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Seminole Tribe of Florida
d/b/a
Seminole Gaming

Poker Rule Book / Procedures



2nd Revised Draft

Covered Casinos



Seminole Tribe of Florida – Poker –
Intended Recipient: Seminole Gaming Commission

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Introduction – Decision Making

Many situations arise in a multi-game and multi-limit poker room where the rules need interpretation, clarification and enforcement. Most table decisions that we face as a major poker room are adequately solved by simply following the appropriate passage in our rulebook. We have formulated several general guidelines to deal with the highly unusual situation that cannot be resolved in this manner.

The most important consideration in decision-making is following the concept of fairness. Despite the comprehensiveness of our rulebook and the meticulous care taken in striving to cover every situation properly, a situation will arise where strict adherence to the letter of the law would be obviously unfair. An unintentional error is less serious than a deliberate violation. The intent of an action will be taken into consideration. Therefore, in certain instances as deemed appropriate, a floor person's decision should be based upon the spirit of the rules rather than the inflexible interpretation of the rules.

A player should assume some of the responsibility for noticing and calling attention to mistakes, particularly when his own interests are involved.

The player who has done something improper to disrupt the normal course of a game is the person who bears the brunt of the responsibility for an error caused by that action. Therefore, they should not benefit from it.

All of the above factors will be carefully weighed in cases where the rules cannot be mechanically applied to a situation. The main purpose of rules is to provide a framework for sensible and fair decisions. Poker Room Management's decisions are final. Should a patron wish to dispute that decision, they may file a formal dispute with the Seminole Tribal Gaming Commission pursuant to the Tribe's Gaming Code.

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List of Contents

A. General Poker Rules

1. The Buy In	5
2. Table Stakes	5
3. Changes During A Hand	6
4. Direction Of Play	6
5. Hand Protection	6
6. Bottom Card Of Deck	8
7. Exposed Cards	8
8. Substantial Action	9
9. Misdeals	10
10. Minimum Bets	12
11. All – In Bets	12
12. Raises	13
13. Action Out Of Turn	15
14. Burn Cards	17
15. Premature Dealing	18
16. Words and Gestures	19
17. Uncalled Bet	20
18. Insufficient Call	20
19. Unclear Bet	21
20. String Bet	22
21. Insufficient Raise	
22. Oversized Chip Bet	22
23. Check – And – Raise	22 24.
Minimum Betting Unit	22
25. Foul Hand	22
26. Boxed Cards	23
27. Improper Joker	23 28.
Defective Deck	24
29. Dropped Deck	24

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Seminole Tribe of Florida – Poker Rule Book / Procedures ♥♣♦♠



30. Showdown	24
31. Order of Showdown	28
32. Ranking of Suits	28
33. Deals and Insurance	28
34. Run It Twice	
35. The Rock	
36. Odd Chip	29
37. Collusion	29
38. Show One Show All	
39. Spectators	30
40. The Clock	30
41. Revenue From Games	31
42. House Rights	31
 B. Hold ‘Em Games and Games Using Blinds	
1. Blinds for Any Type of Hold ‘Em Game	34
2. Structured Betting	34
3. “Bomb” Pot Option Games	38
 C. Stud	
1. Seven- Stud High	39
2. Seven Stud Low	39
3. Seven Stud High Low Split	40
Stud Rules	40
 D. Draw (including low ball)	
1. Draw High	43
2. Draw Low	43
Rules: Five Card Draw	44
Rules: Jacks or Better	45

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Section A - General Poker Rules

1. The Buy-in

- a. 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 adding additional chips to their stack does not interfere with the buy-in rules of that game. i.e. nolimit hold 'em).
- b. The house will set a minimum buy-in for each game. All buy-ins and re-buys must be for at least that amount. No short buys are permitted. A new player to a table must comply with the buy-in requirement for that game, unless the house has transferred them from a similar game, which has broken down, had the limit changed, has established a must move game, or some related reason.
- c.), A return to the same table 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 for less than a minimum buy-in, they must return with at least a minimum buy-in.
- d. Cash does not play in a pot.

2. TABLE STAKES

All games shall be played according to table stakes rules as follows:

- a. Only chips on the table at the start of a hand shall be in play for that pot. Players at the table with chips in transit before the start of the hand have the option to "play behind." Playing behind allows players to participate in the hand so long as they immediately repay all wagers made once their chips are delivered. Players

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- who are playing “behind” will have a “Playing Behind” button placed in front of them.
- b. Concealed chips , such as under a phone, do not play.
 - c. A player with chips may add additional chips to their stack between deals in accordance with the type of game played. A player who goes broke may add chips between deals provided that they comply with the minimum buy-in requirement.
 - d. Chips on the table may be used to pay for incidental items between hands (cigarettes, beverages, food, etc.).
 - e. A player may not remove any chips from play until they quit the game.
 - f. The house is not responsible for anything left on the table by an absent player, as stated in #38-HOUSE RIGHTS. If the player wishes to remove chips in play and still be allowed to return to the table they must get a Poker Supervisor to verify the sum removed so the proper amount may be restored upon their return. When the player returns, they must immediately restore the correct value of chips in order to receive a hand.
 - g. Any player has the right to an un-impeded view of another player’s chips upon request.

3. CHANGES DURING A HAND

The conditions of a game that are in effect at the beginning of a deal may not be changed during that deal. An example would be a player changing seats during a deal and altering his position relative to another player with a live hand.

4. DIRECTION OF PLAY

Play must always proceed clockwise, with each player’s turn to act, following the player on their right.

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5. HAND PROTECTION

Players are responsible for taking reasonable means to protect their interest in the game. A player who fails to take reasonable means to protect their hand, may have no re-dress if the hand becomes fouled by contact with muck or accidentally taken in by the dealer.

The muck is defined as discards, Face up community cards are not part of the muck.

- a. Contact of an unprotected hand with a discarded card may make the hand dead if there is any doubt by the dealer about which cards belong in the hand.
- b. If an unprotected hand has come into contact with muck, the floor person should make every effort to reconstruct the hand and have the deal played to its conclusion.

A protected hand may not be ruled dead by accidental contact with the muck unless it is impossible to reconstruct. A “protected hand” means the player is holding on to it or has one or more chips or a heavy object (such as a card protector) set on top of it. Stud hole cards are considered protected. A player who has a protected hand mucked by the dealer or fouled by discards, may be entitled to a refund from the pot.

- c. A player who leaves the table without comment and has an unprotected hand is assumed to be folding. 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.

6. PROPER CARD

- a. 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 their 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.

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- b. A player receiving a final down card in a Stud game that should have been dealt to another player must keep it, unless it is not possible 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. Procedure for an improperly faced card is discussed in #25 –
**BOXED
CARD**

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 hurt. The substitution of a randomly selected card neither helps nor hurts the player's chances of winning the pot.

7. BOTTOM CARD OF DECK

The bottom card of the deck may be dealt, if necessary

8. EXPOSED CARDS

- a. 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. A card exposed by the player is not 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 the player has 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, the player opens themselves to the charge that the player is 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.
- b. 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.

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- c. The rules regarding exposed cards dealt to players in each form of poker (unless the situation requires a misdeal), are listed as follows:

Seven-Card Stud

At seven-card 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. At seven-card lo-ball ("Razz") and seven-card high-low split, if one of a player's cards is exposed, it is a misdeal.

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

- a) 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.
- b) If the first player received the card face up, it will be treated as a premature card. The stub will be re-made and all players will receive a card face down.
- c) 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.
- d) An all-in player should receive their final card face down. However, if it is exposed, they must take it. The remaining players still receive their final cards face down.

Flop Games (Hold 'em and Omaha)

The replacement of an exposed card must be done in the following manner:

- a) The dealer continues to deal each player their rightful card.
- b) 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).

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- c) The dealer shows the exposed or flashed card to all the players and then puts it face down on top of the deck to be used as the new burn card.
- d) In flop games, an exposed card on the button shall be replaced by the next card. The exposed card shall become the burn card.

Draw

The following rules govern exposed cards before the draw in each form of draw poker:

- a) At High, the card must be kept;
- b) In Lo-Ball draw, any card that may make the player the best possible hand must be kept. Any other card must be replaced.

9. Substantial Action

Substantial Action is either A) Any two actions in turn, at least one of which puts chips into the pot (i.e. any two actions, except two checks or two folds) or B) any combination of three actions in turn (check, bet, raise, call, fold). Posted blinds and straddles do not count towards substantial action. Substantial action can only occur when the dealer is no longer in the act of dealing cards. Dealer actions may be counted as actions. Condoning the action (tapping the table) may be considered action. Dealing the burn card off the deck may also be an action.

10. 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 on a deal. A player who discovers that they have too many cards after action has begun has a dead hand.

The following actions shall cause a misdeal to be declared if there has not been substantial action:

- a) Failure to shuffle and cut the deck before dealing.
- b) Dealing to the wrong player first.

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- c) 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). “Proper card” means the card a player is due to get if the order of cards and players receiving them is not disturbed. After the first player gets the top card of the deck, each player receives their card for that round directly after the player on their immediate right.
- d) In a game using an ante, if a player who has anted is dealt out, it shall be declared a misdeal so long as no player has yet 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.
- e) Dealing too few cards to a player, except when that player is due to get the top card of the deck.
- f) 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.
- g) The exposure of two or more cards that need to be replaced.
- h) In Seven-Card Stud Lo or High-Lo Split, if a player has either hole card exposed on their initial hand.
- i) The initial dealing of a down card to the wrong player, if there is a chance that player looked at it.
- j) The presence of more than one boxed (improperly faced) card.
- k) The discovery of a joker (improperly) in the deck.
- l) The discovery of one or more cards missing from the deck.
- m) The discovery that the deck is defective, as defined in #27-FOULED DECK.

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n) If the first card is exposed on either blind, it is a misdeal.

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 obliged to put in the missing ante. If the offender(s) cannot be determined, the deal is played out with a short pot.

The dealing in 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 dead.

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 ineligible hand is dead.

11. MINIMUM BET

A player may bet a smaller amount on a betting round than was a bet on a previous round. However, neither the minimum bet nor the maximum bet ever decreases on a later betting round. Therefore, at Flop Games or Draw, the minimum bet is never less than the minimum bring-in for that game, unless a player is going all-in. At Stud, the minimum bet is never less than the initial forced bet unless a player is going all-in.

12. ALL-IN BET

A player is never obliged to drop out of contention because an opponent has bet more than the player has in play. A player confronted by a bet larger than his/her stack may call with the amount of chips in front of them. The excess part of the bet is either returned to the player 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". The dealer should announce when a player has made an all-in bet. Players going all-in will have an all-in

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button placed in front of them by the dealer. Players that call an all-in bet will have a call button placed in front of them by the dealer.

If the player declares all-in with playable chips remaining, those chips are in play.

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 that were not played when they went all-in.

If the player declares all-in with playable chips remaining, the dealer should require that 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. In No Limit and Pot Limit, all-in bets of less than a full raise will be considered as a call, plus extra. The extra would be added to the next legal raise should a player want to raise the minimum. Example: Player A bets \$100, Player B goes all-in for \$155, Player C may raise to \$255.

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

In Limit Poker, an all-in bet of less than half the minimum bet (as determined in #23MINIMUM BET) does not re-open the betting.

In Pot Limit and No Limit, an all-in bet of less than the full amount of the minimum bet does not re-open the betting. . The question of when the betting is re-opened is discussed thoroughly in the next section #12-RAISES.

A player going all-in may be prohibited from playing certain low-denomination chips.

13. RAISES

This section determines which wagers may be raised by a player in for all previous bets. Two motion raises are not acceptable. A player who announces raise and places any amount forward that is less than a full raise will be restricted to a minimum raise.

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Any player may raise the pot on their turn unless:

1. The previous wager is below the minimum size necessary to qualify for reopening the betting to them.
2. The betting has been “capped” because the maximum number of raises on a betting round has been reached. Limit poker places a restriction in multi-handed pots on the number of raises that can take place on a betting round. Only 1 bet and 4 raises per betting round is allowed.
3. The minimum size to re-open the betting at each form of poker is as follows:
 1. Limit poker—a wager must be at least half a “full bet”. To be considered a “full bet”, a wager must fulfill both of these conditions:
 - a. Be at least the size of the minimum bet as defined in #23-MINIMUM BET.
 - b. If the limit is fixed, a full bet is a bet of that limit. A player may not bet or raise less than the amount of a full bet unless:
 - i. They are making the initial forced bet.
 - ii. They are going all-in.
 2. At limit poker, a player facing a wager of less than half a full bet may:
 - a. Fold
 - b. Call
 - c. Raise the wager to the amount of a full bet. This is called “completing the bet” or “completing the raise”. The player is not permitted to both complete and raise a wager.

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At spread-limit poker, an all-in bet of less than half the minimum bet (as defined in #23 MINIMUM BETTING UNIT) does not re-open the betting to a player who checked on that round or count as a bet for the purposes of the bet-and-raise limitation.

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

When the maximum number of raises has been reached in a multi-handed pot at limit poker or a specific ceiling figure 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. Therefore, a player cannot increase the total bet by going all in after the betting has been capped. The betting cannot become uncapped by a player dropping out of a multi-handed pot and creating a heads-up situation (this protects a player from thinking their raise has capped the betting and finding themselves unexpectedly exposed to a re-raise). A player is not considered to be all-in in turn, even though they may be seen not to have enough chips to cover more than a small portion of a raise behind them.

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14. ACTION OUT OF TURN

A player has the right to act on their hand and an obligation to notify the 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:

- a. 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.
- b. 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 floorperson should rule that the player must make up the amount short and have a live hand.
- c. 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:

Action out of turn will be binding if the action to that player has not changed. A check, call or fold does not change action. If action changes, the out of turn bet is not binding. The out of turn player has all options, including calling, raising, or folding. An out of turn fold is binding.

Making a bet out of position prior to cards being dealt is not allowed and considered a form of out of turn action. Dealers will politely push back the bet and ask the player to wait until action is on them.

15. BURN CARDS

The dealer shall burn a card (place it face down on the table) before dealing any round of cards after the players have received their starting hands.

Burn cards shall be kept separate from the muck throughout the hand until the pot has been awarded. If there is any question of whether the dealer burned a card properly, they should remain until the situation has been resolved to everyone's satisfaction.

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In Hold 'em and Omaha, if the deck has to be reshuffled (because the dealer dealt prematurely, dropped the deck or some other procedural irregularity), the burn cards should not be used in the new deck. The dealer is not required to burn a new 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.

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 should be moved to its proper spot. One card must be burned, so the correct layout has been re-established. If the proper order of cards cannot be identified, the burn cards will be kept as is.

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 at Draw Poker or a round of down cards at Stud Poker, 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.

16. 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:

- a. Any card dealt before everyone has acted may not be used.
- b. If there has been a bet and the dealer deals as the last player is in process of folding, the card stays in play.

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- c. The discovery that 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.
- d. 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.

Correcting Prematurely Dealt Cards in Board Games

Board and burn cards are sometimes dealt prematurely, before action on the preceding round is finished. The general procedures for these situations are:

A: Premature flop, leave the flop burn card as the burn. Return the premature board cards to the deck stub and reshuffle the entire stub. Re-deal the flop (without another burn) from the newly shuffled stub.

B: A premature turn card is placed back into the remaining stub, and the premature turn burn card is left as the turn burn. Once action is completed, reshuffle the stub and deal the turn without a new burn card.

C: A premature river card is placed back into the remaining stub, and the premature river burn card is left as the river burn. Once action on the turn is completed, reshuffle the stub and deal the river without a new burn card.

Correcting Four-Card Flops

If the flop has more than three cards, the Poker Floor Supervisor shall be called. The Dealer will then scramble the four cards and the Poker Floor Supervisor will select a card which will become an exposed burn card. This method is used unless there has been substantial action based on an improper cards, in which case, the card the Players based their action on will stand, and the Dealer on subsequent streets shall treat the two stuck together cards as a single card.

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17. 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 as a fold. However, the floor person 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 Poker Floor Supervisor's discretion, a player facing a bet who discards their hand may reclaim it.

A player who discards the hand at the showdown when not facing a bet may reclaim the hand provided it is not irretrievable.

In Stud, any time 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.

A statement of "fold", "check", "raise" or a specific size bet is binding on an active player if it is the player's first action

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 size.

The substitution of an irregular statement or gesture for "fold", "check", "call" or "raise" may result in the player being forced to take an action they did not intend. The player must accept any consequences of non-standard betting.

Cards placed face up on the table at any time are not folded.

If a player is obligated to put money into the pot, by a bet, call or raise, the fact that they have thrown away the hand does not relieve them of that obligation.

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18. 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 muck, loses the pot, unless the hand is declared retrievable by the floor person. 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, who has falsely indicated the player has made a bet and won the pot, but someone still has a live hand, the floor person will use the following rules in making a decision:

- a. If at all possible, the hand should be retrieved, and the pot played out.
- b. If the hand is irretrievable, the floor person 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 other player from thinking they won the pot.
- c. A player misled by a dealer or player at the table may receive their last bet back.

19. INSUFFICIENT CALL

A player, who puts chips into a pot with the apparent intention of calling a bet and is found to have put in an insufficient amount, may not withdraw the chips. The player must put in sufficient additional chips to call, even if the opponent has shown their hand. This rule is not to apply when someone has obviously misunderstood the amount of the wager to a significant degree.

A player who shows that they are unaware of a raise by calling only the amount of the bet before that raise may call the raise or forfeit the chips in play. At Poker Floor Supervisor's discretion, the amount wagered may be returned to the player.

An insufficient call may not be changed to a raise.

20. 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. If a betting

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line is in use, chips pushed past the line are considered a wager. In unclear situations, a player who lets the dealer pull the chips into the pot without making an immediate objection has made a wager.

21. INSUFFICIENT RAISE

A wager without comment that is larger than necessary to call a bet, but less than necessary to raise, may be clarified by that player as either a call or raise if the next player has not acted. If the next player has acted, the wager is treated as the action it most closely resembles. Therefore, it 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 excess amount is only one chip, but a raise if it is two or more chips. 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. (The floor person may depart from this formula in making a ruling if it appears obvious that the player unintentionally used the wrong denomination of chips.)

In a multi-handed pot, any player who makes a wager the size of a raise, but is under the faulty impression that they are calling, may reduce the bet to a call, at the Poker Floor Supervisor's discretion, if nobody has yet acted behind them. If there is action behind the player, or if the player may have gained useful information about the nature of the hand behind them, the bet must stand. If the player is heads-up, the bet must stand if requested by the opponent. An example of the use of this rule would be where the big blind does not realize they are already in and puts more money into the pot.

22. STRING BET

A player is not allowed to make a bet, gauge an opponent's reaction and then increase the amount of the bet. A player must put all chips forward at one time when making a raise, unless an amount has been stated before returning to their stack.

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.

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23. OVERSIZE CHIP BET

A wager accompanied by the announcement of “raise” indicates that the whole amount plays, or as much as legally possible. If an announcement is not made, the oversized chip is considered a call. 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. When initiating a bet, the whole amount of the chip will play unless stated otherwise.

24. CHECK-AND-RAISE

Check-and-raise is permitted in all games, unless a specific notice to the contrary is posted for a particular game.

25. MINIMUM BETTING UNIT

The minimum betting unit is the smallest denomination of chip that will be permitted in play for a game, except for use in antes and blinds. This also includes all-in situations. Every game will have a minimum betting unit set for it by the house.

26. 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 the muck in such a manner as to violate Rule #5-HAND PROTECTION, or has too many cards for that point in the game.

A player who discovers their hand is fouled cannot recover any chips they have put into the pot (unless a misdeal can be called in accordance with #9-MISDEALS because substantial action has not yet taken place) 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 fouled and be returned the uncalled amount.

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

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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, as covered in #27-FOULED DECK.

A player who bets and wins a pot believing they have a complete hand, when actually, one or more of the player's cards have been inadvertently scooped into the muck by the dealer, gets to keep the pot. The floor person will have to rule whether the player bet with or without the knowledge that they did not have a hand.

A player, who has been dealt two up cards that have stuck together, must call attention to this before they act on the hand. The player may then retain the proper card and have a live hand.

In all other cases, the player's hand is dead because the player has too many cards. If a floor person is convinced beyond a reasonable doubt that no impropriety by that player exists, the player's chips will be refunded from the pot.

27. BOXED CARD

A boxed card (improperly faced card) is treated as a scrap of paper. It is replaced by the card immediately beneath it. If this is not possible because the card below it was dealt as a hole card to the next player, it is replaced at the end of the round.

28. IMPROPER JOKER

A joker improperly in the game shall constitute a misdeal if substantial action has not occurred. Once substantial action takes place, a player with the joker is entitled to have it replaced. On a round of up cards, the joker is replaced by the top card of the deck at the end of the round. If discovered during a betting round, it is replaced by the top card of the deck, and the dealer still burns a card before dealing the next round.

29. FOULED DECK

A fouled deck is one that has two identical cards (including two jokers when one is in use) or any cards of a different-colored back. Missing, mutilated or marked cards, or one or more jokers when none are in use, do not constitute a fouled deck for the purposes of this rule.

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If the deck is found to be foul, 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 foul and attempts to win the pot by betting or raising shall have any chips used for this purpose returned and shall be removed from the game.

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

30. 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 it can properly be determined. The floor person should see that the cards in question are the correct deck stub. If the deck is in doubt or a card might have flashed, the floor person shall have the dealer take the stub and reshuffle it. Cards known to be mucked may not be reshuffled into the deck. The dealer must cut the deck before dealing.

31. 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. When all opponents' cards have been mucked without being revealed, the last live hand wins. The last live hand is not required to expose their cards when all other players have mucked.

Players do not have the right to examine the contents of a discarded hand at the showdown. They may only request to see a player's hand in the case of believed collusion. To see a player's hand, the dealer will call the Poker Floor Supervisor who will then determine if the hand will be shown. Should the player with the winning hand request to see another player's hand, the hand becomes live and may be awarded the pot if it is the best hand. A player using this right as a method of irritation should be warned to stop.

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

- a. A hand with too many cards for that form of poker is dead. A dead hand cannot win any part of the pot.
- b. 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 person feels the action was a deliberate violation.

- a. 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".
- b. A hand that has been 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 floorperson. Examples would be by the dealer and the player possessing the hand or by significant majority of players observing the hand. In all situations, a floorperson has discretion in deciding if any equity situation exists.
- c. Although it is prohibited to deliberately miscalculate 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 person 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 loses any claim to the pot. The house retains the right to make an equitable decision when the mucked hand was obviously the best hand.

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- d. A hand may be retrieved if it has not been placed irretrievably in the muck.
- e. The proper dealer procedure for a hand being shown down is to call attention to any card(s) that are still face down, so that the player may turn them up if they wish. 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.
- f. No player or dealer may showdown a hand for an absent player. Management may allow the owner of a live hand who is away from the table the opportunity to showdown the hand in an emergency situation. Otherwise, the hand should be mucked immediately.
- g. A hand discarded face up is still a live hand, even though it has touched other cards, provided it is clearly identifiable.
- h. 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.
- i. A player, who shows down the best hand, cannot be deprived of the pot because the dealer mucked it in error.
- j. Any player or floor person, who sees an error about to be made in awarding a pot, has an ethical obligation to speak up.
- k. The responsibility for properly identifying a hand at the showdown is shared by the dealer, the player who owns the hand and to some extent, the other players in the game.
- l. 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 discarded hand that has been momentarily shown, but not properly identified, should be mucked by the dealer, unless the hand had been discarded because another hand was improperly identified.

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- m. A pot should only be awarded by the dealer; no player may reach into the pot.
- n. A player, who wishes to contest the ownership of a pot, must do so before the completion of the next hand. Unusual circumstances should be brought to the attention of Poker Room Management in a timely manner and will be evaluated in the best interest of the game.
- o. The floor person has the authority to calculate the size of an incorrectly awarded pot and remove the proper amount of money from a player's stack, provided that attention was called to the error before the completion of the next hand.

32. ORDER OF SHOWDOWN

Side pot winners should be determined before the main pot. It helps prevent a player from discarding the hand because another player, only in for the main pot, has them beaten. It is the player's responsibility to know there's a main pot to be awarded. Hands thrown in face down should be mucked immediately. At showdown, dealers should announce "All-in players hold your hands" to avoid confusion.

The following rules are for players who refuse to showdown their hands:

- a. The player who last "showed strength" in the final round of betting by a bet or raise shall show their hand first.

If the last round of betting is checked down, the first player clockwise from the button shall show first in a game using blinds.

- b. In Seven Card Stud and Razz, the last aggressor will show down first. If the final round is checked, the high hand on board will show first in Stud and the low hand will show first in Razz.

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33. RANKING OF SUITS

Suits do not count in the ranking of hands at the showdown. Suit ranking can determine the lowest card for a forced bet; decide who gets an odd chip in a split pot (Stud games only), assigning seats to players and the like. A joker is treated as a blank piece of paper when dealing for a high card. This does not apply in Short Deck games.

34. DEALS AND INSURANCE

Pot-splitting is not allowed.

35. RUNNING IT TWICE

The players are allowed to deal (run them) twice when someone is all-in. Running twice means the pot is divided in two, with each pot being dealt for separately. The following guidelines apply for running the cards twice:

- a. All parties involved must agree.
- b. One or more of the players must be all in. No further action should be possible on subsequent streets
- c. The players must notify the dealer of the request to run it twice before the remaining cards have been dealt.
- d. A run it twice button will be placed on the table.
- e. In games played with 5 or more cards, players may only run the turn and river twice.
- f. Side pots may be run twice separately from the main pot. Any player who only wants to run it once, is eligible for the top board only.
- g. If any pot is to be awarded for the top board only, that pot cannot use two boards, even if a player, electing to run it once, decides to muck his cards.
- h. In Pot-Raked games, the house will charge an additional rake equal to the amount taken prior to running it twice.

After the dealer verifies the players' request to run it twice, the cards are dealt as follows:

- a. The remaining community cards are dealt to the board, burning a card before each up card.

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- b. The first set of community cards dealt are slid forward and left on the table.
- c. The dealer then deals another set of community cards including either the flop, the turn or the river.
- d. Each player shall form a hand from the community cards, and the winner of the pot shall be the player with the highest ranking hand formed using the first set of community cards shall receive half of the pot; and the player with the highest ranking hand formed using the second set of community cards shall receive half of the pot.

36. THE ROCK

On games offering “The Rock” after the first pot is awarded, the winner must set out an amount as an automatic straddle before the next hand. A rock button may be used. In some instances, the required amount of chips will be rubber-banded together to form a “rock,” which is placed out by the winner as a straddle, with the “rock” always kept in the pot. When the pot is pushed, so is the “rock” and the winner automatically places it back in front of them, putting it back in action before the next hand begins. Action pre-flop starts left of the “rock” and the “rock” can be placed in any position, including the blinds. When playing with a “rock”: players may not buy the “rock” from another player. Should the “rock” land on the small or big blind, that player would only need to post the “rock.” On games with more than one board, the “rock” goes to the winner of the top board. In the event of a split pot, the “rock” goes to the person in the worst position.

37. ODD CHIP

Pots shall be divided as evenly as chips in play permit. In Hold ‘em and Omaha, an odd chip shall be awarded to the player in worst position (clockwise from the button). In stud games, odd chips go to the player with the highest ranking card in their hand. In Omaha High-Low, the high hand will receive the odd chip. In a split high, or split low, the odd chip is awarded clockwise from the button.

38. COLLUSION

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Each player in a poker game is required to play only 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 or more players from playing at the same table. 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 a hand must be shared with all the active players in the pot.

Anteing, or posting a blind for a player who has just beaten is acceptable, provided nobody complains. Contributions larger than the ante or blind or agreements to compensate another player whenever one wins the pot are not allowed.

39. SHOW ONE SHOW ALL

Any player at the table may request to see the hole cards of a player that has revealed them to another player at the table. If there is a question as to whether one or both cards were shown, both cards will be shown. If the cards were revealed to a player not actively participating in a hand, and a request to see the offender's hand has been made, the cards will be shown at the completion of the hand. If there is any doubt the cards were revealed to an active participant, the cards should be shown immediately so other players have the same knowledge.

40. THE CLOCK

The house has the right to place a maximum time limit for taking action on a hand. The dealer may not put the clock on someone unless the dealer has been requested to do so by a player or a floor person. A player who has the clock put on them and is forewarned of the time limit for taking action, shall be penalized in the following manner for exceeding the specified time limit of twenty-five seconds plus the floor person's five second countdown:

- a. If there has not been a bet to the player, the player must check.

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- b. If there has been a bet to the player, the player's hand is dead.

When a player requests a clock be put on another player, the dealer will call the Floor Person. When the Floor Person arrives, they will ask the dealer "Who is the action on and have they had a reasonable amount of time to act?" If the dealer agrees a reasonable time has passed, the Floor Person will direct the following statement to the player – "You have 30 seconds to act. I will give you a 5 second countdown. If I reach "0," your hand will be dead/checked." A dead hand or a checked hand will be based on A and B above.

41. REVENUE FROM GAMES

Revenue from games will be collected as either A) A percentage of the pot, as stated on game plaques, B) A time charge collected at intervals stated on game plaques.

Once a player has been awarded a pot and taken it in, no additional rake-off should be taken from it.

The Poker Rooms may offer "no flop, no drop" which allows for no rake to be taken when there are no cards dealt, other than the hole cards each player receives.

An uncalled bet is not considered as part of the pot when calculating the amount of rake-off.

The house may use a different form of time collection than those listed above in special situations.

42. HOUSE RIGHTS

A decision of Poker Room Management is final. Should a patron wish to dispute that decision, they may file a formal dispute with the Seminole Tribal Gaming Commission. A player shall have no claim against the house for a faulty decision given in good faith, or an honest error by a dealer or floor person.

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The house is not responsible for chips left on the table by an absent player. The house has no responsibility for cash left on the table by an absent player, whether verified or not. A player should take their cash and chips with them when leaving the table.

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

The house reserves the right to suspend or waive the use of any rule to accommodate special games or events, such as closed games, private games, heads-up matches and private tournaments. This will only be done when the players involved are informed and agree to such changes.

This code of rules tries 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 person 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.

Seminole Gaming Poker Rooms function under the above rules and try to protect all players and maintain fairness, integrity and harmony in all games spread.

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SECTION B – FLOP GAMES AND GAMES USING BLINDS

Hold 'em is a community card game. After players receive their initial facedown cards, there is a betting round. The dealer burns a card and deals three board cards (called the "flop") and turns them up. There is a betting round and the dealer burns and turns the fourth board card. There is a betting round and the dealer burns and turns a final board card. There is a final betting round followed by showdown.

The number of individual cards dealt each player depends on the form of Hold 'em being played. At Texas Hold 'em, each player receives two cards to start and at the showdown, may play both individual cards and three board cards, one individual card and four board cards or all five board cards, called "playing the board". To play the board, a player must announce they are playing the board prior to mucking both hole cards.

Certain types of Flop Games, particularly Omaha, lend themselves very well to high-low split play. Most split-pot games use a qualifier of eight or better for low, unless specifically stated otherwise. A player may use any two cards from their hand for high and the same or any other combinations of two cards for low.

Games with a house dealer use a flat disk called the dealer-button (or just "button") to indicate the starting point of each hand. The player to the immediate left of the button is first to receive a card. Betting action on the initial round starts by the player on the left of the last player to post a blind bet ("blind"). On subsequent rounds, the first active player clockwise from the button acts first.

1. "BLINDS" FOR ANY TYPE OF HOLD 'EM GAME

- a. Blinds are wagers posted before any cards are dealt. These blinds are placed at the first and second positions left of the button or if one blind is used, the first position left of the button.
- b. The sizes of the blinds are determined by the limit of the game.
- c. High card will determine who gets the button in new games.

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2. STRUCTURED BETTING

The large blind will be the amount of the small bet..

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

a. Missing Blind Positions:

- a. If a player misses a blind for any reason, 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.
- b. If the player missing a blind decides to play after the button passes, the dealer will announce to all players, “There will be two big blinds (or three, etc.).”
- b. A new player to the game may not receive a hand in between the small blind and the button or have the privilege of last action. The player must wait for the button to pass them, or buy the button
- c. All big blinds are “live”, meaning the player has the option of raising the pot when the action reaches that player.
- d. A player who posts a regular blind may only put up the amount required by the structure of a particular game; oversize blinds are prohibited.
- e. An extra voluntary blind posted is called a “straddle”. The rules governing straddle bets are as follows:
 - a. Only one straddle is permitted on a deal, unless the floor person specifically permits multiple straddles.
 - b. A straddle must be announced or posted prior to the first card being dealt.

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- c. A specific size for the straddle is set for each game, which is at least twice the size of the big blind. A straddle of larger size than regulation is not permitted.
 - d. Straddles in No Limit/Pot Limit games act like a third blind, making the minimum bring-in the amount of the third blind for that betting round only. The straddler has the option to raise if everyone simply calls.
 - e. Straddles in Limit games act like a blind raise without changing the structure for that betting round. The straddler has the option to raise if everyone simply calls. The straddle will not count towards the four-raise maximum.
 - f. The action before the flop is initiated by the person on the immediate left of the straddle.
 - g. The button is allowed to straddle. Straddle preference is given to players counter-clockwise starting with the button position.
 - h. 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.
- f. The system of button and blind placement for each type is determined by weighing the unfairness of someone escaping the blind.

The system controlling blind and button placement is described as follows:

The “NO MISSED BLINDS” METHOD: Every player must take all the blinds each round. If a player who had a blind on the previous deal and does not participate in the next one, that player’s seat may still be assigned a blind or the button. A blind or button assigned to an empty seat is termed “dead”. A dead blind is one not actually posted. A dead button confers the privilege of last-action on the first player counter-clockwise from it, normally the person having last-action the previous deal.

Example:

- Suppose on the first deal, Player A has the button, Player B has the \$5 blind and Player C has the \$10. If Player C quits the game, here is how the blinds and button would be placed on the following deals:

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- On the next deal, Player D (on Player C's left) would take the big blind, the empty seat (Where Player C had been sitting) would be assigned a dead, small blind and Player B assigned the button.
 - The following deal would have Player E take the big blind, Player D gets the small blind and the empty chair vacated for Player C would be assigned the button.
 - With this method, each player would take all his/her blinds, but Player B would have the privilege of last-action on two consecutive deals.
- g. All blinds will be arranged in clockwise order from the button. The number and placement of blinds will vary from game to game. A blind may be used as "dead money" that is not part of the player's bet in some structures.
- h. 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:
- a. Come in on their big blind.
 - b. Make up the blind in appropriate fashion.
- i. A player who makes up their blind is still required to take the blind in normal rotation.
- c. Place a straddle bet if in the proper position.
- i. A player who misses all the blinds on a round shall make it up as follows:
- a. In Limit games, the player must post an amount equal to the sum of the blinds. The excess amount over the Big Blind becomes dead money and is put into the center pot by the dealer because it is not part of the bet.
- j. New players to the table will not be required to post the blinds.
- k. A player transferred by the house from a broken game, from a game where the limit was changed, or from a must move game does not have to post any money before they are scheduled to take the big blind.
- l. A player who goes broke and wishes to re-enter the game is not liable for any blinds missed.

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- m. A player who moves to a new seat and goes past two 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. One move is permitted.
- n. 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 is 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.
- o. A player who takes their big blind and then switches seats before the next hand must make up the small blind. That amount is live.

3. "Bomb Pot Options for Hold'em and Pot Limit Omaha

- a. On games where the 'bomb pot' option is available, players get the same number of hole cards, but the pre-flop betting round is by-passed. Each player agrees to place a predetermined bet amount into the pot before any cards are dealt. After the cards are dealt, the dealer will then put out the flop. Play proceeds as normal from the flop onwards with a round of betting starting to the left of the button.

SECTION C

STUD

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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. To start a deal, each player is dealt two down cards and one up card (called a “door card”). There is a betting round followed by an up card (“fourth- street”), a betting round followed by an up card (“fifth- street”), a betting round followed by an up card (“sixth- street”), a betting round followed by a down card (“seventh- street”) and a final betting round followed by a showdown.

STUD RULES

1. A player who has anteed, but is not actually present at the table when the time comes to act on the hand, loses the ante and has the forced bet put in the pot for them if they have that obligation.
2. A player who has not indicated the desire to be dealt in by posting an ante is ineligible to receive a hand. If such a player is dealt a starting hand, the hand is dead, provided the failure to ante is discovered before the player has acted by putting any chips in the pot. If a player ineligible for a hand by failure to ante is dealt an up card that obligates that player to make a forced bet, the player who has the second-lowest card (second-highest at Razz) shall assume that obligation. A misdeal may not be called because an ineligible player is dealt a starting hand. A misdeal occurs when a player who has anted is dealt out, provided attention is called to the error before any player has received all the cards to their starting hand.
3. 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

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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 hurt, because receiving a random card does not affect a player's chance of winning the pot.

4. 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. Two players acting would constitute 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 and play 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.
5. If the dealer is going to run out of cards before all active players have a complete hand, the following procedure shall be used:
 - a. 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.
 - b. 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 rules 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.
 - c. 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.

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- d. 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 burn cards, burns 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.
6. A player who calls when beaten by the opponent's up cards is not entitled to a refund for these reasons:
- a. 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.
 - b. The call could be used as a tool to reveal an opponent's hand.
 - c. Information about the player's hand has been made available to all the players by the call. Therefore, it is unfair if the player does not receive the normal compensation for disclosing this information.
7. In all stud games, the dealer should indicate who acts first. In high games, the dealer should call open pairs. The dealer should identify fourstraights and four-flushes. In Hi-Lo and High limit stud games, no hands will be called.

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DRAW (Including Lowball)

Each player initially receives five down cards. The action is initiated by the player to the immediate left of the player with the dealer-button, if there are no blinds, and by the player on the immediate left of the big blind if any blinds are used. The first player to make a wager on the initial betting round is called the opener and is said to have “opened the pot”. After the initial betting round is over, the players have an opportunity to draw new cards. Players may either keep their original hands (stand pat) or discard as many cards as they choose and get a new card for each one thrown away. This process is called “the draw”. There is a final bet and then a showdown. Games are restricted to eight players to make it very unlikely that the dealer will run out of cards and have to reshuffle the deck during a deal. Draw may be played High or Low (“Lowball”).

FIVE CARD DRAW RULES

Note: Five Card Draw (High or Low) is not a game normally spread in our Poker Room, unless requested by a group of players. This will be at the discretion of the Poker Floor Supervisor in charge and controlled by the following rules:

- a. A player may draw as many cards as desired. The player tells the dealer how many cards they want to draw or whether they prefer to “stand pat” by not drawing any cards. The player then discards all cards being replaced before receiving any new cards.
- b. A player receives all cards at the same time, unless drawing five. The player may not draw five, consecutive cards from the deck. A player drawing five cards receives four of them at the normal turn and the fifth card after all the other players have drawn. If this player is last to draw, the dealer burns a card before giving them a fifth card.

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- c. A player may not change the number of cards they draw once the next player has acted or the dealer has actually dealt the cards.
- d. Any player, who wishes to know how many cards were drawn by an opponent, may receive this information from the dealer, provided there has not yet been any action after the draw.
- e. In games that do not use blinds, action after the draw is initiated by the opener or by the first active player on their left after they have folded. In games that use blinds, action after the draw is initiated by the first, active player, clockwise from the button.
- f. If the “Seven Rule” (You may not check a seven or better after the draw.) is in use at Lowball, a violator cannot win any chips bet after the draw. If the player has the best hand, they win the center pot. All chips bet after the draw are refunded. If this player ties for the best hand, the player gets their rightful share of the center pot, but their chips bet after the draw are refunded and all other chips bet after the draw go to the player that tied them. If the player does not have the best hand, no chips are refunded.

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