

DIVISION 13 - POKER

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1.0 Interpretation

In this division, unless the contrary intention appears:

“**Action**” means a player acting in turn;

“**All-in**” means a player has invested all of his/her remaining chips in the outcome of a hand. His/her bet cannot be more than a legal bet, or a legal bet and raise, if a raise is an option. He/she can only win that portion of the pot in which he/she contributed chips plus an equal amount of chips from each player remaining in the pot;

“**Ante**” means a predetermined contribution to the pot by all players before any cards are dealt in a hand;

“**Bet**” means a player’s wager;

“**Betting Round**” means a complete cycle from the first bettor to the last person to call;

“**Blind**” means a designated bet placed before the first card is dealt. The blind is a live bet which can win the pot if not called or raised;

“**Boxed Card**” means a card found face up in the deck;

“Burn” means the dealer removing the top card from the deck before the start of a dealing round;

“Burn Card” means a card which is removed from the top of the deck by the dealer without exposing its value and placed face down, separate from the discards before the start of a round;

“Button” means an object on the table which designates the dealer or last player to act in a round. The button is moved one position in a clockwise rotation at the conclusion of each hand;

“Buy-in” means the purchase of chips before the start of a hand;

“Call” means placing a bet equal to the highest legal bet in that round or going all-in if remaining chips are less than the size of that bet. In games where there are blind bets the first player to act after the initial deal shall call by placing a bet equal to the last blind bet;

“Cap” means the maximum amount of rake or commission to be collected;

“Cards Speak” means that any hand placed open and flat on the table shall be read by the dealer and can be announced by any player at the table. A player need not correctly identify his/her hand to win if the above conditions have been met;

“Casino Supervisor” means a person who is responsible for the supervision and management of gambling operations;

“Check” means not initiating a bet but retaining all rights to act in the event a bet is made. A check shall only be an option if no blind is placed or bet made;

“Chemmy Shuffle” means cards mixed face down on the table with a circular motion of the hands;

“Commission” (also known as “rake”) means the percentage of the pot due to the house or the amount due to the house for hosting the game;

“Community Cards” means cards dealt face upward which can be used by all players to complete their best possible hand;

“Cut” means to divide the deck into two face-down stacks and then reunite them by locating the former bottom stack on the former top stack without changing the order of the cards within each stack;

“Cutting Card” means a card which cannot be construed as a playing card to be placed under the bottom card of the deck before dealing;

“Dead Button” means a dealer button in front of an empty seat to adjust the movement of the blind so that each person pays the correct amount of blind;

“Dead Hand” means a hand that has no claim to the pot;

“Deal” means the distribution of playing cards to the players;

“Dealer” means a casino employee who distributes all cards and handles all pot duties, but does not have a financial stake or receive a hand;

“Defective Deck” means a deck that contains: an incorrect number of cards for the games in progress; duplicate cards; jokers; five or more boxed cards; two or more different back designs or colours; cards in play which have become marked, scratched or can be read without looking at the face; manufacturing imperfections; or any problem with the deck the management considers detrimental to the security and integrity of the game;

“Down card” means a card dealt face downward;

“Draw” means a type of poker or the taking of additional cards by a player as in Draw Poker;

“Drop” means the amount of rake or commission for the game;

“Drop Slide” means a device attached to the table which is used for the placement and dropping of the commission into the drop box;

“Fee per Hand” means the collection of money due to the house determined as a set fee per hand dealt;

“Fixed Bet” means a bet must be of a designated amount. Also known as a structured bet;

“Flexible Bet” means a bet can be of varying size within fixed parameters. Also known as spread limit;

“Flop” means three community cards dealt face downward and turned face upward simultaneously;

“Fold” means to surrender a hand or refuse to call a bet;

“Forced Bet” means a mandatory bet for the purpose of starting a pot;

“Head to Head” means where only two active players remain in the betting round;

“Hand” means one game in a series, one deal, the cards held by a player, cards retained by a player entitling him/her to participate in the action or the combination of cards necessary to win a pot;

“Hold-em” means a type of poker;

“Hole Cards” means a player’s concealed cards;

“House” means the casino operator;

“Limits” means the range or structure of the betting;

“Manila” means a type of poker;

“Misdeal” means a hand dealt incorrectly or the action of dealing a hand incorrectly;

“Muck” means the discard pile;

“No Limit” means no constraint is placed on the maximum size of any bet or raise;

“Omaha” means a type of poker;

“Open” means making the first betting action;

“Opener” means the person who makes the first betting action;

“Over-blind Bet” means a voluntary blind immediately to the left of the last blind and double the amount of the previous blind;

“Poker Room Supervisor” means a person who is responsible for the supervision and management of gambling operation and who has successfully completed all modules of an approved poker training program;

“Pot” means the sum of the antes, blinds and called wagers;

“Raise” means a bet within the table limits, that is an implicit call plus an amount in excess of the previous bet or raise by at least as large an amount, except in the case of an all-in raise. An all-in raise less than a full raise shall not be considered foundation for any subsequent raises, which must revert to the previous full bet or raise to constitute the next minimum amount of raise. In such a case, the highest total of any one bet in the round would be considered the “call” amount, with the raise then added to that total;

“Rake” (also known as “commission”) means the act of taking the percentage of the pot due to the house or the amount due to the house for hosting the game;

“Round” means the cycle of bets made by the players following the deal of the cards, or a series of cards or hands dealt;

“Showdown” means determining the winner of the pot after the completion of all betting;

“Side Pot or Side Pots” means a separate pot or pots created in a game of poker due to one or more players being all-in;

“Spread Limit” means a bet can be of varying size within fixed parameters;

“Structured Limit” (also known as “fixed bet”) means a bet shall be of a designated amount;

“Stud” means a type of poker;

“Substantial Action” means two or more players acting on their hands;

“Suit” means a group of similarly coloured and like symbol cards;

“Table Stakes” means a player shall only wager within the limits up to the amount of chips possessed by that player on the table in plain view before the start of any one hand;

“Tap Out” means to place all chips remaining in a player’s table stake into the pot;

“Time Collection” means the collection of money due to the house determined as a set fee per time period; and

“Wager” means an action by which a player places gambling chips into the pot on any betting round.

2.0 Application

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of poker.

3.0 Table Layout and Equipment

- 3.1 Poker shall be played at a table having on one side places for seated players and on the opposite side a place for the dealer. Each poker table shall have a drop box attached to it.
- 3.2 The layout cloth covering the poker table may display the name and/or logo of the casino.
- 3.3 The following equipment shall also be used in the game:
 - (a) 1 deck of playing cards; and
 - (b) 1 cutting card.
- 3.4 A drop-slide may be located to the right of the tray bank. The drop-slide on the table shall be used by the dealer to place the rake where the rake is to be dropped by the dealer into the drop box at the conclusion of the round. If a bonus is in operation for the game, a separate slot slightly in front and to the

left of the tray bank will be used. Both the drop-slide and bonus slots go directly into drop boxes.

4.0 Cards

4.1 Poker shall be played with:

- (a) a full deck of 52 cards without jokers, and one cutting card; or
- (b) a 40 card deck consisting of ace, king, queen, jack, 10, 9, 8, 7, 6 and 5 in each of spades, hearts, diamonds and clubs and one cutting card; or
- (c) a 36 card deck consisting of ace, king, queen, jack, 10, 9, 8, 7, and 6 in each of spades, hearts, diamonds and clubs and one cutting card; or
- (d) a 32 card deck consisting of ace, king, queen, jack, 10, 9, 8 and 7 in each of spades, hearts, diamonds and clubs and one cutting card.

4.2 Cards may, at the discretion of a casino supervisor, be changed after any round of play, if for any reason a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.

4.3 A casino supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards.

4.4 All suits have the same rank, subject to rule 11.4(d), 12.2(a), 12.3(b), 12.4(b), 12.4(e), 13.2(a), 13.3(b), 13.4(b), 13.4(e), 14.4(e), 15.4(e), 16.5(e), and 17.5(e).

5.0 Maximum Players

5.1 The maximum number of players for a poker game shall be, in the case of:

- (a) a 52 card game:
 - (i) Draw (Blind) eight,
 - (ii) Five Card Stud ten,
 - (iii) Seven Card Stud eight,
 - (iv) Hold-em ten,
 - (v) Omaha ten;

- (b) a 40 card game:
 - (i) Draw (Blind) six,
 - (ii) Five Card Stud eight,
 - (iii) Seven Card Stud six;
- (c) a 36 card game:
 - Three Card Manila nine;
- (d) a 32 card game:
 - (i) Draw (Blind) five,
 - (ii) Five Card Stud six,
 - (iii) Seven Card Stud four,
 - (iv) Two Card Manila eleven,
 - (v) Three Card Manila seven.

6.0 The Shuffle and Cut

- 6.1 The cards shall be shuffled so that they are randomly intermixed within the deck:
 - (a) immediately before the start of play; and
 - (b) at the end of each round.
- 6.2 After the cards have been shuffled, the dealer shall cut the cards (once only) and place them on the cutting card. No player ever cuts the cards.
- 6.3 The dealer may at any time check and verify that the deck of cards or any of the decks, as the case may be, contains the correct number of cards.
- 6.4 The casino operator may, after any round of play, direct that the cards be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with this section.

7.0 Table Stakes and Wagers

- 7.1 Wagers shall only be accepted in chips.

- 7.2 The type of game, minimum buy-in, betting limits and house commission or hourly time charge shall be displayed on a notice at the table.
- 7.3 A poker room supervisor may change any game, minimum buy-in, betting limit and betting type, provided prior notice of at least three hands has been given to the players. In the event that all of the players are in agreement, no notice need be given and changes shall become effective immediately. Changes shall only be made at the completion of a hand.
- 7.4 On commencement of play each player shall place on the table, in full view of the dealer and all players, at least the minimum buy-in required in chips or cash, which shall be immediately converted to chips.
- 7.5 A player shall not augment or reduce his/her table stake during any round of play. A player not in a hand may augment his/her stake, but shall not remove chips from the table.
- 7.6 No onlooker or any player wagering at any table may influence another player's decisions of play.
- 7.7 Except as expressly permitted by these rules, players may not exchange cards, nor exchange, communicate, nor cause to be exchanged or communicated any information regarding their respective hands.
- 7.8 At any time while a game is in progress the casino operator may direct that:
- (a) only English be spoken by the players at the table;
 - (b) there be silence while a hand is in progress;
 - (c) players suspected of collusion not play at the same table.

8.0 Commission/Table Charge

- 8.1 The casino operator shall levy a fee at each poker table in the form of a commission. This commission, known as a rake, may be either a straight percentage of the pot, a fee per hand, or a time charge on each player participating in the game. The casino operator shall display a sign detailing the type of commission utilised: straight percentage, hand fee, and/or time charge, and the amount of minimum and maximum permissible rake in dollar terms ("cap").
- 8.2 The casino operator shall use any of the following methods in determining and collecting the commission, at any one time:
- (a) a commission in the range of 5% to 10% of all sums bet in a hand, shall be collected from the pot and any side pots:

- (i) the amount to be collected shall be calculated and collected from the pot and any side pots by the dealer during or after the conclusion of a betting round and placed on the drop slide or by the side of the float as play progresses; and
 - (ii) upon completion of that round of play and at the discretion of the Casino Operator, the commission shall be either immediately dropped by the dealer into the drop box or placed into the float;
- (b) a fee per hand dealt pursuant to which:
 - (i) assessments shall be calculated on a “per-hand” basis;
 - (ii) a sign detailing the maximum fee per hand shall be displayed at the table;
 - (iii) per hand charges once assessed shall be placed on the drop slide or by the side of the float by the dealer; and
 - (iv) upon completion of that round of play and at the discretion of the Casino Operator, the per hand fee shall be either immediately dropped by the dealer into the drop box or placed into the float;
- (c) a fee based on time charges pursuant to which:
 - (i) assessments shall be calculated on a “per-table” basis and imposed on a “per-player” basis. Inactive players shall also be assessed;
 - (ii) time charges shall be expressed as an hourly fee, based on the particular limits at a game. The hourly fee shall be payable in advance;
 - (iii) a sign detailing the maximum hourly fee per player shall be displayed at the table;
 - (iv) time charges once assessed shall be placed on the drop slide or by the side of the float by the dealer; and
 - (v) once the time charges have been collected, at the discretion of the Casino Operator, they shall be either immediately dropped by the dealer into the drop box or placed into the float.

8.3 A poker room supervisor may vary the method and amount of commission to be charged for a game prior to the commencement of a hand provided that the table signs are changed.

- 8.4 A poker room supervisor may vary the method and amount of commission to be charged for a game so that nil commission is collected.
- 8.5 For the purpose of calculating a percentage commission, an uncalled wager shall not form part of the pot.
- 8.6 In games where the only bets are blind bets no percentage commission (as in rule 8.2) shall be collected.
- 8.7 Once the amount of commission collected by the dealer has reached the cap no additional commission shall be collected.
- 8.8 Where two or more players hold hands of equal value at the showdown and have wagered and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no percentage commission shall be deducted.

9.0 Order of Poker Hand Values

52 Card Deck

- 9.1 The value of each card in descending order for a 52 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (ace, when used in a small straight). The order is as follows:
 - (a) **Royal Flush** ace, king, queen, jack, 10 of the same suit, no suit is deemed higher than any other suit;
 - (b) **Straight Flush** five cards of the same suit in numerical sequence. The highest card in the hand designates the relative value of the straight flush. No suit is deemed higher than any other suit;
 - (c) **Four of a Kind** four cards of the same rank;
 - (d) **Full House** three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing hands;
 - (e) **Flush** five cards of the same suit. The highest card in the suit designates the relative value of the flush, followed by the next highest, and so on in descending order of rank. No suit is deemed higher than any other suit;
 - (f) **Straight** five cards in numerical sequence - the highest card in the sequence designates the relative value of the straight. An ace may count high or

- low in a straight e.g. 5, 4, 3, 2, ace or ace, king, queen, jack, 10;
- (g) **Three of a Kind** three cards of the same rank, with any two unmatched cards;
 - (h) **Two Pair** two cards of the same rank combined with two cards of another rank, plus one other card. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;
 - (i) **One Pair** two cards of the same rank, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank;
 - (j) **No Pair** five unmatched cards, the highest card in the hand, designates the relative value of the hand, followed by the next highest, and so on in descending order of rank; and
 - (k) **Lowhand Values** for the purpose of determining winning hands in low poker the reverse order of ranking shall apply. Flushes and straights shall not disqualify a low hand. The highest card used in the hand designates the relative value of the low hand, e.g. if 7, 5, 4, 3, 2 versus 6, 5, 4, 3, 2, then the latter is the winning low hand.

40 Card Deck, 36 card deck, and 32 card deck

9.2 The value of each card in descending order for a:

- (a) 40 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, (ace, when used in a small straight);
- (b) 36 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, (ace, when used in a small straight); and
- (c) 32 card deck is ace, king, queen, jack, 10, 9, 8, 7, (ace, when used in a small straight).

9.3 The order of poker hand values for a 40 card deck, a 36 card deck, and a 32 card deck is:

- (a) **Royal Flush** ace, king, queen, jack, 10 of the same suit;

- (b) **Straight Flush** five cards of the same suit in numerical sequence. The highest card in the hand designates the relative value of the straight flush. No suit is deemed higher than any other suit;
- (c) **Four of a Kind** four cards of the same rank;
- (d) **Flush** five cards of the same suit. The highest card in the suit designates the relative value of the flush, followed by the next highest, and so on in descending order of rank. No suit is deemed higher than any other suit;
- (e) **Full House** three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing hands;
- (f) **Straight** five cards in numerical sequence - the highest card in the sequence designates the relative value of the straight. An ace may count high or low in a straight e.g. 8, 7, 6, 5, ace or ace, king, queen, jack, 10;
- (g) **Three of a Kind** three cards of the same rank, with any two unmatched cards;
- (h) **Two Pair** two cards of the same rank combined with two cards of another rank, plus one other card. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;
- (i) **One Pair** two cards of the same rank, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank; and
- (j) **No Pair** five unmatched cards, the highest card in the hand, designates the relative value of the hand, followed by the next highest, and so on in descending order of rank.

10.0 Tapping Out/ All-in

- 10.1 A player who does not have a bank of chips of sufficient value to meet a wager and who wishes to stay in the hand must wager the remaining amount of his/her bank of chips and thus tap out/go all-in. He/she remains in the

hand as an active player until the showdown, taking no further part in any subsequent betting round or rounds.

- 10.2 If the amount wagered by an all-in player is less than half the amount required to constitute a bet or raise, all subsequent players shall be permitted to call for less than the structured amount, or raise by increasing the bet to the structured level. If the amount wagered by an all-in player is equal to or greater than half the amount required to constitute a bet, all subsequent players shall have the option of calling the amount wagered, or calling and raising the structured level. In the event of a player tapping out and the total amount wagered by the player is in excess of the amount required to call and is less than the amount required to constitute a raise, this excess amount shall not be considered to be a raise. No other active player shall call and raise in respect to only the excess amount wagered by the player tapping out.

Alternative Poker Games

11.0 Draw

11.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions. When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;
- (b) the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
- (c) prior to the first card being dealt, blinds shall be placed by the requisite players:
 - (i) the player on the immediate left of the designated player shall place the first blind bet,
 - (ii) the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
 - (iii) the number of compulsory blind bets required shall be displayed on a sign at the table, and
 - (iv) the player seated on the immediate left of the last compulsory blind bet shall have the option of placing one voluntary blind

bet know as an “over blind” which shall be double the last blind bet;

- (d) the dealer shall deal to each player, in a clockwise direction, commencing with the player to the immediate left of the button, one card at a time face down until each player receives five cards.

11.2 The first round of betting is as follows:

- (a) after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
 - (i) call,
 - (ii) raise, or
 - (iii) fold;
- (b) should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
- (c) subsequent players in order shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

11.3 The draw is as follows:

- (a) if two or more players remain in the game each active player in a clockwise direction commencing with the first player to the immediate left of the button, shall discard any or all of the cards in his/her hand, announce the total number of cards to be replaced, pass those cards face down to the dealer and immediately receive an identical number of replacement cards, dealt face down from the top of the deck; and
- (b) if more cards are required to complete a player’s draw after the last card is dealt, only the previous discards (not including that player and subsequent player’s discards) shall be shuffled, cut and used to complete the draw.

11.4 The final round of betting is as follows:

- (a) after the draw the opener (first active player left of the last blind) shall open the betting, check or fold;
- (b) players in a clockwise direction from the opener, shall call, raise or fold until:

- (i) only one player remains in the game, this player shall win the pot, or
- (ii) two or more players remain in the game;
- (c) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands. The winning hand shall be the highest ranking five card poker hand;
- (d) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be given to the hand containing the highest card by suit. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs; and
- (e) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

11.5 The rules for minimum and maximum wagers are as follows:

- (a) the minimum and maximum wagers permitted shall be shown on a notice at the table;
- (b) the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
- (c) should a voluntary blind bet be placed, it shall be double the value of the last compulsory blind bet placed;
- (d) a raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player tapping out;
- (e) where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;
- (f) where the game is spread limit, each bet or raise of the first player to act shall be at least equal to the betting minimum or, if action has been taken, each bet or raise shall be at least equal to the last bet or raise, but a player may raise up to the betting maximum; and

- (g) in all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of raises permitted. In all other cases there shall be a limit of three raises in a betting round, unless the betting is head to head, in which case there shall be no limit to the number of raises.

12.0 Five Card Stud

12.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions. When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;
- (b) prior to the cards being cut, all players shall be required to place an ante;
- (c) the dealer shall deal to each player, in a clockwise direction, commencing with the player to the immediate left of the dealer, one card face down then one card face up.

12.2 The first round of betting is as follows:

- (a) after the initial deal, the player with the lowest up card shall place a bet not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of suit shall open the betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (b) subsequent players in order shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

12.3 The second and third rounds of betting are as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal to each active player in sequence a card face up;
- (b) the player with the highest value hand showing shall open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit shall open the betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;

- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

12.4 The final round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal each active player in sequence a card face up. If there are insufficient cards remaining, the dealer shall either shuffle the burns and the remaining undealt cards or if the total including burns shall be insufficient to complete the deal, the dealer shall burn a card and deal a community card face up;
- (b) the player with the highest value hand showing, not including the community card, shall open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit shall open the betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game;
- (d) if two or more players remain in the game, the player being called shall then expose his/her hole card. All remaining players shall, if holding a hand of equal or higher value, expose their hole card. Any player at the table may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands. The winning hand shall be the highest ranking five card poker hand, which, in some instances, may include a community card pursuant to sub-paragraph (a);
- (e) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided amount the players in contention for the pot or pots, then the amount remaining shall be given to the hand containing the highest card by suit. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;

- (f) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

12.5 The rules for minimum and maximum wagers are as follows:

- (a) the minimum and maximum wagers permitted shall be shown on a notice at the table;
- (b) a raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player tapping out;
- (c) where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;
- (d) where the game is spread limit, each bet or raise shall be at least equal to the betting minimum, if first to act, or equal to the last bet or raise, if action has been taken, but a player may raise up to the betting maximum;
- (e) in all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of raises permitted. In all other cases there shall be a limit of three raises in a betting round, unless the betting is head to head, then there shall be no limit to the number of raises.

13.0 Seven Card Stud

13.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions. When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;
- (b) prior to the cards being cut, all players shall be required to place an ante;
- (c) the dealer shall deal to each player, in a clockwise direction, commencing with the player to the immediate left of the dealer, one card face downward continuing this deal until each player receives two cards. The dealer shall then continue in the same sequence and deal each player one card face up.

13.2 The first round of betting is as follows:

- (a) after the initial deal, the player with the lowest up card shall place a bet not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of suit shall open the betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (b) subsequent players in order shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

13.3 The second, third and fourth rounds of betting are as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal to each active player in sequence a card face up;
- (b) the player with the highest value hand showing shall open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit shall open the betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

13.4 The final round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal each active player in sequence their seventh card face down. If there are insufficient cards remaining, the dealer shall either shuffle the burns and the remaining undealt cards or if the total including burns shall be insufficient to complete the deal, the dealer shall burn a card and deal a community card face up;
- (b) the player with the highest value hand showing, not including the community card, shall open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit shall open the betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;

- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game;
- (d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands. The winning hand shall be the highest ranking five card poker hand consisting of any combination of the player's seven cards, which, in some instances, may include a community card pursuant to subparagraph (a);
- (e) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be given to the hand containing the highest card by suit. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (f) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

13.5 The rules for minimum and maximum wagers are as follows:

- (a) the minimum and maximum wagers permitted shall be shown on a notice at the table;
- (b) a raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player tapping out;
- (c) where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;
- (d) where the game is spread limit, each bet or raise shall be at least equal to the betting minimum, if first to act, or equal to the last bet or raise, if action has been taken, but a player may raise up to the betting maximum;
- (e) in all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of

raises permitted. In all other cases there shall be a limit of three raises in a betting round, unless the betting is head to head, then there shall be no limit to the number of raises.

14.0 Two Card Manila

14.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions. When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;
- (b) the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
- (c) prior to the first card being dealt, blinds shall be placed by the requisite players:
 - (i) the player on the immediate left of the designated player shall place the first blind bet,
 - (ii) the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
 - (iii) the number of compulsory blind bets required shall be displayed on a sign at the table;
- (d) the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the button, one card at a time face down until each player receives two cards. The dealer shall then deal a community card. (This is the first of a possible five community cards to be dealt). Community cards shall always be dealt face up.

14.2 The first round of betting is as follows:

- (a) after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
 - (i) call,
 - (ii) raise, or

- (iii) fold;
- (b) should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
- (c) subsequent players in order shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

14.3 The second, third and fourth rounds of betting are as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing a community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

14.4 The final round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game;
- (d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a hand of equal or higher value, expose their cards. The winning hand shall be the highest ranking five card hand consisting of the player's two hole cards and three community cards. Any player at the table

may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands;

- (e) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be given to the player with the highest card by suit in his/her hole cards. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (f) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

14.5 The rules for minimum and maximum wagers are as follows:

- (a) the minimum and maximum wagers permitted shall be shown on a notice at the table;
- (b) the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
- (c) a raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player tapping out;
- (d) where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;
- (e) where the game is spread limit, each bet or raise shall be at least equal to the betting minimum, if first to act, or equal to the last bet or raise, if action has been taken, but a player may raise up to the betting maximum;
- (f) in all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of raises permitted. In all other cases there shall be a limit of three raises in a betting round, unless the betting is head to head, then there shall be no limit to the number of raises.

15.0 Three Card Manila

15.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions.

When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;

- (b) the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
- (c) prior to the first card being dealt, blinds shall be placed by the requisite players:
 - (i) the player on the immediate left of the designated player shall place the first blind bet,
 - (ii) the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
 - (iii) the number of compulsory blind bets required shall be displayed on a sign at the table;
- (d) the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the button, one card at a time face down until each player receives three cards. The dealer shall then deal a community card. (This is the first of a possible five community cards to be dealt). Community cards shall always be dealt face up.

15.2 The first round of betting is as follows:

- (a) after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
 - (i) call,
 - (ii) raise, or
 - (iii) fold;
- (b) should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
- (c) subsequent players in order shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or

(ii) two or more players remain in the game.

15.3 The second, third and fourth rounds of betting are as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing a community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

15.4 The final round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game;
- (d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a hand of equal or higher value, expose their cards. The winning hand shall be the highest ranking five card hand consisting of two of the player's three hole cards and three community cards. Any player at the table may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands;
- (e) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be given to the player with the highest card by suit in his/her hole cards used to complete the winning hand. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;

- (f) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

16.0 Hold-em

16.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions. When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;
- (b) the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
- (c) prior to the first card being dealt, blinds shall be placed by the requisite players:
 - (i) the player on the immediate left of the designated player shall place the first blind bet,
 - (ii) the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
 - (iii) the number of compulsory blind bets required shall be displayed on a sign at the table;
- (d) the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the button, one card at a time face down until each player receives two cards.

16.2 The first round of betting is as follows:

- (a) after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
 - (i) call,
 - (ii) raise, or
 - (iii) fold;

- (b) should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
- (c) subsequent players in order shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

16.3 The second round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal three community cards (these are the first three cards of a possible five community cards). These first three cards shall be called the flop and are dealt one at a time face down and then turned face up in a pile and spread;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

16.4 The third round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

16.5 The final round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;

- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game;
- (d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a hand of equal or higher value, expose their cards. The winning hand shall be the highest ranking five card hand consisting of any combination from the five community cards and the player's two hole cards. Any player at the table may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands;
- (e) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be given to the player with the highest card by suit in his/her hole cards. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (f) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

16.6 The rules for minimum and maximum wagers are as follows:

- (a) the minimum and maximum wagers permitted shall be shown on a notice at the table;
- (b) the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
- (c) a raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player tapping out;
- (d) where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;

- (e) where the game is spread limit, each bet or raise shall be at least equal to the betting minimum if first to act or equal to the last bet or raise if action has been taken, but a player may raise up to the betting maximum;
- (f) In all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of raises permitted. In all other cases there shall be a limit of three raises in a betting round, unless the betting is head to head, then there shall be no limit to the number of raises.

17.0 Omaha

17.1 The initial deal is as follows:

- (a) players shall have a choice of seat. In the event of two or more players desiring the same seat a draw of cards shall decide seating positions. When a player leaves the game the remaining active players have priority over any player waiting to join the game, to move to the vacated playing position;
- (b) the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
- (c) prior to the first card being dealt, blinds shall be placed by the requisite players:
 - (i) the player on the immediate left of the designated player shall place the first blind bet,
 - (ii) the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
 - (iii) the number of compulsory blind bets required shall be displayed on a sign at the table;
- (d) the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the button, one card at a time face down until each player receives four cards.

17.2 The first round of betting is as follows:

- (a) after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:

- (i) call,
 - (ii) raise, or
 - (iii) fold;
- (b) should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
- (c) subsequent players in order shall call, raise or fold until:
- (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

17.3 The second round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal three community cards (these are the first three cards of a possible five community cards). These first three cards shall be called the flop and are dealt one at a time face down and then turned face up in a pile and spread;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game.

17.4 The third round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or

- (ii) two or more players remain in the game.

17.5 The final round of betting is as follows:

- (a) if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
- (b) players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
- (c) players in a clockwise direction from the opener, shall call, raise or fold until:
 - (i) only one player remains in the game, this player shall win the pot, or
 - (ii) two or more players remain in the game;
- (d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a hand of equal or higher value, expose their cards. The winning hand shall be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards. Any player at the table may request to see any or all hands involved in the final showdown. The dealer shall then announce the winning hand or hands;
- (e) when two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination in play at the table. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be given to the player with the highest card by suit in his/her hole cards used to complete the winning hand. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
- (f) the pot shall not be divided by the agreement of two or more players. Each hand shall be played to a conclusion.

17.6 The rules for minimum and maximum wagers are as follows:

- (a) the minimum and maximum wagers permitted shall be shown on a notice at the table;
- (b) the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
- (c) a raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player tapping out;

- (d) where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;
- (e) where the game is spread limit, each bet or raise shall be at least equal to the betting minimum, if first to act, or equal to the last bet or raise, if action has been taken, but a player may raise up to the betting maximum;
- (f) in all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of raises permitted. In all other cases there shall be a limit of three raises in a betting round, unless the betting is head to head, then there shall be no limit to the number of raises.

18.0 General

- 18.1 When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.
- 18.2 In all games it is the player's responsibility to protect his/her hand at all times.
- 18.3 In all games a dealer may inspect a player's hand at the completion of the hand.
- 18.4 In all games if a player shows another player his/her hand, at the completion of the hand, he/she shall be required to show the entire table, upon request.

19.0 Irregularities

Misdeals

- 19.1 Whenever a misdeal occurs there shall be a new shuffle and cut. The same player shall be first to receive cards in the new deal as in the previous misdeal. Only a casino supervisor or a poker room supervisor shall determine if there is a misdeal. There is a misdeal if:
 - (a) in all games one or more cards are exposed in cutting;
 - (b) in all games before any substantial action takes place, it is noticed that the cards were not shuffled or cut prior to the deal. Once there has been substantial action the hand shall be played out;
 - (c) in all games the dealer has dealt the cards out of order and the error was noticed prior to substantial action and the error cannot be reconstructed;

- (d) in all games during the initial deal a dealer deals a player out or deals an extra hand in and it is discovered before there has been substantial action and the hand or hands cannot be reconstructed;
- (e) in all games at the end of the initial deal an eligible player has received an incorrect number of cards and the error cannot be reconstructed and there has been no substantial action;
- (f) in all games a player is dealt an incorrect number of cards, and this is discovered before substantial action is taken. There is no misdeal if:
 - (i) the affected player has acted prior to discovering the incorrect number of cards. His/her hand is declared dead and, if it is determined that collusion has not taken place, all wagers, forced bets and blinds shall be returned to the player,
 - (ii) the affected player has not acted but there has been substantial action by other players before the incorrect deal is discovered. For that round of play all wagers, forced bets and blinds shall be returned to the player and the player's hand is voided;
- (g) in all games only one player remains in the game at the completion of the showdown and that player has the incorrect number of cards. That player's hand shall be declared a dead hand and all wagers shall be returned;
- (h) in all games the deck is found to be defective before the dealer pushes the pot. All wagers, forced bets and blinds shall be returned to the players;
- (i) in Draw Poker more than one card is exposed by the dealer during the initial dealing round. However, should this occur during the draw the cards shall be used in sequence;
- (j) in Five Card stud during the initial dealing round the dealer deals the incorrect card face up or deals an incorrect number of cards face up and is unable to correct;
- (k) in Five Card stud during the initial dealing round the dealer deals more than one player two cards face up;
- (l) in Seven Card stud during the initial dealing round the dealer deals the incorrect card face up or deals an incorrect number of cards face up and is unable to reconstruct;
- (m) in Seven Card stud during the initial dealing round the dealer deals more than one player two cards face up;

- (n) in Seven Card stud during the initial dealing round the dealer deals a player three cards face up;
- (o) in all Manila games more than one of the players' hole cards are exposed by the dealer during the initial deal;
- (p) in all flop games more than one card is exposed by the dealer during the initial deal.

All Games

- 19.2 In all games a boxed card is considered a non-existent card and is placed in the muck. The next card immediately replaces it.
- 19.3 In all games if the dealer neglects to burn a card or burns more than one card and there has been no substantial action the dealer shall reconstruct the hand/s if possible and burn the correct card. If it is not possible to reconstruct the hand/s or there has been substantial action the hand shall continue. In this instance there shall be an incorrect number of burn cards for the game.
- 19.4 In all games if a player folds his/her hand and this player was in the final called betting round, and a player wishes to see that player's hand, the other player may do so. The dealer shall tap the hand on the muck and expose the hand on the table. In this case the hand is ineligible to win the pot. If however, the requesting player is a pot winner then the hand in question shall not be tapped on the muck prior to it being exposed and the hand is live and shall still be eligible to win.
- 19.5 In all games if a card is, or cards are, dropped and or exposed by a player this card or these cards shall still be played.

Draw Poker

- 19.6 In Draw Poker if cards are dealt out of sequence during the draw and the wrong player has looked at them, then he/she shall retain those cards. The next cards shall then be dealt to the player who should have received the cards dealt out of sequence and thereafter cards shall be dealt to all players in sequence.

Five Card Stud

- 19.7 Notwithstanding rule 19.1(j), in Five Card stud if the first card is dealt face up the second card shall be dealt face down.
- 19.8 Notwithstanding rule 19.1(j), in Five Card stud, if in the initial dealing round the dealer deals one player two cards face up, the dealer shall complete the deal and then replace the second face up card with the card that was to be the first burn card, this card shall be dealt face down. The second face up card shall become the first burn card.

- 19.9 In Five Card stud if the dealer commences dealing the final round of cards and subsequently realises there are insufficient cards to complete the deal, the dealer shall continue dealing until all cards have been dealt and shall shuffle the burn cards to complete the deal.
- 19.10 In Five Card stud an all-in player in the first round of betting shall not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, for the purpose of starting the betting, if an all-in player is the player required to act then the action shall pass to the player to the immediate left of the all-in player.
- 19.11 In Five Card stud if any card is exposed by the dealer prior to the completion of a betting round, the maximum bet allowed for that round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.
- 19.12 In Five Card stud if any player folds after making a forced bet, or on a round of checking, that player's hand shall be placed in the muck and that player's position shall continue to receive a card until there is a subsequent wager at the table.
- 19.13 In Five Card stud if a community card is used to complete the deal the opener shall be the highest value hand showing not including the community card.

Seven Card Stud

- 19.14 Notwithstanding rule 19.1(1), in Seven Card stud if one of the first two cards is dealt face up the third card shall be dealt face down.
- 19.15 Notwithstanding rule 19.1(1), in Seven Card stud, if in the initial dealing round the dealer deals one player two cards face up, the dealer shall complete the deal and then replace the second card incorrectly dealt face up with the card that was to be the first burn card. This card shall be dealt face down. The replaced card shall become the first burn card.
- 19.16 In Seven Card stud if the dealer commences dealing the final round of cards and subsequently realises there are insufficient cards to complete the deal, the dealer shall continue dealing until all cards have been dealt and shall shuffle the burn cards to complete the deal.
- 19.17 In Seven Card stud an all-in player in the first round of betting shall not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, for the purpose of starting the betting, if an all-in player is the player required to act then the action shall pass to the player to the immediate left of the all-in player.
- 19.18 In Seven Card stud if any card is exposed by the dealer prior to the completion of a betting round, the maximum bet allowed for that round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.

- 19.19 In Seven Card stud if any player folds after making a forced bet, or on a round of checking, that player's hand shall be placed in the muck and that player's position shall continue to receive a card until there is a subsequent wager at the table.
- 19.20 In Seven Card stud if the seventh card is dealt face up or exposed by the dealer while being dealt, if it is the first card to be dealt for that round, then all final cards shall be dealt face up and the opener shall be the opener from the previous round. If the exposed card or cards is not the first card dealt then the player or players receiving an exposed card shall have the option of being treated as an all-in player. The dealer shall request the affected player to determine how he/she shall be treated before substantial action occurs. If substantial action has occurred then the affected player shall be treated as an all-in player for the remainder of the hand.
- 19.21 In Seven Card stud if a community card is used to complete the deal the opener shall be the highest value hand showing not including the community card.

All Manila Games

- 19.22 In all Manila games if one of the face down cards is exposed by the dealer while dealing, the dealer shall complete the deal and then replace the exposed card with the card that was to be the first burn card and the exposed card becomes the first burn card.
- 19.23 In all Manila games if any card is exposed by the dealer prior to the completion of a betting round the maximum bet allowed for that round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.
- 19.24 In all Manila games if the dealer exposes two cards simultaneously when dealing a community card, only the correct card shall remain in play. The incorrect exposed card shall become the next burn card, or if no more cards are to be dealt it shall be placed in the muck. If the dealer exposes more than two cards, only the correct card for that round of betting shall remain in play. The additional cards shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut, and continue dealing.

All Flop Games

- 19.25 In all flop games if one of the face down cards is exposed by the dealer while dealing, the dealer shall complete the deal and then replace the exposed card with the card that was to be the first burn card and the exposed card becomes the first burn card.
- 19.26 In all flop games if the dealer neglects to burn a card prior to dealing the flop, and there has been no substantial action it shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut, burn a card and re-deal a flop.

- 19.27 In all flop games if the flop has too many cards dealt and turned face up it shall be taken back by the dealer, together with the burn card and shuffled with the remainder of the deck. The dealer shall cut, burn a card, then re-deal the flop.
- 19.28 In all flop games if the flop is dealt and turned face up prior to the completion of the betting round, it shall be taken back by the dealer, together with the burn card and shuffled with the remainder of the deck. The dealer shall cut, burn a card, then re-deal the flop.
- 19.29 In all flop games if any card except the flop is exposed by the dealer prior to the completion of a betting round the maximum bet allowed for that round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.
- 19.30 In all flop games if the dealer exposes two cards simultaneously when dealing a community card, only the correct card shall remain in play. The incorrect exposed card shall become the next burn card, or if no more cards are to be dealt it shall be placed in the muck. If the dealer opens more than two cards, only the correct card for that round of betting shall remain in play. The additional cards shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut, and continue dealing.

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