strictly prohibited.**
6. The dealer should enforce that all cards must be kept in full view and over the table at all times.
7. The dealer is expected to maintain a neat and orderly game, but at no time, is he/she to stop a live game without calling a Supervisor.
8. When being relieved by another dealer, the outgoing dealer will remove both decks of cards from the table (to be sorted on his/her break, and returned to the Poker Supervisor for the next changeover).

Professionalism instills confidence in the players and makes them comfortable at our games. Game security protects us, our guests, and our jobs.

Incoming Dealers

1. The dealer will bring two decks (retrieved from the Poker Supervisor) with him/her to the table.
2. While waiting to relieve the dealer at the table, tap the shoulder of the outgoing dealer on the left side, and stand quietly waiting for the hand to finish. Never sit at the table with the players while the hand is being played.
3. The dealer is responsible for knowing the game and limits being played before taking over the dealing position.
4. The dealer will count down the float to make sure there is a total of \$500. If there is a difference it should be reported to the Supervisor as soon as the mistake is discovered. This policy is in place so the House can track which dealer made the mistake.
5. On sitting down at the table and noticing unattended chips at a vacant seat, ask the outgoing dealer who the chips belong to.
6. When the dealer sit downs at the table he/she needs to display the deck face up to ensure there are 52 cards before starting the game. The second deck will be placed in the well. (The incoming dealer should try to ensure that he/she is using a red deck if the outgoing dealer was using a blue deck).

A player may request a deck change during the dealer's time at the table, but this should not be excessive. If another request to change the deck is made (by another player shortly thereafter), the dealer must complete at least one full rotation of all table players before the request can be honored, (i.e. 10 players at the table, therefore 10 hands).

7. The dealer is also expected to count down the stub at least once during a sit. This is simply done by keeping track of the number of cards delivered to players and adding the burn cards and the burn cards to this number. Once the dealer has finished dealing the river card, he/she counts the stub (the remainder of the deck in the dealer's hand), starting from the number of cards on the table. He/she should reach a total of 52.

If an incorrect number is counted, repeat the counting procedure on the next hand, and if still incorrect, count down the deck once the hand is completed. Immediately notify the Supervisor if the count is still incorrect and change the deck. Therefore the professional poker dealer has offered added protection to the game at hand.

Dealer Responsibilities

1. The dealer must be aware of how the players handle the cards. Cards must be in full view of the dealer and over the table at all times.
2. When a player regularly sits out more than one hand, the dealer will not tell the player that he/she must play every hand. The dealer, in a discreet manner, will inform the Supervisor of the situation as soon as possible and allow the Supervisor to resolve the situation.
3. A player is not allowed to throw his/her bets, or 'splash the pot'. The dealer should ask the player to place his/her bet.
4. If chips are being put into the pot out of turn to stop another player from betting or raising, the dealer should bring the circumstances to the Supervisor's attention. Let the Supervisor handle the situation.
5. The dealer is expected to monitor and police all money on the game. Keep any eye out for all chips that are in front of an unattended seat. This is an important responsibility of the dealer. Incidents involving unattended money will immediately be called to the attention of the Supervisor. After the situation is explained, the decision of the Supervisor will be final. No comments from the dealer will be tolerated.
6. Discreetly inform the Supervisor of any suspicious play.
7. The dealer is responsible for imparting only the facts of any dispute to the Supervisor. A dealer's impressions and opinions are both unnecessary and destructive to the Supervisor's decision making process.
8. A dealer should fix those problems at the table that he/she is able to handle. If he/she does not know how to handle a situation, the Supervisor should be called upon to help.
9. Under no circumstances should a dealer try to resolve conflicts at the table. If a problem should arise, the dealer is never to argue with the player(s). The dealer must call the Supervisor to the table immediately, even if he/she knows what the ruling will be.
10. There may be incidents where the dealer knows the rules but the players fail to accept them as explained by the dealer. The dealer should not continue to explain, but instead, call a Supervisor over to resolve the situation.
11. When an unusual or awkward situation arises on, or off, the game that causes deviation from normal procedure, the Supervisor will be called immediately.

Dealer Responsibilities

12.A player will not be advised by an employee of the Casino on how to play, except to ensure compliance with the rules.

Bankroll Maintenance

1. When removing chips from the tray for a transaction, always work from the outside tubes working inwards (see Figure 1).



Figure 1

2. The cash exchanged should be **neatly** stored, sorted by lowest to highest denomination values, inside the well. The highest denomination bills are protected by the lower denomination values (see Figures 2, 3 & 4).



Figure 2



Figure 3



Figure 4

Bankroll Maintenance

3. One tube must be completely finished before proceeding to the next tube.
4. Transfer stacks from full tubes on one side, to empty tubes on the other to achieve a balanced tray.
5. Spacers are to be inserted and maintained between the 20th and 21st chips and between the 40th and 41st chips (if any) in each tube.
6. Spacers should be placed after the top chip of the highest denomination to 'lock them in'.
7. The dealer may leave the working stacks of all denominations un-spaced during a live game.
8. When a game first goes dead, the float may be reorganized.
9. On dead games, all partial stacks should be lammared according to value.

Example: \$5 & \$1 chips will be lammared at every five-chip interval.

10. Generally, the float should be rearranged from left to right filling the left side prior to the right (see Figure 5).

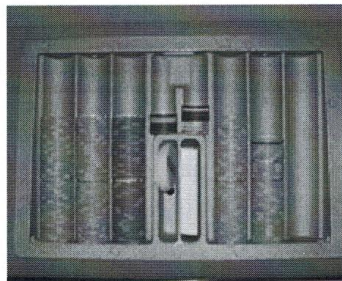


Figure 5

The Don't Rules

1. Dealers will not play with chips while at the table, whether the chips belong to a player or the float. Dealers must not handle money, whether belonging to a player or the House, unnecessarily.
2. Dealers should not touch, or re-arrange, the cards on a dead spread. Dealers should not play with chips out of the float on a dead spread.
3. A dealer should **never** predict a hand before the player turns up his/her cards.
4. During a showdown, the dealer will **never** turn over a player's down cards. If the player has only one card face up, the dealer will ask the player if he/she wishes to fold. If the player affirms positively that he/she wished to fold, then the cards will be mucked. If the player indicates negatively and the intention is to play the hand, then it is the player's responsibility to turn over the second card, otherwise the cards will be mucked.
5. Any called hand that is asked to be seen will **always** be killed before showing it to the other players. This will be done by touching the hand on the muck and then exposing the cards. This does not apply to the winning hand.
6. Do not point at a player when he/she is due to place a blind, or start the action – use an open hand (see Figure 1 for seats 1-3/4 & Figure 2 for seats 5 – 10).



Figure 1



Figure 2

7. The dealer should not use slang terminology for cards, such as 'mop squeezers' for queens, 'cowboys' for kings, 'a pair of bullets' for a pair of aces, or phrases such as 'aces and spades'. The correct terminology in poker to call, for example 'two deuces' or 'three treys'.

Tips Procedures

1. The hustling of tips is absolutely forbidden.
2. It is very important that we show our appreciation when a tip is received. Players do not have an obligation to give the dealer a tip. The dealer should make sure that he/she thanks each and every player properly by looking him/her in the eye and saying 'thank you (first name if possible) in a clear and sincere manner.
3. Upon receiving a tip, tap the edge of the chip tray lightly with the chip twice and drop it directly in the tip box.

Working The Rail

1. Working the rail is a very important position which is held by a Supervisor or a designated dealer. If a dealer is being utilized in this position and a dispute occurs, a Supervisor must be called to handle the situation.
2. Working the rail is the hosting position for actual, and potential, poker players. The rail person is expected to be as personable as possible. The effort put forth by the rail person affects not only the number of games, but also the attitude of the players coming to the game. It has a direct relationship to the drop and general attitude of our players.
3. Keep your eyes and ears tuned to what is going on throughout the entire Poker area and to potential players passing by.
4. When hosting potential players, ask them if they would like to play, stress the low limits (only a \$20 buy in is required, for example, in a \$2 - \$4 game), and remember that you are selling the game.
5. If a player requests a certain game and no seat is available, ask them if they would like to play at another game while they are waiting for their preferred game.
6. Introduce all new players to the dealer, using first names where possible, making them feel welcome and comfortable.
7. The rail person must be able to explain the Texas Hold'em rules, limits and blinds to any person interested in the game before seating him/her, so that the dealer can continue the game without slowing the pace.
8. Always seat new players on games with the fewest players.
9. When running the waiting list, be aware of the number of players interested in playing. Always try to get two tables in action. If three or four players are on the list, encourage them to have a seat at the empty table as other players are then more likely to join in. Avoid letting an eighth player into a game until you are sure a second game will not develop.
10. When a second game starts, try to use a different limit, usually higher, although it is not a problem to open the second game with the same limits when players request such.
11. Try to keep the number of players even for all games, i.e. six and six rather than eight and four if two games are running.

Working The Rail

12. It is better for the house to have two tables running. Advertise the remaining seats. When one game has less than five players, you may then make the decision for two tables to become one.
13. Setting limits of a game is generally up to the players. Control the waiting list fairly. Do not allow players to sit down if other players are on the waiting list. Announce the player listed at the top when a seat becomes available. If the player does not show, move down the list, before allowing present players to play.
14. Watch for players leaving and assist them if needed. If they seem upset, ask why, calm them down and make sure they want to return.
15. Open seats will not be announced by the dealer. Rather, reserve buttons will be placed in those positions by the dealer as soon as a seat is vacated. The rail person will seat players to keep proper balance at games. Do not allow players to seat themselves. For players approaching reserved seats, dealers should double check with the rail person before changing their cash or dealing them in.
16. Players may not switch tables unless it is to start a new game, or to play in a different structured game. The reason for this is that we follow a 'table stakes apply' rule and a player should not be able to take money he/she won on a table and move to a different table, leaving the other players with no chance to win back the money they have lost.
17. The rail person must also call for waiter service and help keep the table tidy. Housemen and waiters are not always available.
18. Announcements should be made regularly stating that a game is in progress (or about to begin) and that seats are available.
19. Repetitive business depends a great deal on the rail person's ability. The initial treatment set the mood of the player and ensures that it will be a memorable experience.

Supervisor's Role

1. Supervisors are not allowed to accept tips from customers. However, the Supervisor may accept tips on the dealer's behalf.
2. The Supervisor has three main functions:-
 - (i) To settle any dispute during a live game
 - (ii) To provide decks of cards, fills and new set-ups for the table
 - (iii) To settle any money discrepancies that may arise
3. The dealer is responsible for imparting only the facts of any dispute to the Supervisor. A dealer's impressions and opinions are both unnecessary and destructive to the Supervisor's decision making process.
4. A dealer should fix those problems at the table that he/she is able to handle. If he/she does not know how to handle a situation, the Supervisor should be called upon to help.
5. Under no circumstances should a dealer try to resolve conflicts at the table. If a problem should arise, the dealer is never to argue with the player(s). The dealer must call the Supervisor to the table immediately, even if he/she knows what the ruling will be.
6. There may be incidents where the dealer knows the rules but the players fail to accept them as explained by the dealer. The dealer should not continue to explain, but instead, call a Supervisor over to resolve the situation.
7. If chips are being put into the pot out of turn to stop another player from betting or raising, the dealer should bring the circumstances to the Supervisor's attention. Let the Supervisor handle the situation.
8. When an unusual or awkward situation arises on, or off, the game that causes deviation from normal procedure, the Supervisor will be called immediately.
9. Where a player has contravened any provision of the rules, a Poker Supervisor (or above) may:-
 - (i) declare that any wager made by the player(s) will be void
 - (ii) direct that the player(s) will be excluded from further participation in the game
 - (iii) close a poker table at which players are present provided prior notice of at least three hands has been given to the players, or sooner if all players are in agreement.

Supervisor's Role

10.A Poker Supervisor (or above) may determine a player is acting in a manner detrimental to the integrity of the game. The decision of the Poker Supervisor will be final.

11.A Poker Supervisor may invalidate the outcome of a game if:-

- (i) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or other general emergency
- (ii) any fraudulent act is perpetrated by any person that affects the outcome of the game.

12.Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.

13.A player will not be advised by an employee of the Casino on how to play, except to ensure compliance with these rules.

14.In any dispute arising from these rules, or not covered by the provisions of these rules, the decision of the Poker Supervisor (or above) will be final.

Fill-In Transactions

1. Cash will be taken from the table by the Supervisor and the dealer will represent the amount being taken by lammars at the table.
2. The Supervisor will then exchange the cash at the Cage for chips.
3. When the chips are returned to the table, the lammars will be removed.
4. It is up to both the Supervisor and the dealer to confirm that the lammars and the cash/chips total the same amount.

Closing the Game

1. The Supervisor will turn in all the cash for chips.
2. Try to fill the float with \$250 in \$5 red chips and \$250 in \$1 blue chips, or as closest to this as possible.
3. When closing the table, the Supervisor will ensure that there is \$500 in the float. If there is a discrepancy, the Supervisor will correct this by either giving the overage to, or receiving the shortage from, the Cage cashier. This transaction will be recorded on a Petty Cash slip.
4. If the table is to be balanced the used cards should be sorted into their suits and placed in order (hearts, clubs, diamond, spades). The dealer will ensure that both decks are sorted.
5. The dealer will, in the presence of a Supervisor (who will stand on the dealer's right hand side), remove the float, highest denomination closest to the Supervisor, and place it on the layout in preparation for balancing. The dealer will then cut down one full stack of the highest denomination and prove it to the other denominations (see Figure 1).



Figure 1

6. The Supervisor will write down each denomination total on the T.I.S. and then total it. The dealer will then call out each denomination to the Supervisor after which the T.I.S. will be handed to the dealer who will check that the addition and other information is correct. The dealer and Supervisor will then sign the T.I.S. verifying it is complete.
7. The dealer will drop the white copy of the closer in the drop box. The dealer will then place the opener (yellow copy) in a position inside the float.
8. The cut card will remain in the well.

Closing the Game

9. The float will be secured as per normal procedures. The chip carrier / float tray will be locked away immediately by both the Supervisor and dealer.

Tournament Rules

1. By participating in any tournament, players agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play.
2. Wherever possible, all rules are the same as those that apply to live games.
3. Initial seating is determined by random draw or assignment. (For a one-table satellite event, cards to determine seating may be left face-up so the earlier entrants can pick their seat, since the button is assigned randomly).
4. A change of seat is not allowed after play starts, except as assigned by the Poker Supervisor (or above).
5. The appropriate starting amount of chips will be placed on the table for each entrant at the beginning of the event, whether the person is present or not. Absent players will be dealt in, and all chips necessary for antes and blinds will be put into the pot.
6. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place, in play, until arrival, the request will be honored. If the player is unable to be contacted, the chips will be removed from play at the discretion of the Poker Supervisor (or above) anytime after a new betting level has begun or a half-hour has elapsed, whichever occurs first.
7. A starting stack of chips can be placed in a seat location to accommodate late entrants (so all antes and blinds can be taken from the stack from the start of the tournament). An unsold seat will have such a stack removed at a time left to the discretion of the Poker Supervisor or above.
8. Limits and blinds are raised at regularly scheduled intervals.
9. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle).

Tournament Rules

10. The lowest denomination of chip in play is removed from the table when it is no longer needed in the blind or ante structure. All lower denomination chips that are of sufficient quantity for a new (higher denomination) chip will be changed up directly. The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the seat #1 (dealer's immediate left), with each player receiving all cards **before** any cards are dealt to the next player. The player with the highest card gets to exchange for the new (higher denomination) chip, and so forth, until all the lower denomination chips have been exchanged. Each player may only receive one chip. If an odd number of lower denomination chips are left after this process, the player with the highest card remaining receives a new chip.
11. An absent player is always dealt a hand, and is put up for the blinds, antes, and the forced bet if low.
12. If a player is not present when it becomes his/her turn to act, his/her hand is dead. This includes situations in which a live blind is not present to act, since an absent player can not exercise the option to raise.
13. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.
14. The number of players at each table is kept reasonably balanced by the transfer of a player to another table, as needed. In tournaments with more than two tables, the balance of table size is kept within two players. With two tables, the balance of table size is kept within one player. When the time comes to move a player from one table to another, the player after the big blind will be the player required to move.
15. In all events, there is a redraw for seating when the field is reduced to a final table.
16. A player who declares 'all-in' and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones. (A re-buy is permitted, if allowable by the rules of that event). If another deal has not yet started, the Poker Supervisor (or above) may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out of plain view. If the next deal has started, the discovered chips are removed from the tournament.

Tournament Rules

- 17.If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money remains. A player who posts a short blind and wins does not need to make up the blind.
- 18.All players must leave their seats immediately after being eliminated from an event.
- 19.Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player may not show any cards during a deal (unless the event has only two remaining players). If a player deliberately shows a card, that hand may be ruled dead and the player penalized.
- 20.Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
- 21.The deck is not changed on request. Decks change when the blind levels raise (or the dealers change), unless there is a damaged card.
- 22.In all tournament games using a dealer button, the starting position of the button is determined by dealing for the high card. (Remember, in these instances, the Ace of Spades is the highest possible card).
- 23.The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, the button may stay in front of the same player for two consecutive hands.
- 24.New players are dealt in immediately unless they sit down in the small blind or button position. In these two cases, they must wait until the button passes by.
- 25.In heads-up play with two blinds, the **small blind is on the button**. Cards should be dealt to the big blind first, and in the initial round of betting, the small blind can call, raise or fold. If the small blind calls, the big blind still has the option to raise, as per normal. (In the second, third and fourth rounds of betting, the big blind is the first to act).
- 26.If a player announces the intent to re-buy before cards are dealt, that player is 'playing behind' and is obliged to make the re-buy.
- 27.All hands are turned face up whenever a player(s) is all-in and betting action is complete.

Tournament Rules

- 28.If two (or more) players go broke during the same hand, the player starting the hand with the larger amount of money finishes in the higher tournament place for point and cash awards.
- 29.Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
- 30.Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the Poker Supervisor <or above> has the option of ensuring that it is carried out by paying those amounts). Any private agreement that excludes one or more active competitors is improper by definition.
- 31.A tournament event is expected to be played until completion. A private agreement that removes all prize money from being at stake in the competition is unethical.
- 32.Management retains the right to cancel any event, or alter it, in a manner fair to all players.

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