

STANDARDS & POLICIES

WELCOME!

Welcome to the exciting world of [REDACTED]. Congratulations on being selected as a team member here at [REDACTED].

With the opening of [REDACTED], we have confirmed our leadership in the poker industry in [REDACTED], and we will all work together to make our poker room the best in [REDACTED].

Every employee in every job position will demonstrate a commitment to excellence by delivering a “winning experience” to every guest who visits [REDACTED]. We have selected employees in every aspect of poker who are capable of this, and by working together, we will all succeed.

STANDARDS

We will treat our guests and our fellow employees with dignity and respect.

We will deliver a level of service that creates an atmosphere that makes our guests want to return by giving each guest a positive and memorable experience.

We will routinely go above and beyond in accomplishing our job duties by playing an active role in ensuring quality customer service.

We will present an image of excitement, enthusiasm, out-going personality and project a professional appearance.

We will value relationships with our guests, with each other, with our company and with the people and the communities in which we live and work.

We will be honest and fair in how we treat our guests, perform our daily job duties, and carry out all of our business dealings.

Management reserves the right to make decisions, which are in the best interest of the department. Management reserves the right to alter or cancel rules, standards or procedures at any time and without notice. Under no circumstances are the statements contained in these policies to be considered a contract of employment, an obligation, or guarantee on the part of the Poker department.

These standards and procedures will be reviewed on a regular basis and may be revised as necessary and appropriate to reflect the dynamics of the Poker Department. Changes will be communicated to all Poker employees and new or revised policies will be distributed to employees with supervisory responsibility or all employees if deemed necessary by management.

CONFIDENTIALITY

Employees are not allowed to disclose company sensitive information, as stipulated in the general guidelines of this standard, without the expressed written consent of the Director of Poker Operations. By accepting this manual, the employee agrees to abide by the aforementioned confidentiality agreement.

Employees who violate the confidentiality agreement will be considered to have committed a “disloyal act” and will be subject to disciplinary action, up to and including termination.

Sensitive and confidential material must be kept secured at all times. Failure to do so may result in disciplinary action, up to and including termination.

Employees may not discuss revenue or any other material that may be considered confidential or whose release may be detrimental to the operation of the department.

Employees may not discuss disciplinary action as it pertains to other team members.

Employees are not to discuss schedules or other personal information to non-team members.

CONFLICT OF INTEREST

All employees of the [REDACTED] may not work in any other gaming establishment or for any gaming related company that may result in a conflict of interest. This includes, but is not limited to the following: cruise ships, private (home) poker games, bar poker leagues, charity poker tournaments and pari-mutuel facilities. Employees found to be in violation of the aforementioned policy will be subject to disciplinary action up to and including termination. Employees that wish other employment may do so as long as their second job does not conflict with [REDACTED] scheduling.

The purpose of this policy is to assure that guests are given the highest quality guest service and we are appropriately staffed at all times. It further ensures that proprietary information is not used at any other gaming establishment or gaming related company that may negatively affect the [REDACTED]

GENERAL POKER ROOM POLICIES

Smoking, gum chewing or eating is NOT allowed in the poker room or any public area. Dealers are NOT permitted to have any foreign objects in their mouth while dealing. (Cough drops or mints are permitted when necessary).

Cursing, profanity, or sarcastic remarks on the game will NOT be tolerated.

Do not handle customer or house money unnecessarily.

Breaks should be taken in designated areas. Do not loiter in public areas. Uniformed employees are NOT allowed to leave the property during breaks and meal times.

Removing your apron should be done in designated areas only. Keep shirts fully buttoned, tucked in and sleeves rolled down while on property.

Be on time for your assigned shift and when returning from breaks. All dealers MUST be in the poker room 5 minutes before their shift starts.

When going to break, check in with a supervisor to verify what table you are breaking from, and leave the poker room promptly. No conversation should take place unless you are relaying important information about a game.

Nothing should be brought into the poker room. CELL PHONES ARE NOT ALLOWED ON THE GAMING FLOOR unless approved by Management.

Politely greet and acknowledge all players using their first names when known. Utilize the [REDACTED] system to learn their names.

Follow a Supervisor's or Shift Manager's instructions and corrections at all times and WITHOUT question while on the game. If you have a question or dispute, resolve it AFTER leaving the table.

While your game has any action, pay attention to the game and be ready to handle customer needs.

Employees MUST wear their badge at ALL TIMES and in FULL VIEW when on property and on the poker room floor.

There should be no telephone calls or messages received in the poker room. Messages may be accepted and relayed only in emergencies.

NEVER argue with a fellow employee in front of patrons.
Maintain an alert and courteous attitude at all times. Be as helpful as possible when instructing players about the game, but DO NOT tell a player how to play their hand or their money.

Face the front of your table at all times. NO talking between dealers on other games (cross firing). (This also includes when sitting on dead spreads.)

NEVER argue with a customer. All complaints should be turned over to the Supervisor or Shift Manager immediately.

After handling chips and/or cash, you MUST clear your hands prior to making any movement toward your body.

Do not lean on your table.(No elbows)

NEVER take anything (money, chips, cards, etc.) from a player's hand.

If any situation arises that you do not know how to handle, call your Supervisor or Shift Manager.

Ask patrons politely to remove pocketbooks, cell phones, napkins, chip racks, cash, etc. from the table. If the customer resists, call the Supervisor or Shift Manager to handle the situation. The felt must be clear of all foreign objects.

Employees are not allowed to keep personal items in the podiums. Lockers will be made available for these items.

TEAM MEMBER RELATIONS

All employees need to be aware of what is going on in their room at all times. Employees should know all questions from players and dealers about the room on a regular basis.

The following are examples of the most commonly asked questions you should always know:

How many games do you have?
What are the table limits?
When and what are your tournaments?
What promotions are you running?
What types of jackpots are paid?

CHAIN OF COMMAND

The Floor Supervisor is the first step in the poker dealer's chain of command. The Floor Supervisor can turn over any decision made by a dealer. Dealers will NEVER argue, dispute, or talk back to the Floor Supervisor or Shift Manager, no matter who is right or wrong. If a dealer does not agree with a decision made by the Floor Supervisor or Shift Manager they should discuss it off the game. The issue should not spark an argument in the poker table, or in the Poker Room. If the issue is a major concern, it should be brought to the attention of the Shift Manager immediately when you go to break. It is the dealer's responsibility to inform the Shift Manager if the Floor Supervisor is enforcing improper procedure or not enforcing proper procedures; "the floor told me to" is NOT an excuse when being disciplined for procedure.

The chain of command is as follows for the poker room.

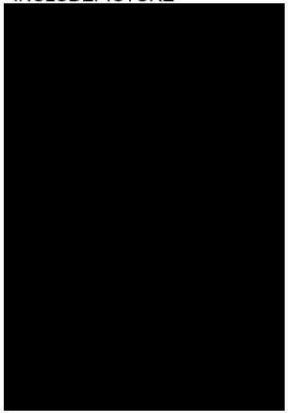
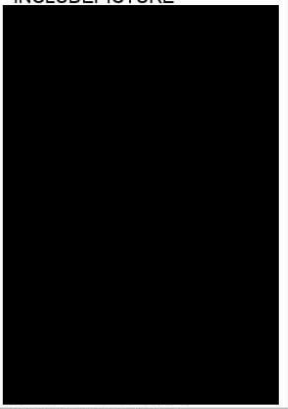
- Floor Supervisor
- Poker Room Shift Manager
- Director of Poker
- General Manager
- Human Resources

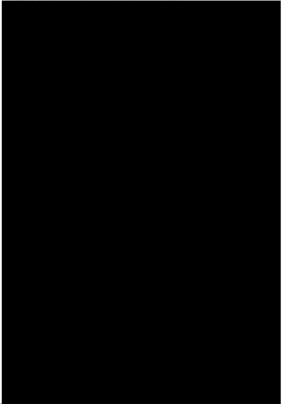
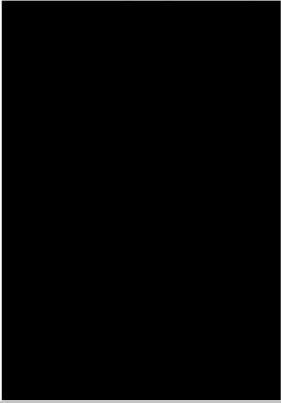
All issues, complaints, and concerns should follow this order. Do not skip steps in this chain when trying to resolve a situation.

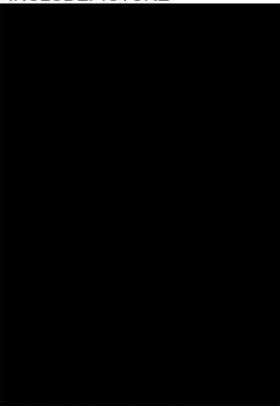
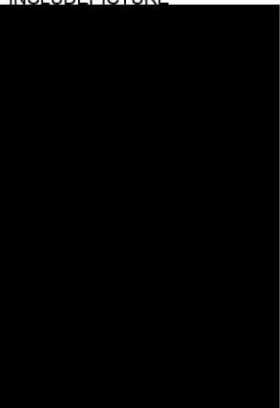
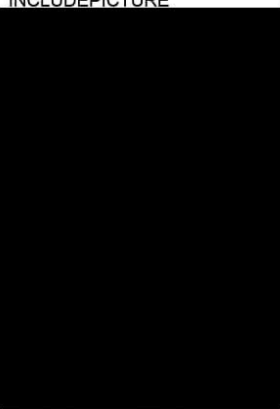
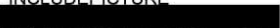
Team members are encouraged to share all ideas concerning any new promotions or procedures that they feel may improve the poker room.

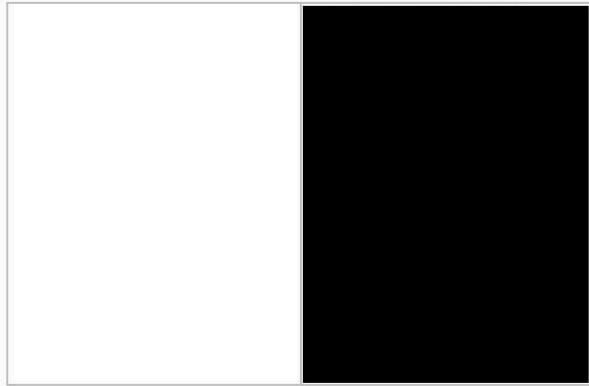
POKER ROOM RULES & REGULATIONS

POKER HAND RANKINGS

Royal Flush	INCLUDEPICTURE 	A straight from a ten to an ace with all five cards of the same suit. In poker all suits are ranked equally.
Straight Flush	INCLUDEPICTURE 	Any straight with all five cards of the same suit.
Four of a Kind	INCLUDEPICTURE 	Any four cards of the same rank. If two players share the same Four of a Kind, the bigger fifth card (known as the kicker) decides who wins the pot.

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Full House	INCLUDEPICTURE 	Any three cards of the same rank together with any two cards of the same rank. Our example shows "Aces full of Kings" and it is a bigger full house than "Kings full of Aces."
Flush	INCLUDEPICTURE 	Any five cards of the same suit (not consecutive). The highest card of the five determines the rank of the flush. Our example shows an Ace-high flush. In the event of 2 Ace high flushes, the next highest card will determine the winner, and so on up to 5 cards.
Straight	INCLUDEPICTURE 	Any five consecutive cards of different suits. Aces can count as either a high or a low card. Our example shows a five-high straight, which is the lowest possible straight.

Three of a Kind	INCLUDEPICTURE 	Any three cards of the same rank. Our example shows three-of-a-kind Aces, with a King and a Queen as side cards - the best possible three of a kind.
Two Pair	INCLUDEPICTURE 	Any two cards of the same rank together with another two cards of the same rank. Our example shows the best possible two-pair, Aces and Kings. The highest pair of the two determines the rank of the two-pair.
One Pair	INCLUDEPICTURE 	Any two cards of the same rank. Our example shows the best possible one-pair hand.
High Card	INCLUDEPICTURE 	Any hand not in the above-mentioned hands. Our



example shows the best possible high-card hand.

TEXAS HOLD EM

Texas Hold'Em is a community card game that will use a flat disc called "the dealer button" (or just "the button") to indicate the starting point of each hand. The player to the immediate left of the button is first to receive any cards.

"Blinds" are wagers posted BEFORE any cards are dealt. These blinds are placed at the first and second position LEFT of the button. The sizes of the blinds are determined by the limit of the game or tournament structure.

Each player will receive a total of 7 cards. (2 down cards & 5 community cards)

The object of the game is to make the best 5-card poker hand out of the 7 cards.

The dealer will deal the first 2 cards to each player face down.

Then there will be the first betting round.

The dealer will deal the first card off the deck face down on the table (the burn card) and then deal the next 3 cards face up on the table "The Flop"

Then there will be the second betting round.

The dealer will again burn the next card off the deck and deal the following card face up on the table "The Turn"

Then there will be the third betting round.

The dealer will again burn the next card off the deck and deal the following card face up on the table "The River"

Then there will be the fourth and final betting round.

SHOWDOWN

OMAHA HI

Omaha is played just like Texas Hold'Em except for the following:

Each player will receive a total of 9 cards. (4 down cards & 5 community cards)

The object of the game is to make the best 5-card poker hand out of the 9 cards. The players must use 2 of the cards from their hand and must use 3 of the community cards to make their best 5-card hand.

The dealer will deal the first 4 cards to each player face down.

Then there will be the first betting round.

The dealer will deal the first card off the deck face down on the table (the burn card) and then deal the next 3 cards face up on the table "The Flop"

Then there will be the second betting round.

The dealer will again burn the next card off the deck and deal the following card face up on the table "The Turn"

Then there will be the third betting round.

The dealer will again burn the next card off the deck and deal the following card face up on the table "The River"

Then there will be the fourth and final betting round.

SHOWDOWN

OMAHA HI/LOW

Omaha Hi/Low is played exactly like Omaha Hi except for the following:

The object of the game is to make the best 5-card poker and/or the lowest 5-card poker hand out of the 9 cards. The players must use 2 of the face down cards and must use 3 of the community cards to make their best 5-card hand.

Players may use same cards for making the high hand as the low hand or 2 completely different cards.

In order to qualify for a low hand, the following criteria MUST be met:

The player must have a combination of 5 non-identical cards that are ranked eight or lower to qualify for a low hand.

There must be at least 3 non-identical cards on the board that are ranked eight or lower.

The player must have 2 cards, eight or lower in their hand, that are not duplicated on the board.

Aces can be played as high, low or both.

LIMIT/STRUCTURED RULES (HOLD EM & OMAHA)

The large blind will be the amount of the lower structure. The small blind will be $\frac{1}{2}$ the size of the large blind or as near as possible not to exceed $\frac{1}{2}$.

\$1-\$2 Limit Game \$1-\$1 Blinds

\$2-\$4 Limit Game \$1-\$2 Blinds

\$5 Straight Limit Game \$5-\$5 Blinds

In new games, the dealer will draw for the button by dealing out a single card for each player at the table. The highest card by suit gets the button. Suits are ranked: Spades (highest), Hearts, Diamonds, and Clubs.

If a player misses a blind for any reason and wants to continue playing, that player MUST post the blind or blinds AFTER the button has passed or wait until after the button has come back around the table.

A new player to the game may NOT come in on the button. The player MUST wait for the button to pass them. A new player may opt to 'buy' the button when coming in on the small blind position by posting both the big blind and small blind, which then entitles them to the button on the next hand.

All blinds are 'LIVE', meaning the player has the option of raising the pot when the action reaches that player.

A player who posts a regular blind may only put up the amount required by the structure of a particular game; oversized blinds are prohibited.

An extra voluntary blind posted by the player to the immediate left of the big blind is called a 'straddle'. The rules governing straddle bets are:

Only ONE straddle is permitted on a deal, unless the supervisor or Shift Manager specifically permits multiple straddles.

A specific size for the straddle is set for each game, which is twice the size of the big blind. A straddle of larger size is not permitted.

The action before the flop is initiated by the person on the immediate left of the straddle.

The straddle is a 'live' blind. That player MAY raise the pot.

In limit games the straddle is not counted as one of the 3 raises.

The button does not have the option of posting a straddle.

The house has the right to disallow the use of a straddle bet in a game. However, if the dealer breaks the house rule and allows the player to post a straddle and substantial action takes place, the bet must stand and is live.

All blinds will be arranged in clockwise order from the button.

A player who misses a blind will be given a 'missed blind' button. To receive a

hand when they return, a player with a missed blind button must do one of the following:

Come in on their big blind.

Make up the blind in appropriate fashion.

A player who makes up their blind is still required to take the blind in normal rotation.

If a player only misses the small blind, that money must be posted and played as 'dead money' upon return to the game, or wait for the big blind comes around.

A player who misses all the blinds on a round shall make it up by posting an amount equal to the sum of the blinds. The excess amount over the bring-in becomes 'dead money' and is put into the center pot by the dealer because it is not part of the bet. If a player decides to come in on the straddle position, they must still make up the small blind which is played as 'dead money'.

A player who goes broke and wishes to re-enter the game shall be responsible for any missed blinds if they have missed a blind.

A player who moves to a new seat three or more active (present at the table) players clockwise away from the big blinds must post the amount of the big blind (or wait to take the big blind). This rule prevents a player from continually changing seats to unfairly get several extra hands before taking the blind.

A player who has just taken the blind before the button or just played the button and then immediately moves to a new seat that either due for the big blind or either of the two seats on the immediate left of the big blind, has the option of letting the blinds go by them without penalty. The player has not unfairly received any hands, because that player's relative position to the blinds has not improved.

A player who takes their big blind and then switches seats before the next hand must make up the little blind. The small blind is posted as dead money.

A player must have at least the amount of the big blind in order to receive cards and start play as all-in.

A minimum betting unit is established for each game. Chips of a lower denomination than the minimum betting unit may not be used once the blinds have been posted, even if the player is going all-in, unless they are played in a combination that equals the minimum betting unit.

NO LIMIT RULES

A no-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations.

No-limit means that the amount of a wager is limited only by the table stakes rule, so any or all of a player's chips may be wagered.

All the rules/regulations for limit games apply to no-limit except as noted here.

The number of raises in any betting round is UMLIMITED.

All bets must be at least equal to the minimum bring-in, unless the player is going all-in.

All raises must be equal to or greater than the size of the previous bet or raise, on that betting round, except for an all-in wager. A player who has already acted and is not facing a full-size wager may not subsequently raise an all-in bet that is less than the minimum bet (the amount of the minimum bring-in) or less than the full amount of the last bet or raise.

Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all-in for less than \$300 total (not the full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. Player A could have raised, because Player A is facing a full-sized raise from player B.

At non-tournament play, a player who says 'raise' is allowed to continue putting chips into the pot with more than one move; the wager is assumed complete when the player's hands come to rest outside the pot area. This rule is used because no-limit play may require a large number of chips be put into the pot.

A wager is not binding until the chips are actually released into the general area of the pot, unless the player has made a verbal statement of action.

If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.

If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.

Because the amount of a wager at big-bet poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered needs some protection. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct or it is obvious that the caller understands the amount wagered. The decision-maker is allowed considerable discretion in ruling on this type of situation. A possible rule-of-thumb is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot.

Example: On the final betting round, a player puts a \$500 chip into the pot and says softly, "Four hundred." The opponent puts a \$100 chip into the pot and says, "Call." The bettor immediately shows the hand. The dealer says, "He bet four hundred." The caller says, "Oh, I thought he bet a hundred." In this case, the recommended ruling normally is that the bettor had an obligation to not show the hand when the amount put into the pot was obviously short, and the 'call' can be retracted. Note that the character of each player can be a factor. (Unfortunately, situations can arise at big-bet poker, that are not so clear-cut as this.)

A starting bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is calling the previous bet unless the player made a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)

If a player tries to bet less than the legal minimum and has more chips, the wager must be increased to the proper size. The wager is brought up to the sufficient amount only, no greater size.

All wagers may be required to be in the same denomination of chip (or larger) used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips do not play except in quantity, even when going all-in.

STRADDLES

Straddles are blind wagers made only to the immediate left of the big blind. A straddle can only be double the big blind, and is considered a live wager.

At limit poker, the straddle is not considered the first raise in the betting round, nor does it change the minimum wager for the betting rounds following the flop. For example: In 2-2 limit, the blinds are \$1 and \$2, and the straddle is \$4. The first raise would be \$6, the re-raise would be \$8, and the "cap" would be \$10. Following the flop, the come-out bet would still be \$2.

At no-limit poker, the straddle changes the minimum bet for the action after the flop. For example: In 2-5 no limit, the blinds are \$2 and \$5, with a straddle of \$10. The minimum raise is now to \$20, and after the flop, the come-out bet is \$10.

SEVEN-CARD STUD

Stud is characterized by a player having individual cards, with one or more of their cards face up. Seven card stud is the most popular form and the only type discussed in these rules. Seven card stud is played high, low, and high-low split. To avoid running out of cards on a deal, all seven card stud games normally will be restricted to a maximum of eight players.

Each player will receive a total of 7 cards. (3 down cards & 4 up cards)

The object of the game is to make the best 5-card poker hand out of the 7 cards.

The dealer will deal the first 2 cards to each player face down, and the third card face up.

Then there will be the first betting round.

On the first round, the low card by suit is required to initiate action with a bet. Suits are ranked: Spades (highest), Hearts, Diamonds, and Clubs. On subsequent rounds, the high hand on board initiates the betting action. If hands are tied, the player to the left of the dealer acts first.

The dealer will deal the first card off the deck face down on the table (the burn card) and then deal one card face up to each player remaining. (4th Street)

Then there will be the second betting round.

The dealer will again burn the next card off the deck and deal one card face up to each player remaining. (5th Street)

Then there will be the third betting round.

The dealer will again burn the next card off the deck and deal one card face up to each player remaining. (6th Street)

Then there will be the fourth betting round.

The dealer will again burn the next card off the deck and deal one card face down to each player remaining. (7th Street)

Then there will be the fifth and final betting round.

SHOWDOWN

For *structured limit games*, the lower limit applies on the first two betting rounds unless there is an open pair. If there is an open pair on fourth street, any bettor has the option of wagering either the lower or upper limit only. This is the fourth street rule. On fifth, sixth, or seventh street, only the highest limit may be bet.

SEVEN-CARD STUD LOW (RAZZ)

Aces are low cards only. Straights and flushes do not impair the value of a hand for low. On the first round, the high card by suit is required to initiate action. On subsequent rounds, the lowest hand on board initiates betting action. If hands are tied, the player to the left of the dealer acts first. Structured limit games use the lower limit on third and fourth street and upper limit thereafter, with the presence of an open pair not affecting the limit.

SEVEN-CARD STUD HI/LOW

A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. The low card suit initiates betting action on the first round, with an Ace counting as high card for this purpose. On subsequent rounds, the high hand initiates the action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limits on third and fourth street and the upper limit on subsequent streets, with an open pair not affecting the limit. As in Seven Stud Low, Aces may be used for low. Straights and flushes do not impair the value of a hand for low. A player may use any five cards to make their best high hand and any other grouping of five cards, whether the same as their high hand or not, to make the best low hand.

RULES

If you are not present at the table when it is your turn to act on your hand, you forfeit your forced bet if any. If you have not returned to the table in time to act, the hand will be mucked when the action reaches your seat.

If a player who is in for all the bets folds, the player's seat receives the card it was due on that round and continues to receive a card on subsequent rounds if nobody bets. The card is dealt facing the same way (up or down) as the cards to the live players on that round. A player who has folded cannot be considered high on board for betting purposes, even though the player's seat has been dealt one or more additional cards that outrank face up cards of the other players. The highest-ranking live hand initiates betting action. The failure of a dealer to deal the dead seat a card when required can be psychologically disturbing, but no player has been injured, because receiving a random card does not affect a player's chance of winning the pot.

If the dealer mistakenly deals a dead seat a card or fails to deal a dead seat a card when required, it should be corrected by having the cards moved to the proper player if there has not been substantial action, because the dealer counts as a player. If there has been substantial action or if the error is on a round of down cards that might have been seen, the cards stay as dealt. Once the proper order of cards had been broken by the improper dealing out of the dead seat and the error stands, the dead seat should no longer receive a card on subsequent rounds.

If the dealer is going to run out of cards before all active players have a complete hand, the following procedure shall be used:

The un-dealt cards and burn cards are remade when it is determined that there are not enough cards to finish the deal, not when the dealer actually runs out of legal cards to deal.

A new deck made by combining un-dealt cards with burn cards (and buried cards from the remainder of a round where the dealer dealt prematurely and the cards could not be used) must observe the rule for burning a card before dealing and not dealing the last card of the deck. Therefore, the number of players that can be accommodated by making up a new deck is two less than the number of cards available.

If every player can be given a final card in accordance with rules a and b, the dealer mixes the un-dealt cards with the burn cards by scrambling as a shuffling procedure. He then squares up the deck, cuts, burns a card and deals.

If the number of players needing a final card is too many to be taken care of by the procedures of rules a, b, and c, this should be foreseen by the dealer before anyone is dealt a final card by examining the stub of the deck. Instead of dealing anyone an individual card, the dealer shall burn a card and deal a community card for all players to use. If the dealer has failed to realize at the start of the round that they do not have enough cards, the dealer should deal all but the last card. The dealer then remakes the deck from the last card and the burn cards, burn a card, and deals a community card for all players who lack a final card. If only some of the players are sharing a community card, there shall be no betting on the last round.

A player who calls when beaten by the opponent's up cards is not entitled to a refund for these reasons:

There is always the chance an opponent whose hole cards do not help their hand will assume by the call that their hand cannot win and will muck the hand without showing it down.

The call could be used as a tool to reveal an opponent's hand.

Information about the bettor's hand has been made available to all the players by the call. Therefore, it is unfair if the bettor does not receive the normal compensation for disclosing this information.

If you pick up your up cards without calling when facing a wager, this is a fold and your hand is dead. This act has no significance at the showdown because betting is over and the hand is live until discarded.

If the wrong person is designated as low and that person bets, the action will be corrected to the true low card if the next player has not yet acted. The incorrect low card takes back the wager and the true low card must bet. If the next hand has acted after the incorrect low card wager, the wager stands, action continues from there, and the true low card has no obligations.

In all games, the dealer should indicate who acts first. In high or high-low games, the dealer should call open pairs. The dealer should identify four-straights and four-flushes.

THE BUY-IN

Rules concerning the buy-in apply only to a player's initial buy, or re-buy after going all-in and losing the pot. A player with chips may add additional chips to their stack as they wish when not involved in a pot, as long as they don't go over the maximum buy-in for that game they are playing.

At the beginning of any hand, if a player does not have enough in chips to call the big blind, that player is considered "bust", and must re-buy for the table minimum.

The house will set a minimum and maximum buy-in for each game. All buy-ins and re-buys must comply with these amounts. No short buys are permitted. A new player to a table must comply with the buy-in requirements for that game even if they have come from the same size and type of game, unless the house has transferred them from a similar game which has broken down.

A return to the game after an absence of less than one hour is still considered part of the same playing session. A player must buy-in for at least the amount that they cashed out. If they cashed out short, they must have a full buy-in when they re-enter the game.

TABLE STAKES

Only chips at the table at the start of a hand shall be in play for that pot.

A player with chips may add additional chips of any amount to their stack between deals. A player who goes broke may add chips between deals provided that they comply with the minimum buy-in requirement.

Chips on the table may be used to pay for incidental items (cigarettes, beverages, food, etc.), provided it is not of monetary value pertaining to the stakes of which they are playing.

A player may not remove any chips from play until they quit the game.

A player transferring tables to the same size game only needs to play enough money to comply with the minimum buy-in requirement.

Any player has the right to un-impeded view of another player's chips upon request.

HAND PROTECTION

Players are responsible for taking reasonable means to protect their hand. A player, who fails to take reasonable means to protect their hand, shall have no redress if the hand becomes fouled by contact with discards or accidentally taken in by the dealer or another player.

Contact of an unprotected hand with a discarded card shall make the hand dead if there is any doubt of which cards belong in the hand.

A 'protected hand' means the player is holding on to it or has one or more chips or heavy object set on top of it. Stud hole cards are considered protected.

A player is not considered to have actually received a card until they have had an opportunity to protect it, or had incorporated it into their hand.

A player who leaves the table without comment and has an unprotected hand is assumed to be folding to any bet. A player who is not at the table for the

showdown and has left their hand unprotected is assumed to have no interest in the pot, and the hand may be mucked.

PROPER CARD

Each card dealt must be the top card of the deck. After the initial card of a round has been dealt to a player, each player must receive their card directly after the person on the immediate right. The order of future ownership of cards that will be in play is not to be disturbed at any time during the round unless an irregularity of sufficient magnitude has taken place, requiring a round of cards to be buried, the deck remade or a hole card has been dealt to the wrong player in such a manner that the mistake cannot be rectified by switching the card.

A player receiving a down card in a Stud game that should have been dealt to another player must keep it, unless there is no chance that they know its rank or suit and the card has not become intermingled with their other down cards. A player who was skipped their proper down card in such a manner that they can no longer receive it should get a card after all other players receive a card that round.

These rules make an effort to preserve the order of the cards so a player will receive the same card that they would have received if there had been no irregularity in procedure. If for some reason it becomes impractical for the player to receive the same card, the player has not been injured. The bottom card of the deck is never to be dealt.

EXPOSED CARDS

A down card dealt face up, a down card that flashes as it is dealt so that another player might know its identity, or a down card dealt off the table is considered to be an exposed card. When there is a question of whether a card that 'caught some air' actually flashed, the player is entitled to get it replaced if they have not looked at the card. It is proper for the player to ask for a replacement before looking at the card. If the player looks at the card before asking to get it replaced, they open themselves to the charge that they are asking to get the card replaced because they didn't like it. The decision whether to allow the looked-at-card to be replaced will depend on a number of factors and will be made by the house.

An exposed down card is either required to be replaced or the player is required to keep it, according to the rules for each particular form of poker. The player never has an option of whether to accept or reject a card.

The replacement of an exposed card must be accomplished in such a manner that the requirements of the PROPER CARD rule are met regarding the dealing of only the top card of the deck and changing the natural assignment of any card that will be in play. Therefore, the replacement of an exposed card in flop games must be done in the following manner:

The dealer continues to deal each player their rightful card.

After each player has received all of their cards, the exposed card is replaced by the top card of the deck (which was due to be the burn card)

The dealer shows the exposed or flashed card to all the players and the

places it face up on top of the deck to be used as the new burn card. When burning this card, deal it facedown as normal.

The rules regarding exposed cards dealt to players in Seven Card Stud are listed as follows.

In seven-card stud high, if one of a player's initial hole cards is exposed, the player shall use it for their up card and receive their third card facedown to be a hole card. If two of a player's initial cards are exposed, it is a misdeal.

If the final card dealt to a player is exposed, the following rules apply.

A face up final card is always treated as if it were a down card in determining who initiates the betting action on the final round.

If the first player (not all-in) received the card face up, all the other players receive their cards face up and action proceeds as normal with respect to bets and raises.

If a player, other than the first player is dealt an exposed card, the remaining cards shall be dealt facedown. The player with the exposed card has the option of declaring themselves all-in before the betting round begins. If they declare this, the betting proceeds normally among the other players. If they do not declare themselves all-in, they are subject to all bets and raises on that round.

An all-in player should receive their final card facedown.

However, if it is exposed, they must take it. The remaining players still receive their final cards facedown.

MISDEALS

A misdeal shall cause all the cards to be returned to the dealer for a re-deal. A misdeal may not be called once substantial action has taken place. 'Substantial action' is defined as three players taking any action (including a fold) or two players acting by a bet, call or raise before attention is called to the error. Substantial action can only occur when the dealer is no longer in the act of dealing cards. A player who discovers that they have too many cards after action has begun has a dead hand. A player posting a blind or straddle is not considered to have taken action at that point. The following actions shall cause a misdeal to be declared if there has not been substantial action.

Failure to shuffle and cut the deck before dealing.

Dealing to the wrong player first.

Failure at some point to deal each player only the proper card (except that a player whose card flashes may receive the burn card in its place).

Dealing out a player at the table or a player away from their seat who has either indicated a desire to get a hand by posting a blind or is on the button and has asked for a hand. In a game using blinds, if an absent player other than the above has asked for a hand and is dealt out, it shall be declared a misdeal so long as no player has yet been dealt all the cards for the starting hand. In a game using antes, if a player who antes is dealt out, it shall be

declared a misdeal so long as no player has been dealt all the cards for a starting hand. If the error is not discovered until one or more players have been dealt all cards, the player dealt out, shall receive the ante back, and the hand is played.

Dealing too few cards to a player, except when that player is due to get the top card of the deck.

Dealing too many cards to a player, except when the last card dealt was scheduled to be the burn card and can be returned to the deck.

The exposure of two or more cards that need to be replaced.

The initial dealing of a down card to the wrong player, if there is a chance that player looked at it.

The presence of more than one boxed (improperly faced) card.

The discovery of a joker in the deck.

The discovery of one or more cards missing from the deck.

The discovery that the deck is defective.

In Hold'Em, after dealing the player on the button all their starting cards, if the dealer continues to deal any cards in tempo that were supposed to be part of the flop.

In Seven Card Stud, if the first card off of the deck is exposed.

In Hold'Em, if the first card to one of the blinds is exposed.

In any game played with an ante, if the pot is found to be short one or more antes, it is not a misdeal. The offender(s) shall have a live hand and be obligated to put in the missing ante. If the offender(s) cannot be determined, the deal is played out with a short pot.

The dealing of an absent player is not a misdeal. If they are not back by the time it is their turn to act, the hand is killed.

The dealing in of a player or seat that is ineligible to receive a hand is not a misdeal. The dealer continues to deal a complete hand in that spot, and then the hand is killed.

ALL-IN BET

A player is never obligated to drop out of contention because an opponent has bet more than they have in play. A player confronted by a bet larger than their stack may call with the amount of chips in front of them. The excess part of the bet is either returned to the bettor or used to form a side pot with another player or players who matched the amount called. There is no limitation on the number of side pots. A player who has put all funds in play into the pot is said to be 'all-in'. A player who goes all-in and loses must re-buy to receive a hand on subsequent deals, even though they may still have some odd chips of small denomination that were not played when they went all-in.

If the player declares all-in with playable chips remaining, the dealer should require the chips be played.

A player may raise all-in even though the amount is too small to qualify for a full-size raise, according to the betting rules of the game, provided they would normally be entitled to raise in that particular situation.

When the action falls upon a player who is all-in, it passes clockwise to the next active player.

An all-in bet of less than half the minimum bet does not re-open the betting in limit poker.

Bets involving fractions of a dollar are not allowed in any game.

RAISES

This section determines which wagers may be raised by a player in for all previous bets. Any player may raise the pot at their turn UNLESS:

The previous wager is below the minimum size necessary to qualify for re-opening the betting to them.

The betting has been 'capped' because the maximum number of raises on betting round has been reached. Limit poker places a restriction on the number of raises that can take place on a betting round. Any wager of sufficient size to re-open the betting will count as a bet or raise toward the maximum permissible number and any wager smaller than that size will not count for that purpose. This poker room uses a maximum of a bet and three raises on a betting round at limit poker.

The minimum size to re-open the betting at limit poker must be at least half a 'full bet'. To be considered a full bet, a wager must be a bet of that limit. A player may not bet or raise less than the amount of a full bet unless he is going all-in.

A player facing a wager of less than half a full bet may:

Fold

Call

Raise the wager to the amount of the full bet. This is called 'completing the bet'. The player is not permitted to both complete and raise a wager.

A player facing a wager of half or more of a full bet may:

Fold

Call

Raise one full bet.

At limit poker, if the initial forced bet, (known as the "bring in"), is less than half a full bet, it is not considered large enough to be counted as a bet.

A wager increasing the amount of that bet to a full bet is called

'completing the bet' and is considered the first bet on that round. The smaller wager and the one that completes it are counted as a single bet or raise toward the bet-and-three raises limitation.

At flexible limit poker (NOT LIMIT POKER), a wager that increases the amount of the forced bet by half that amount or more, is considered a raise, because the forced bet is of sufficient size to qualify as a bet for that structure. In the poker room, a combination of the forced bet and first raise may not exceed the limit of that game. (ex. one to four dollar limit, a

forced bet of one dollar may only be raised three more dollars, to a total of four dollars.) As explained previously, this is still a bet and a raise, but the amount of the first raise is slightly restricted for the purpose of better building a pot. This restriction applies only to the initial forced bet. On subsequent rounds, a wager of one dollar could be raised four more dollars, to a total of five dollars.

At Stud, a bring-in of greater than the minimum requirement is considered a bet, not considered a raise.

When the maximum number of raises has been reached, the betting is said to be 'capped'. Once the betting on a round has been capped, no wager of any kind that increases the total bet will be allowed.

ACTION OUT OF TURN

A player has the right to act on their hand and an obligation to notify other players that they have not yet acted when the betting action bypasses them. Therefore, the following rules apply when the betting action bypasses a player who has not yet acted:

If substantial action takes place behind a player whose turn has come to act and has not yet acted, the actions stand. The player must check if there has not been a bet placed on that player and may only call or fold if there was a bet on them. 'Substantial action' means either three players acting or two players acting by placing money in the pot. The dealer counts as a player if they have condoned the action and is considered having acted if the dealer has dealt the burn card off the deck pushing the action past the proper player.

If substantial action has taken place after a player who has not yet acted, and the dealer deals any cards for the next round, the player who has not called all bets has a dead hand. This rule may not be used to call a hand dead when the player obviously intended to call all bets, but unintentionally put in less than the required amount of money. In such a case, the Floor Supervisor or Shift Manager should rule that the player must make up the amount short and have a live hand.

An action out of turn may seriously disrupt the normal course of the betting. Therefore, the following rules will be used to reduce the harm done to non-offending players if substantial action has not taken place.

The Floor Supervisor or Shift Manager has the authority to require that a player take the same action in turn that they took out of turn. This means that if a player acts out of turn by betting, calling or raising, that player may have to leave chips in the pot.

The player will not be compelled to take the same action in turn when that player has been misled by the dealer or a player in front of them who has not yet acted. Misleading may come from actions such as a player concealing a hand, starting to act and then not following through, improper placement of a player's bet or the

dealer looking at a player as if it was that player's turn.
At Stud, an action taken by a player who thinks they are first to act becomes established if the next player acts behind them and the betting shall continue as if they were supposed to be acting first. This rule fulfills the requirement of 'substantial action', because the dealer in this case counts as a player.
Any action out of turn may be required to stand, except a player is allowed to take back a call out of turn if an intervening player who had not acted decides to raise the pot.
A player who bets out of turn before the next card is dealt (bet in the dark) may not remove the money from the pot. If someone else bets, the player may raise the pot at their turn. If there is a misunderstanding as to whether the opponent was betting or calling, the right to raise may be revoked by the Floor Supervisor or Shift Manager.
A player who technically bets out of turn at Stud in a heads-up situation, but is really intending to call what seems to be an automatic bet by a powerful board, shall not be exposed to a check-raise. This applies only when the first player has actually picked up chips and started a betting motion, but not actually released the chips into the pot.

BURNCARDS

The dealer shall burn a card (place it facedown on the table, placed under the pot) before dealing any round of cards after the players have received their starting hands.

Burn cards shall be kept separate from the discards throughout the hand. They should remain in place until the pot has been awarded. In Hold'Em, if the deck has to be reshuffled (because the dealer dropped the deck or some other procedural irregularity), the burn cards should not be used in the new deck. The dealer still burns a card before dealing from the new deck.

In Stud, the burn cards are used with the un-dealt cards to form a new deck when the dealer does not have enough legal cards (cards that may come into play, which excludes the bottom card of the deck) to finish the last round.

Nobody may be shown the identity of a burn card (unless those described in the exposed card section).

If the dealer fails to burn a card when required, burns two cards by having them stick together or burns twice on a round and substantial action has not taken place, each card must be moved to its proper spot. One card must be burned, so the correct layout has been re-established. Substantial action in this case means two players have acted, because the dealer fulfills the requirement of the third person for the substantial action rule to be invoked. If substantial action has taken place before attention is called to the error, all cards will be played as dealt. If the error takes place on a round of down cards at Stud, the cards will have to be played as

dealt if any player has had an opportunity to see their card or has inter-mingled it with their other cards.

PREMATURE DEALING

A player is not allowed to put chips into the pot knowing any of the cards that are to be dealt for the next round, except for the final down card in Stud where the card must be kept. A player is never allowed to control whether an up card is to remain as dealt or the deck re-shuffled. The following rules apply when a card has been dealt face up before all the players have acted on their hands.

Any card dealt before everyone has acted may not be used.

The discovery of a wager, represented to be a call and accepted as such by the dealer is actually slightly short, shall not invalidate the dealing of a new card. The player is required to make the bet correct.

A player who has not called a bet and allows the dealer to deal a new round of cards without comment, has a dead hand once action has been taken on the new betting round and the new round of cards must stay. The player does not have a dead hand if they have indicated the intention of being in for all bets, but has mistakenly failed to put the correct amount in the pot. The player simply makes the bet correct.

In Stud games, if the dealt cards may not be used, they are retrieved and buried in the discards. A card for each additional player is also buried under chips near the burn cards, so the players receive the cards that were coming on the next round. If the mistake is made on the last down card, when the card is taken in or might have been seen by the player, the card is kept.

In Hold'Em:

On a premature flop, the flop cards, (but not the burn card), are reshuffled into the deck and a new flop is dealt, without a new burn card.

On a premature turn; the betting action is completed for the flop, the turn card is set aside, and the dealer proceeds to burn and turn for the turn card. (At this point the river card has actually become the turn.) When action is completed on the turn, and a river card is necessary, the dealer will take the premature turn card and shuffle it back into the deck and deal a river card without burning a card.

On a premature river, betting action is completed for the turn, the river card is shuffled back into the deck, and a new river card is dealt without a burn card.

WORDS AND GESTURES

A player facing a bet who announces a fold has a dead hand. At Stud, the picking up of all one's up cards off the table when facing a bet may be construed a fold.

However, the Floor Supervisor or Shift Manager may elect to let the player have a live hand if they feel the player was unfamiliar with the rule and no damage was done by the act.

At Stud, anytime before the showdown, a player who turns all of their up cards facedown has indicated a fold. The dealer shall kill this hand, even if the player is in for all bets up to that time. This does not apply to a player who has bet and mistakenly believes everyone has folded.

Asking the dealer to deal any new cards to see what was coming when facing a bet is equivalent to announcing a fold.

A statement of "fold", "check", "raise" or a specific size bet is binding on an active player.

A player who announces a bet or raise of a certain size but puts a different number of chips in the pot should have his bet corrected to the stated.

The substitution of an irregular statement or gesture for "fold", "check", "call", or "raise" is as binding as the regular statement would be in that situation, provided the intent is obvious or it could easily and justifiably be construed as having that meaning.

Rapping on the table or waving the cards up and down is considered a check. A player who in turn places their full hand face up on the table without comment on the final betting round is considered to have checked.

If a player is obligated to put money in the pot, by a bet, call or raise, the fact that they have thrown away the hand does not relieve them of that obligation. The dealer may and should, try to prevent the hand from being fouled by contact with the muck.

UNCALLED BET

A player who makes a bet that nobody calls wins the pot. A player who makes a bet and decides, incorrectly, that they have no live hands against them and throws the hand into the discards loses the pot unless the hand is declared retrievable by the Floor Supervisor or Shift Manager. Every effort should be made to rule in the direction of playing out the pot. If a player has been induced to discard the hand by the dealer, indicating they have made a bet and won the pot, but someone still has a live hand, the following rules apply.

If at all possible, the hand should be retrieved and the pot played out.

If the hand is irretrievable, the Floor Supervisor or Shift Manager must make a decision based on the strength of the remaining hand, whether it was out in the open or concealed and whether the player had an opportunity to speak up to prevent the bettor from thinking they won the pot.

The Floor Supervisor or Shift Manager can and should rule a worthless hand dead. A powerful hand, strong enough to have raised, should get the whole pot. In between these extremes, it is up to the Floor Supervisor or Shift Manager to decide what is fair.

UNCLEAR BET

A player has the right to assemble chips in front of them before acting. A player has made a bet if that player pushes assembled chips forward and releases them or releases chips into the pot at a sufficient distance from the player to make it obvious that they intend to bet. In unclear situations, a player who lets the dealer pull the chips into the pot without making an immediate objection has made a wager.

In flexible limit poker and no limit poker, a wager without comment that is larger than necessary to call a bet, but less than necessary to raise is a call if the excess amount is less than half of the amount needed to raise and considered a raise if it is more than half the amount needed to raise. If the amount is exactly half the amount needed to raise, it is considered a call. If the wager is ruled a raise, the player must add the amount needed to bring the wager to the size of a full raise.

In limit poker, a wager without comment that is not at least a complete raise is considered a call.

STRING BET

A player is not allowed to make a bet, gauge an opponent's reaction and then increase the amount of the bet. In order to add additional chips to the original wager, that player must indicate at the time it is made that the bet is not yet complete.

A player who puts the amount of a call into the pot **without** indicating a raise may not go back to their stack for more chips and raise the pot.

OVERSIZE CHIP BET

A wager accompanied by the announcement of "raise" indicates that the whole amount plays, or as much as legally possible.

When a player is required to make the opening forced bet, it is assumed that they are betting the minimum, unless that player makes a statement to the contrary.

An oversize chip is considered a CALL unless raise was stated.

FOUL HAND

A foul hand is a dead hand and cannot win any part of the pot. A hand is foul if it comes into contact with discards in such a manner as to violate the HAND PROTECTION rule, or has too many cards for that point in the game. A hand with too few cards for that point may continue to play, but a missing card cannot be replaced unless the player is due for the top card of the deck, the player was skipped for that round and called immediate attention to the fact or the player did not have the opportunity to take in a card and protect it before the card was fouled in some manner.

A player who discovers their hand is foul cannot recover any chips they have put into the pot except as follows.

If a player makes a bet or raise and the next player has not yet acted or indicated the intention of calling or raising, the player may call attention to the fact that their hand is foul and be returned the uncalled amount.

A player may not deliberately foul their hand to recover a bet, nor make an attempt to win a pot by betting or raising once the player has discovered that the hand is foul. If the Floor Supervisor or Shift Manager decides the player has violated either of these provisions, the Shift Manager or Floor Supervisor may rule that the chips must stay in the

pot. If the player with the foul hand wins the pot and this is discovered before the pot is awarded, the situation is similar to a player who bets knowing the deck is defective. A player who bets and wins a pot believing they have a complete hand, when actually, one or more player's cards have been inadvertently scooped into the discards by the dealer, gets to keep the pot. The Floor Supervisor or Shift Manager will have to rule whether the player bet with or without knowledge that they did not have a hand. In all other cases, the player's hand is dead because the player has too many cards. If a Floor Supervisor or Shift Manager is convinced beyond a reasonable doubt that no impropriety by that player exists, the player's chips will be refunded from the pot.

DEFECTIVE DECK

A defective deck is one that has two identical cards or any cards of a different colored back. Missing, mutilated, or marked cards do not constitute a defective deck for the purposes of this rule.

If the deck is found to be defective, all chips in the pot shall be returned to the players in the amount each contributed. A player who realizes the deck is defective should call attention to the fact immediately. A player who has the opportunity to know the deck is defective and attempts to win the pot by betting or raising shall have any chips used for this purpose remain in the pot for the next deal instead of returned. Only players who were initially dealt in on the deal where the deck was found defective may receive a hand on a pot containing forfeited money.

A player who has already been awarded a pot and taken it in is entitled to it, even if the deck is subsequently found to be defective, provided that deal is over before the correctness of the deck is challenged. The deal is considered to have ended when all cards are turned facedown and are intermingled into the discard pile.

DROPPED DECK

A deck that is dropped by the dealer before a deal is over, such as the dealer thinking no more cards are to be dealt, shall have the top of the deck used if can be properly determined. The Floor Supervisor or Shift Manager should see that the cards in question are correct. If the deck is in doubt or a card might have been flashed, the Floor Supervisor or Shift Manager shall have the dealer take the unused cards and reshuffle them. Cards known to be discards may not be reshuffled into the deck. The dealer must cut the deck and burn a card before dealing.

SHOWDOWN

If two or more players are still in contention for the pot after all the cards have been dealt and the betting is over, the players show their cards to determine who has the best hand and wins the pot. A player at the showdown may discard a hand without showing it. Any player in a hand at the finish may ask to see a called hand provided it has not touched the muck. A checked hand is considered a called hand. If a side pot is involved and no players call the final bet, the hand

winning the side pot MUST be shown to the other players, even if the bettor concedes the center pot to the all-in player. Players should wait until a hand has actually been thrown away before asking to see it.

The right of any player to examine the contents of a discarded hand at the showdown is not to be abused. A player using this right, as a method of irritation should be warned to stop. If the player does not heed the warning, this player is subject to have the right revoked by management.

The following rules govern who gets the pot at the showdown.

A hand with too many cards for that form of poker is dead. A dead hand cannot win any part of the pot.

A hand with too few cards at the showdown may be ruled live. The player must still have one or more individual cards.

It is improper for a player to discard any of their cards, even though they are not needed for a 5-card poker hand. A player who breaks this rule is subject to having their hand ruled dead if the Floor Supervisor or Shift Manager feels the action was a deliberate violation.

A hand is ranked according to the cards actually in it, not by the player's opinion of their holding. Therefore, the under calling of a hand's rank or a verbal concession is not binding. 'The cards speak for themselves'.

A hand that is placed face up on the table and properly identified is a live hand. The player who owns it is entitled to the pot, even if the dealer subsequently mucks the hand in error. 'Properly identified' means accurately identified to the satisfaction of the Floor Supervisor or Shift Manager. Examples would be by the dealer and player possessing the hand or by significant majority of players observing the hand.

A discarded hand, which has never been properly identified, that is turned face up by the dealer at another player's request, cannot win any part of the pot.

Although it is unethical to deliberately miscall the value of a hand, it is quite possible to do so as an honest mistake. Therefore, a player is responsible for confirming that a hand actually reads as stated. To give a misled player some protection, the Floor Supervisor or Shift Manager has the power to reconstruct and rule live, a hand thrown away as a result of an inaccurate identification of an opposing hand by the opponent or by the dealer, even if it has touched the muck. However, if the mucked hand can no longer be satisfactorily reconstructed and has never been properly identified, the hand is dead. The player must give up any claim to the pot. The house retains the right to make an equitable decision when the mucked hand was obviously the best hand.

'The muck' is defined as discards, burn cards, and cards from the unused deck stub. Face up community cards are not part of the muck.

A hand never properly identified, thrown into the muck by a player who concedes the pot, when the concession is not a result of

misinformation about an opponent's hand, is a dead hand, even though it may have been face up on the table at the time.

A hand that has been thrown away but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck their hand. To have the hand considered live, turning it face up may only be done by the owner of that hand, the dealer acting at the owner's explicit request or the opponent who would be winning the pot if the hand was ruled dead. A thrown-away hand turned face up by someone other than the above is not a live hand. (NOTE: If the opponent who would be winning the pot turns up an opponent's hand, it is live. However, if the player asks the dealer to turn it up and the dealer does so, the hand is dead as stated earlier.)

The proper dealer procedure for a hand being shown down is to call attention to any card(s) that are still facedown, so that the player may turn them up. However, the turning up of one or more facedown cards by the dealer or another player in a hand that is partially face up cannot deprive a player with the best hand from winning the pot.

A hand discarded face up is still a live hand, even though it has touched other cards, provided it is clearly identifiable.

A hand that is put into the muck when a player has left the table at the showdown, implying a concession of the pot is a dead hand. The house is not obligated to restrain a player who bolts from the table in belief that they have lost the pot.

If a dealer mistakenly mucks a face up hand that has never been properly identified and the player has given approval to the action, the error must stand. If the player has not given approval, the hand is still eligible to win the pot, if the Floor Supervisor or Shift Manager can determine the contents to their satisfaction by the testimony of other persons. A player, who shows down the best hand, cannot be deprived of the pot because the dealer mucked it in error.

Any player, Floor Supervisor or Shift Manager, who sees an error about to be made in awarding the pot, has an ethical obligation to speak up.

The responsibility for properly identifying a hand at the showdown is shared by the dealer, player who owns the hand and to some extent, the other players in the game. However, the higher the stakes, the greater the presumed competence of the player. Consequently, the player has greater responsibility for protecting their interests in the pot.

The dealer does not have the obligation to read a hand that has been thrown away facedown, even if that hand had been face up at one time.

A pot should only be awarded by the dealer. **NO PLAYER MAY REACH INTO THE POT.**

A player, who wishes to contest the ownership of a pot, must do so at the time the pot is awarded. A pot that has been awarded without an immediate challenge belongs to the player possessing it.

The Floor Supervisor or Shift Manager has the authority to calculate the size of a mistakenly awarded pot and remove the proper amount of money from a player's stack, provided that attention was called to the error at the time it was made.

ORDER OF SHOWDOWN

Side pot winners should be determined before the center pot, to help prevent a player from discarding the hand, because some player only in the center pot has them beaten.

The rule governing the order of showdown is to be used only in situations where players refuse to show their cards 'until the other guy does first'. The most practical way for the game to be played, which saves the most time is for any player who thinks they have a possible contending hand to immediately put it face up on the table at showdown. The following rules are for players who discourteously insist on wasting time.

The player who last 'showed strength' by a bet or raise shall show their hand first.

If the last or later rounds of betting are checked out, the last show of strength still applies and the round that was last to have any betting is the determining factor.

Subsequent showing of hands will be clockwise from that person. In a pot where nobody has shown strength (because there was no further betting after the blind or forced bet call), the first player clockwise from the button shall show first in a game using blinds and the player who made the initial forced bet shall show first in game without blinds.

ODD CHIP

At tournament play and one-winner games, pots shall be divided as evenly as chips in play permit. In STUD games, an odd chip shall be awarded to the player with the highest ranking card in their hand by suit. The selection is made from their entire hand, not just the cards played at the showdown. In FLOP games, the odd chip shall be awarded to the hand closest to the button in a clockwise direction.

In split-pot games, no chip smaller than the minimum betting unit shall be put into the pot by the dealer, except as needed for rake-off. A group of chips equaling the minimum betting unit are treated as a single chip. The high hand gets the odd chip. If two people tie, the player with the highest ranking card in their hand by suit gets the odd chip.

COLLUSION

Players in a poker game are required to play in their own self-interest. Any behavior designed to assist one player over another is prohibited.

The house has the right to prohibit any two players from playing in the same game. This should not be taken as an accusation.

Only one player is permitted to a hand and that player must make all decisions without advice from someone else. Conversation in any language between a player with a live hand and another player or a spectator is not permitted.

Any information about a folded hand that is given to one active player in hand must be shared with all the active players in the pot. An uncalled hand shown to another player by the pot winner must, upon request, be shown to other players. ("Show one, Show all.")

SPECTATORS

A player has the right to have the house reposition a spectator in the playing area so that a person cannot see their hole cards. A spectator is not to be seated at the playing table itself, even if the game is short-handed. The house has the right to insist that a spectator not be in the immediate area of the table. Spectators are permitted at the table as a courtesy and are in no way allowed to disrupt, distract, or influence the play of the game. At tournament play, spectators are not permitted in the immediate vicinity of a table.

THE RAKE

The maximum rake is \$5. Take the rake as follows:

\$1 @ \$6
\$2 @ \$16
\$3 @ \$26
\$4 @ \$36
\$5 @ \$46

All rakes are to be followed precisely. Undertaking, over-raking, or forgetting to rake is inexcusable. Incidents of mis-rakes will be documented and are subject to disciplinary procedures.

All dealers will take the standard rake unless directed by the Floor Supervisor or Shift Manager to modify the amount of the rake.

At board games, no rake is taken if the deal does not reach the flop.

Take the rake of money in action only. No rakes on raises if they are not called.

Never under-rake a pot in order to obtain a rake or never over-rake a non-toker's pot. Dealer who hustle rakes in this way will be subject to disciplinary procedures.

Drop the rake only after pushing the pot to the winner.

Never put the rake in the rack.

HOUSE RIGHTS

A decision of the Floor Supervisor or Shift Manager is final.

A player shall have no claim against the house for a faulty decision given in good faith, or an honest error by a dealer, Floor Supervisor or Shift Manager.

The house is not responsible for chips left on the table by an absent player, unless the amount has been verified by a Floor Supervisor or Shift Manager.

The house has the right to request a standard of dress, talk, behavior befitting ladies and gentleman.

These rules and regulations try to have the offender be the person who is damaged

by the effect of their error and not some innocent player. In situations not specifically discussed in the rules, this principle will be followed by the Floor Supervisor or Shift Manager making a decision.

If a decision observing only the letter of the law would clearly be unfair or incorrect, the house has the right to make a decision observing the spirit of the rules, which is the concept of fairness.

The poker room functions under the above rules and tries to protect all players and maintain fairness, integrity, and harmony in all games spread.

Anyone not in agreement with the rules set forth, may submit a written proposal of change to the Director of Poker for consideration.

POKER ROOM ETHICS

There are many situations in poker where an action is considered improper, but it would be unwise to assign a specific penalty for an infraction. A specific penalty cannot be used because the severity of the infraction is determined by the intent of the person who commits it. These acts are often done unintentionally or without the realization they are improprieties. The following actions are considered unethical and continued, deliberate or flagrant use by a player is grounds for counseling, suspending, or barring the player from the poker room.

Holding one's cards in a concealed manner. All cards are to be kept in plain view of the dealer and other players at all times. All cards should never be held below table level or closer to the player than the table edge.

Deliberately acting out of turn.

Arranging one's chips to conceal the higher denominations.

Showing any hole cards before the showdown..

Showing or revealing the contents of one's hand when all-in before the betting is over. A player who shows that they have a strong hand for the center pot hinders the chance of a player who bets into a side pot getting called. If the all-in player shows they have a weak hand, that player increases the chance of a better getting called.

At pot-limit, inquiring about a pot size out of turn as if intending to bet, when not intending to do so.

Throwing chips into the pot so they become intermingled with the chips that are already there, making the amount wagered unverifiable. This is called 'splashing the pot'.

Attempting to win the pot by a bet or raise after realizing one's hand or the deck is foul.

Playing in a manner to favor one player over another. These are some actions that are improper and a form of collusion.

Imparting information in any manner about one's hand to a player in the pot.

Advising someone on how to play a hand or suggesting a particular betting action.

Giving an opinion on what a player has when they bet.

Agreeing to check out a hand when a third person is all-in.

Agreeing to save a certain amount of money with another player if

either wins the hand when there is potential betting left on a deal for one or both of the parties.
Encouraging a person to spread their hand face up on the table and claim the pot at showdown.
Reading a hand for a player who has not yet shown their hand.
Having a 'soft-play' agreement not to bet or raise another player when heads-up.

POKER ROOM/PLAYER ETIQUETTE

A player who expects to be showing down the winning hand should show it immediately. Waving one's cards up and down at showdown means, 'I have a very weak hand; show your hand and take the pot', and also should only be done if that is actually the case.

When one's opponent waves their cards up and down at showdown, a player who has a reasonable hand should show the hand with the expectation of taking the pot, regardless of who is technically required by the rules to show first.

It is considered impolite to ask to see a hand of a player just beaten in a pot or to use the request as a 'needle'.

Although deception is a necessary part of poker, it is not polite to use an excessive amount of time to make a play once one knows it will be made.

Language, dress, and behavior should be of standard appropriate for ladies and gentleman.

In most situations, a player who has no interest in the pot should still hold onto their hand until someone has bet. The player should not fold, even in turn, if a particular player may gain an advantage over a competitor by that act. Folding is more likely to be unfair to someone when there are fewer players contending for the pot.

A player going all-in should announce the fact.

A raise should be announced.

A player should turn all their cards facedown when folding, to assist the dealer in maintaining a comfortably fast pace of play.

Criticism of the way another player has elected to play the hand or the general style of play is impolite and undesirable.

A player is entitled to quit the game any time they choose without suffering criticism.

Players should speak up and assist the dealer by calling attention to an error in the amount of a bet or improper reading of a hand.

It is improper to make an effort to see another's hole cards, such as leaning or ducking the head. One is not obligated to look away if cards are openly exposed to view. It is improper for an opponent to complain when a player is constantly getting the opportunity to see another's hole cards.

Discard hands should be released on a low line of flight and a moderate rate of speed. They should be directed toward the center of the table.

POKER ROOM PROCEDURES

No player will be allowed to play another person's chips.

The dealer is responsible for maintaining accurate player tracking by using the

██████ system. Any time a player leaves the table and misses hands being dealt, the dealer must reflect that absence in the ██████ system. If a player is absent for more than 45 minutes, the ██████ system will display it and the dealer must notify a Floor Supervisor or Shift Manager. If there is no list, then the player will not be picked up until their seat can be filled. When a player's chips are picked up, the Floor Supervisor or Shift Manager shall notify surveillance and count down the chips and have them verified by the dealer. Any player who has been picked up will have their name kept first up for the game for 30 minutes and then eliminated from the list. Any person violating the spirit of this policy by playing a few hands and then not participating is subject to being picked up by the Floor Supervisor or Shift Manager.

Once two players at the same table are absent, a third player leaving the game is subject to be considered the "third man walking." In this case, that third player is subject to have their chips picked up and their seat given away to a player on the list. Dealers must notify a Floor Supervisor or Shift Manager if this situation occurs.

The changing of the limit or type of game may only be done if approved by the supervisor or Shift Manager. In order to raise the limit of a game in progress, ALL players must agree. The house retains the right to disallow the raising of the existing limit on any game. The purpose for disallowing a raising of the limit may include preserving a structure that new arrivals can reasonably expect to find in progress, the presence of a list and several other reasons.

The house has the right to control seating in all games. If there are two or more games with the same structure having open seats, the house picks the game that gets the new player. NOBODY may transfer games without house permission. All of this is in the best interest of the players and to maintain a balance of game progress.

A new game will not be started until all seats of an established game of the same type are taken. When a new game is started, the established game will be given slightly preferential treatment. If the number of players in each game is the same or the established game is not within one player of being full, the new player or a transfer player will be put in the established game. Nobody from the established game may transfer to the new game unless the established game would still have an equal or greater number of players and be within one player of being full. The house has the right to mark the seat of a player who leaves the established game in order to prevent the new game from breaking down.

When two games of the same type are combined, the following rules apply:

A player with more than the minimum buy-in who moves to a new table may play the amount of the minimum buy-in if that player wishes. A player with less than the minimum buy-in is not obligated to put any additional money on the table.

If the number of new players coming to a table is greater than the number already there, a player at that table may retain only the amount of the minimum buy-in if that player wishes.

In games with blinds, the button moves to the player already at that table who was due for it and blinds are posted accordingly.

If two or more games are combined into one game at a neutral site, it is treated as a new game, except a player with fewer funds in play than the minimum buy-in is not required to add more money.

When there are two or more games of the same type in progress, the house has the right to seat a new player at the table that has the fewest number of players.

A player on the list has precedence in seat selection when a new game is started, provided that player requested a particular seat from the brush prior to the game being called. A player already in a game has precedence in seat selection over a new player. However, if the seat has not specifically been reserved by another player, once the new player has put up a full buy-in, they have the right to remain there, provided that player is not tying up a seat in another game. A player in the game who wants a new seat must take it without playing another hand if requested to do so by the incoming player. The incoming player is entitled to take their seat without excessive waiting. This does not preclude players from making a private agreement to let a player play out their position by playing the button, etc. A picked-up player returning to a game has the normal seat selection rights of a new player.

An incoming player who locks up a seat in a game is expected to take that seat and play in the game within five minutes. That player may not retain the right to that seat if the game is full and another new player is willing and able to play immediately.

The house has a right to move a game to a new location in the room.

Management reserves the right to bar any person from entering the poker room without obligation to give an explanation or show cause.

Discourteous behavior toward our dealers, team members and guests will not be tolerated. The supervisor or Shift Manager should be notified as soon as the dealer leaves the game. If actions by a player cannot wait until the dealer leaves the game, the supervisor or Shift Manager should be called at once.

DEALER PROCEDURES & RESPONSIBILITIES

DEALER PROCEDURES

The manual shuffling procedure is riffle-riffle-box-riffle.

Tables that have an automatic shuffler installed on the poker table. When using the automatic shuffler, the shuffle procedure will be as follows:

QUICKLY wash the cards

Put the deck in the shuffler

Grab the other deck from the shuffler being careful not to expose any cards

The dealer will use one hand to cut the deck. The direction of cut is straight away from the dealer. Both hands must be completely free from the deck before the cut is started and the free hand may not touch the deck until the cutting hand has rejoined the two stubs. The free hand should not block any player's view of the cutting procedure. The deck is not to be left in the half-cut position for any reason.

The top half of the deck stub is put onto the cut card when the deck is cut, so the bottom of the deck will be covered at all times.

The stub of the deck is to be kept squared and compacted together throughout the deal unless a re-deal becomes necessary. If it becomes necessary for the dealer to square up the deck, the dealer should tap the edge of the deck from the rear and not cover the top of the deck with their whole palm.

The top of the deck should never be obscured from the view of the players.

The dealer must fully count down the deck within the first 3 hands after tapping into the table.

The dealer should place burn cards under some chips in the pot to keep them separate from the discards. Burn cards remain in place until the hand is over.

Discards should be kept in a loose pile, several inches from the dealer's chip rack.

No player may look at cards in the discard pile at any time. Discards are not to be exposed.

The dealer should not square up the discard pile. The dealer's free hand should not rest on the discards.

RABBIT HUNTING WILL NOT BE ALLOWED

The dealer should hold the deck as level as possible at all times, and it may not be rolled over at any time.

All new decks from set-ups are to be spread face up, inspected, turned facedown, spread, inspected, and scrambled facedown before being used.

The dealer is responsible for giving information about exposed cards to all players. They should never expose any additional cards beyond the ones that actually flashed.

The dealer is responsible for making sure the amount of chips bet is the amount represented by the bettor. The dealer should count all large bets when asked by a player in the hand, when a bet has been announced and requires verification, or when a bet has been made that requires clarification.

The dealer should announce when a player has made an all-in bet.

The dealer is to take all discarded hands and muck them immediately unless requested to turn up a hand at the showdown. At Stud, a player who turns their up cards facedown has folded (whether or not that player is facing a bet) and the dealer should muck the hand.

A hand discarded out of turn should be mucked immediately. The player acting out of turn should be warned that their action was improper.

The dealer is to NEVER look at discarded cards, - even at the request of the player discarding the hand.

A discarded hand should be returned to the player, IF POSSIBLE, when the following criteria is met:

A player thinks they have won the pot and there is still a live hand out.

A player already in for a bet, thinks that they owe more money. An example would be when the big blind does not realize they may see the flop for free.

When the deal is over, the dealer should immediately spread the stub and place the cut card on the top card of the stub to maintain the integrity of the stub. Hands must be put into the discards in such a manner that neither the dealer nor any player can know the location of any hands. Hands are to be slid into the middle of the discard pile directly, not put on top initially.

All cards should face away from the dealer whenever they square the deck and are preparing to shuffle.

The dealer should make sure all cards of the winning hand are shown before awarding the pot after a showdown.

The dealer makes a general announcement, requesting the showing of hands at the showdown. The dealer should never ask a specific player to show their hand, unless it becomes necessary to designate who is legally obligated to show their hand first. The dealer may request players contending for a side pot to show their hands before players in for only the main pot.

All cards should be exposed before a winner is declared. The dealer should never turn a player's down cards up, but should request the player to do so.

The dealer should not move the button until after the pot has been awarded. If the player on the button is winning part or all of the pot, the dealer may move the button (to get it out of the way) as they are preparing to push the pot.

The winning hand should remain face up until the pot has been awarded. All losing hands should be mucked before awarding the pot.

At low poker or high-low split, when reading the low hand, the dealer should announce the complete hand. At times, it can be acceptable to simply read the determining portion of the hand. For example, 8-6-4-3-2 is read as "eight, six, four, trey, deuce." It could also be acceptable to read it as "eight, six." It is never acceptable to read it as "eighty-six."

Dealers are not to make any remarks concerning a player's winnings, method of play, manner of betting (other than procedural instruction), or individual level of skill or luck.

Dealers should never verbally or physically give any indication of a hand before the player turns up their cards and the cards actually hit the board to be read. This includes not stacking the pot in Omaha high-low split.

Dealers should stay clear of the podium except when conducting necessary poker room business.

The supervisor or Shift Manager will set up the push at the beginning of each

shift. No dealer will deviate from this rotation without supervisor or Shift Manager's permission.

Dealers should enter the rotation five minutes early, lightly tap their back, and stand behind them. Once the shuffle has started or the button on the shuffle machine has been pushed, the hand must be completed. NO STALLING to prevent from dealing another hand. NO IGNORING to intentionally deal an extra hand. Enter the dealer box from the left and exit to the right. Out-going dealers should inform their relief of any special conditions of the game. Incoming dealers should inform of any changes in the break rotation.

For table fills, cash will be removed and counted on the table. Lammers indicating the dollar amount taken will be given in exchange. The runner will later return with chips to be exchanged for the lammers. Everything will be an EVEN EXCHANGE. Lammers are to be counted as the rack's bank.

When a new game starts, the dealer will NOT shuffle or disturb the displayed cards until all players at the table are ready to play and they have verified that a table plaque is in place.

When a player is initially seated in a game, it's the dealer's responsibility to make certain the player understands what game and what limit he is entering.

If a game breaks, first count the rack, then make up both decks of cards. If you need a bank fill place your cash and or chips on the table so a chip runner can fill your bank. Display the first deck in anticipation of a game. Customers are not allowed to handle the deck.

Dealers are responsible for any player's chips on the table. Never allow anyone to sit behind another player's chips.

Dealers are not to play with the player's or the rack's chips. A dead spread is NOT A BREAK TABLE. Sit up straight, and answer any player's questions. CUSTOMER SERVICE IS EVERYTHING!

CALLING FOR DECISIONS

Dealers will make NO decisions at the table even if they know the ruling.

Communicate with the Floor Supervisor or Shift Manager about potential problems.

Preventing a problem before an embarrassing and time consuming incident results is a sure sign of a professional poker staff. All employees and especially dealers will report any potential problems they observe to the Floor Supervisor or Shift Manager as soon as possible.

Potential problem situations that dealers should be aware of include:

Players becoming intoxicated. It is against [REDACTED] law for an intoxicated person to participate in any gaming activity.

Players becoming increasingly agitated with each other beyond normal levels.

Players becoming rude in the game toward either the dealer and/or other players.

The presence of a player who has a history of being a troublemaker.

Any player bothering other players or customers in an attempt to borrow money.

Whenever any problem arises, immediately call a Floor Supervisor or Shift Manager to the table to handle it. Do not be afraid or ashamed to call 'FLOOR SUPERVISOR TO TABLE (#) PLEASE'. NEVER argue with a customer.

TRACKING AND TAKING THE RAKE

Learning to monitor the pot appropriately and take the correct amount of rake at the right time will be one of your biggest challenges as a poker dealer. Here is our suggested technique for keeping track of the rake. As long as you can correctly take the rake every hand without drawing attention to it, you may use whatever method you choose.

Because of the rake setup at our casino, we recommend simply memorizing the following rake schedule:

When the pot reaches \$6, the total rake becomes \$1.

When the pot reaches \$10, \$1 goes to the jackpot drop in applicable games.

When the pot reaches \$16, the total rake becomes \$2.

When the pot reaches \$20, \$2 goes to the jackpot drop in applicable games.

When the pot reaches \$26, the total rake becomes \$3.

When the pot reaches \$36, the total rake becomes \$4.

When the pot reaches \$46, the total rake becomes \$5.

Then, keep track of how much money is in the pot and take the appropriate amount. Once the pot reaches \$46, it is no longer necessary to count the rake.

If a side pot is formed before a full rake can be taken from the main pot, then the rake will be taken out of the side pot as it reaches each destination on the rake schedule.

An excellent way to monitor the size of the pot is to announce the number of players in the hand during play. For example: if there are 5 players in the hand, and they all called \$7 before the flop, then you know there is \$35 on the pot.

When games become short-handed (6 or less stacks), players may request a reduced rake. The dealer is NOT to suggest to the players a reduced rake. When the reduced rake has been brought up by the players, call the supervisor for a reduced rake, and they will inform you of the appropriate amount to rake. If the table continues to get more short-handed, you must call the supervisor for each rake reduction. At any time players are added, it is up to dealer to increase the rake without having to notify the supervisor.

REDUCED RAKE SCHEDULE:

6 Players - \$3

5 Players - \$2

4 or Fewer - \$1

MANAGING THE RACK & FILLS

Learning how to efficiently and accurately manage your rack is a skill that will help speed up the games you deal, which will mean more tokens!

It's important that you keep your rack neatly organized and the chips properly spaced.

Chips are to be kept in stacks of twenty, with spacers in between for easy counting. It may be acceptable to keep some stacks of ten chips on the tops of columns of chips when

your rack is getting full. A messy rack is hard to count and looks very unprofessional. With practice, you'll get good at managing your rack and it will always look great when you're done with your push.

You should work from the outside to the inside, keeping the complete stacks of chips towards the center of the rack. This assists in both easy counting and keeps the full stacks away from the edges of the rack. The general idea is that the next dealer coming into the box should have no trouble counting your rack, because you've got it neat and organized.

Empty columns should always be on the outside, not the inside of the rack.

Stacks that are not complete should be easy to count by placing spacers between every five white/yellow/red chips and every four green chips. For instance, if you have \$17 in white chips, you'd have them spaced in \$5 stacks, with 2 \$1 chips on top of three \$5 sections.

You should indicate through the [REDACTED] system that you need a fill when your rack is getting low on the chips that you need. It sometimes takes a bit of time for the chip runner to get your fill ready, so make sure you enter it into the [REDACTED] system in plenty of time to get what you need before you run out.

Lammers will be needed when you take chips or cash out of your rack in order to pay for your fill in advance. Lammers are numbered disks about the size of the spacers with cash denominations. Their purpose is to keep track of the money being exchanged. When your fill arrives, and after you properly count and organize your fill, you'll give the lammers (and any empty racks) back to the chip runner. Stacks of twenty should be placed side by side, and one of those stacks should be broken down and verified (the highest denomination of chips). It's important to verify transactions for the cameras every time you get a fill. Once you've counted the chips, arrange them in your rack quickly and neatly, then move on to the next hand as soon as possible.

OPEN & CLOSE POKER TABLE PROCEDURES

The following procedures will be implemented when OPENING a poker table.

The Floor Supervisor or Shift Manager shall unlock the float.

The dealer, along with the Floor Supervisor or Shift Manager, will verify the money in the float. The dealer will bring out a full stack of the highest denomination chip and break it down according to procedure. The stack will then be returned to the rack and used to verify the other stacks.

If a discrepancy is discovered, a miscellaneous notification slip and a paid in/out slip must be filled out and signed.

The following procedures will be implemented when CLOSING a poker table.

The dealer should make sure all the buttons and cut cards are placed in the rack.

The dealer will then make up both decks of cards while waiting for the Floor Supervisor or Shift Manager to count the rack.

The dealer will bring out the full stack of the highest denomination chip and break it down according to procedure. The stack will then be returned to the rack to verify the other stacks.

The Floor Supervisor or Shift Manager will then lock the lid of the float. **BOTH people**

who close the game are responsible for ensuring the float is locked and secure.

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