

Poker Rule Book



Effective 5/1/21

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. This occurs because our rules are designed to provide inexperienced players or those unfamiliar with our poker room rules a significant degree of protection against being penalized for honest mistakes. Therefore, in certain instances as deemed appropriate, we will base a floor person's decision upon the spirit of the law rather than the inflexible interpretation of the rules.

An unintentional error is less serious than a deliberate violation. The less experienced a player in our room, the more acceptable a claim of ignorance of our rules. The higher limit players are presumed more capable and knowledgeable of poker. The intent of an action will be taken into consideration.

The dealer needs assistance and cooperation from the players in making the game run smoothly and without errors. 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, he 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.

Every effort will be made to protect all players from potential mistakes made by our staff.

List of Contents

General Poker Rules

1. The Buy In	6
2. Table Stakes	6
3. Changes During A Hand	7
4. Direction Of Play	7
5. Hand Protection	7
6. Proper Card	8
7. Bottom Card Of Deck	8
8. Exposed Cards	8
9. Misdeals	8
10. Minimum Bets	10
11. All – In Bets	10
12. Raises	13
13. Action Out Of Turn	15
14. Burn Cards	16
15. Premature Dealing	16
16. Words and Gestures	18
17. Uncalled Bet	19
18. Insufficient Call	19
19. Unclear Bet	20
20. Insufficient Raise	20

21. String Bet	21
22. Oversized Chip Bet	21
23. Check – And – Raise	21
24. Minimum Betting Unit	22
25. Fouled Hand	22
26. Boxed Cards	23
27. Improper Joker	23
28. Defective Deck	23
29. Dropped Deck	23
30. Showdown	24
31. Order of Showdown	26
32. Ranking of Suits	27
33. Deals and Insurance	27
34. Odd Chip	27
35. Collusion	27
36. Show One Show All	27
37. The Clock	28
38. Revenue From Games	28
39. House Rights	30

Hold ‘Em Games and Games Using Blinds

1. Blinds for Any Type of Hold ‘Em Game	31
2. Structured Betting	31

Stud

1. Seven- Stud High	35
2. Seven Stud Low	35
3. Seven Stud High Low Split	36
4. Stud Rules	36

Draw (including low ball)

1. Draw High	38
2. Draw Low	39
3. Rules: Five Card Draw	39

General Card Room Rules 41

Ethics 44

Structure of Games	46
Betting Structure	46
Minimum Betting Units	46

Hi Limit Poker (Pot-Limit and No-Limit)	47
Ranking of Hands	49
Betting Terms	50
Etiquette	50
Poker Rewards Program	52
Tournament Rules	53

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. no-limit 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 because the original game has broken down or had the limit changed and the player is moving.
- c. At big-bet poker pot-limit or no-limit play, a return to the game after an absence of less than one hour and at limit poker, a return to the game after an absence of less than one hour is still considered part of the same playing session. A player must buy-in for at least the amount that they cashed out as verified by a poker supervisor. If they cashed out short, they must have the minimum of a full buy-in when they re-enter the game.

- 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 are able to play “behind”, providing the chips are in transit prior to the start of the hand.
- b. Concealed chips, such as under a phone, do not play in a non-tournament game.
- 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 and maximum buy-in requirement.
- d. Chips on the table may be used to pay for incidental items. (Cigarettes, beverages, food, etc.)
- e. A player may not remove any chips from play until they quit the game. Consistent removal of change is prohibited.
- f. The house is not responsible for anything left on the table by an absent player, as stated in #39-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 if any player can be injured by the change. 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 the right.

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.

- a. Contact of an unprotected hand with a discarded card shall make the hand dead if there is any doubt 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.
- c. 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 cigarette lighter) 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 is entitled to be refunded from the pot all the chips that they have put in, provided that the floor person feels the player has been injured and is not a contributor to the error.
- d. A player is not considered to have actually received a card until they have had an opportunity to protect it.
- e. A player who leaves the table without comment and has an unprotected hand is assumed to be folding if anyone bets. 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. In a Stud game, 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 burned, 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.
- b. A player receiving a final down card in a Stud game that should have been dealt to another player must keep it, unless there is no chance that they know its rank or suit and the card has not become intermingled with their other down cards. A

player who's proper down card **was skipped** 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 injured. 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 is never to be dealt.

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 of 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 they have not looked at the card. It is proper for the player to ask for a replacement before looking at the card. If the player looks at the card before asking to get it replaced, they open themselves to the charge that they are asking to get the card replaced because they didn't like it. The decision whether to allow the looked-at card to be replaced will depend on a number of factors and will be made by the house.
- 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.
- c. The replacement of an exposed card must be accomplished in such a manner that the requirements of the 6a-PROPER CARD rule are met regarding the dealing of only the top card of the deck and not changing the natural assignment of any card that will be in play.
- d. 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. If two of a

player's initial cards are exposed, it is a dead hand and the ante, if any, is refunded. 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 (not all-in) received the card face up, all the other players receive their cards face up and the action proceeds as normal with respect to bets and raises.
- 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.

Hold 'em

The replacement of an exposed card must be accomplished in such a manner that the requirements of Rule 6a – PROPER CARD are met regarding the dealing of only the top card of the deck and not changing the natural assignment of any card that will be in play. Therefore, 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).
- 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 last 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) In High, the card must be taken;
- b) In Lo-Ball draw, any card that may make the player the best possible hand must be taken. Any other card must be replaced.

9. 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. "Substantial action" is defined as three players taking any action (including a fold) or two players acting by a bet, call or raise before attention is called to the error. Substantial action can only occur when the dealer is no longer in the act of dealing cards. A player who discovers that they have too many cards after action has begun has a dead hand. A player posting a blind or straddle is not considered to have taken action at that point.

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

- a) Failure to shuffle and cut the deck before dealing.
- b) Dealing to the wrong player first.
- 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 person on their immediate right.
- d) Dealing out a player at the table or a player away from their seat who has either indicated a desire to get a hand by posting a blind or is on the button and has asked for a hand. In a game using blinds, if an absent player other than the above has asked for a hand and is dealt out, it shall be declared a misdeal so long as no player has yet been dealt all the cards for the starting hand. (For example, in Omaha, a misdeal should be called if no player has been dealt all four cards.) 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 #28-DEFECTIVE DECK.
- n) In Hold 'em or Draw, after dealing the player on the button all their starting cards, if the dealer continues to deal any cards in tempo (either up or down) that were supposed to be a part of the flop or the draw, it is a misdeal.
- o) If the first card is exposed on either blind, it is a misdeal. Not on the button.

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 killed.

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

10. MINIMUM BET

A player may bet a smaller amount on a betting round than was a bet on a previous round in spread limit games. However, neither the minimum bet nor the maximum bet ever decreases on a later betting round. Therefore, at Hold'em 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.

11. ALL-IN BET

A player is never obliged to drop out of contention because an opponent has bet more than they have in play. A player confronted by a bet larger than their stack may call with the amount of chips in front of them. The excess part of the bet is either returned to the bettor or used to form a side pot with another player or players who matched the amount called. There is no limitation on the number of side pots. A player who has put all funds in play into the pot is said to be “all-in”. The dealer should announce when a player has made an all-in bet. Players going all-in will have an all-in plaque placed in front of them by the dealer. Players that call an all-in bet will have a call plaque 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.

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 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.

An all-in bet of less than half the minimum bet (as determined in #24-MINIMUM BETTING UNIT) does not re-open the betting in limit poker.

An all-in bet of less than the full amount of the minimum bet does not re-open the betting at pot-limit and no-limit play. 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 (see #24-MINIMUM BETTING UNIT). For example, many card rooms, bets involving fractions of a dollar are not allowed in any game. The rules for which

chips and coins play in a certain game is given in—STRUCTURE OF GAMES, where our house rules governing the minimum betting unit for each game is given.

12. RAISES

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

- a. The previous wager is below the minimum size necessary to qualify for re-opening the betting to them.
- b. 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.
- c. The minimum size to re-open the betting 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 #24-MINIMUM BETTING UNIT.
 - 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:
 1. He is making the initial forced bet.
 2. He is going all-in.
- d. At limit poker, a player facing a wager of less than half a full bet may:
 1. Fold
 2. Call
 3. 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.

At fixed-limit poker, if any bet is less than half a full bet, it is not considered large enough to be counted as a bet. A wager increasing the amount of that bet to a full bet is called “completing the bet” and is considered the first bet on that round (not a raise, even though the betting is re-opened).

At spread limit poker, an all-in bet of less than half the minimum bet (as defined in #24-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-three - raise limitation.

At 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).

13. 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. “Substantial action” means either three players acting or two players acting by placing money in the pot. Dealer actions are counted. Condoning the action (tapping the table) and is considered action. Dealing the burn card off the deck is also action.
- 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 floor person should rule that the player must make up the amount short and have a live hand.

Example: There has been a \$20.00 bet and three raises, making the total \$80.00. However, after a card was dealt, it was noticed that a player had put in only \$60.00.

- 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:
 - i. Action out of turn will be binding if the action to that player has not changed.
 - ii. A check, call or fold does not change action.
 - iii. 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.
- d. Making a bet out of position prior to cards being dealt is frowned upon 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.

14. 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.

At Hold 'em, 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.

At 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.

Any time the dealer burns a card and is unable to deal immediately, the dealer should replace the burn card back on top of the deck and announce this action to the players.

Nobody may be shown a burn card while the pot is still being played.

If the dealer fails to burn a card when required, burns two cards by having them stick together or burns twice on a round and substantial action has not taken place, each card must be moved to its proper spot. One card must be burned, so the correct layout has been re-established.

Substantial action in this case means two players have acted, because the dealer fulfills the requirement of the third person for the substantial action rule to be invoked. If substantial action has taken place before attention is called to the error, all cards will be played as dealt. If the error takes place 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.

15. 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.
- 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. This is similar to the discussion in Section #13-ACTION OUT OF TURN, rule b.

In Stud games, if the dealt cards may not be used, they are retrieved and buried in the muck. A card for each additional player is also buried under chips near the burn cards, so the players receive the cards that were coming on the next round. If the

mistake is made on the last down card, when the card is taken in or might have been seen by the player, the card is kept.

In Hold 'em, the dealt cards may not be used, a new deck is made from the unused stub and the improperly dealt cards (but no burn cards). The dealer shuffles, cuts, does not burn and-turns. If the fourth- street card cannot be used, the card due to come up on fifth- street is used in its place, the dealer burns-and-turns again and the deck is made for the final card (fifth- street). A fourth burn card is not required. If the flop contains 4 (rather than 3) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floor person will be called to randomly select one card to be used as the next burn card and the remaining 3 cards will become the flop.

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 put to the side. Another card is burned, and the normal river card is used as the new turn card. After action on the turn, the premature turn card is placed back in the stub, the stub is reshuffled, and a river card is dealt without another burn.

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 Floor Supervisor shall be called. The Dealer will then scramble the four cards and the 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.

16. 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.

A player who discards their hand may reclaim the hand if it has not touched the muck, provided that nobody has acted on the assumption that the hand had been folded.

At 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. The player may face a penalty for exposing cards before showdown.

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.

17. 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, indicating they have made a bet and won the pot, but someone still has a live hand, the following rules apply:

- 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 bettor from thinking they won the pot.
- c. A player misled by a dealer or player at the table may receive his last bet back.

18. 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. If there has been proper action behind the player, the bet must stay in the pot if the raise was announced by the dealer or the player.

Example:

Pre-flop, 25/50 blinds, Player A opens for 200, Player B then throws in 2 green chips. This is a complete or forfeit because he is facing an ACTION CHANGING BET (blinds are the opening first round bet pre-flop).

On the flop, 25/50 blinds, Player A checks, Player B bets 200, player c throws in 2 green chips. This is a mandatory full call because player is facing the opening bet of the round.

On the flop, 25/50 blinds, Player A bets 200, Player B raises to 600, Player C throws in 200. This is complete or forfeit because Player C is facing an action changing bet.

In spread limit games, an insufficient call may be withdrawn if the player is obviously unaware that someone in front of them has bet.

An insufficient call may not be changed to a raise if the player has obtained useful information about the nature of any hand behind him/her. (To raise would be a form of string bet covered in #21-STRING BET.)

19. 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 to or past the wager line & releases them. In unclear situations, a player who lets the dealer pull the chips into the pot without making an immediate objection has made a wager.

20. 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 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.)

For example, on a \$20.00 bet, a player putting in \$25.00 must reduce the bet to a \$20.00 call. A player putting in \$35.00 must increase the amount to a \$40.00 raise. If the player puts in \$30.00, it is a raise, because the excess amount is two chips. (If the excess amount were only one chip, as a \$15.00 wager at a \$10.00 limit, it would be ruled a call.)

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 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.

21. STRING BET

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

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

22. 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.

23. CHECK-AND-RAISE

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

24. 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.

25. FOULED HAND

A fouled hand is a dead hand and cannot win any part of the pot. A hand is fouled 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 fouled hand wins the pot and this is discovered before the pot is awarded, the situation is similar to a player who bets knowing the deck is defective, as covered in #28-DEFECTIVE 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.

26. 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. Two or more boxed cards may be considered a misdeal.

27. 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.

28. DEFECTIVE DECK

A defective deck is one that has two identical cards (including two jokers when one is in use) or any cards of a different-colored back. Mutilated or marked cards, do not constitute a defective deck for the purposes of this rule.

If the deck is found to be defective, all chips in the pot shall be returned to the players in the amount each contributed. A player who realizes the deck is defective should call attention to the fact immediately. A player who has the opportunity to know the deck is defective and attempts to win the pot by betting

or raising shall have any chips used for this purpose 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 defective, provided that deal is over before the correctness of the deck is challenged. The deal is considered to have ended when all cards are facedown and all hands are intermingled into the discard pile.

29. 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 unused cards and reshuffle them. Cards in the muck may not be reshuffled into the deck. The dealer must cut the deck and burn a card before dealing.

30. 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. Opponents who muck without revealing their hands lose the right to ask to see any hand.

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 supervisor who will then determine if the hand will be shown. A player using this right as a method of irritation should be warned to stop.

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.

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 floor person. 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 floor person has discretion in deciding if any equity situation exists.
- c. A discarded hand, which has never been properly identified, that is turned face up by the dealer at another player's request, cannot win any part of the pot. The dealer should touch the hand to the muck before turning it up. However, this gesture is done only to avoid an argument and is not considered necessary, in order to have the hand ruled dead.
- d. Although it is unethical to deliberately miscall the value of a hand, it is quite possible to do so as an honest mistake. Therefore, a player is responsible for confirming that a hand actually reads as stated. To give a misled player some protection, the floor 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 must give up any claim to the pot. The house retains the right to make an equitable decision when the mucked hand was obviously the best hand.

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

- e. A hand that has been thrown away, and touched the muck, is a dead hand. A hand may be retrieved if it has not been placed in the muck.

- f. 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.
- g. 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.
- h. A hand discarded face up is still a live hand, even though it has touched other cards, provided it is clearly identifiable.
- i. 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.
- j. If a dealer mistakenly mucks a face up hand that has never been properly identified and the player has given approval to the action, the error must stand. If the player has not given approval, the hand is still eligible to win the pot, if the floor person can determine the contents to their satisfaction by the testimony of other persons. A player, who shows down the best hand, cannot be deprived of the pot because the dealer mucked it in error.
- k. Any player or floor person, who sees an error about to be made in awarding a pot, has an ethical obligation to speak up.
- l. 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. However, the higher the stakes, the greater the presumed competence of the player. Consequently, the player has greater responsibility for protecting their interests in the pot.
- m. 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.

- n. A pot should only be awarded by the dealer; no player may reach into the pot.
- o. A player, who wishes to contest the ownership of a pot, must do so at the time the pot is awarded and before the cards are prepared for the next deal. A pot that has been awarded without an immediate challenge belongs to the player possessing it.
- p. 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 at the time it was made.

31. ORDER OF SHOWDOWN

Side pot winners should be determined before the center pot. It helps prevent a player from discarding the hand because another player only in for the center pot has them beaten. It is the player's responsibility to know there's a main pot to be awarded. Dealers should not protect a side-pot winner from mucking his hand. Hands thrown in face down should be mucked immediately. At showdown, dealers should announce "All-in players hold your hand" to avoid confusion.

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

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

32. 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.

33. DEALS AND INSURANCE

Pot-splitting is not allowed.

34. ODD CHIP

At tournament play and one-winner flop games, pots shall be divided as evenly as chips in play permit (an odd \$5 chip will not be broken down on \$2-\$5NL games and higher). In Hold'em an odd chip shall be awarded to the player

clockwise from the button. In stud games, odd chips go to the player with the highest ranking card in their hand. In Omaha the high hand will receive the odd chip. In a split high, or split low, the odd chip is awarded clockwise from the button.

35. COLLUSION

The house has the right to prohibit any two 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 about the current hand 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. An uncalled hand shown to another player by the pot-winner must, upon request, may be shown to other players. ("Show one, show all.")

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

Behavior considered collusion is listed in ETHICS- SECTION D.

36. 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.

37. 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 50 seconds plus the Supervisors 10 second countdown:

- a. If there has not been a bet to the player, the player must check.
- b. If there has been a bet to the player, the player's hand is dead.

To warn the player that time is about to expire, the Supervisor must count down from ten to zero before the penalty is invoked.

Clock procedure will be as follows:

The dealer will call a floor person by saying "I need a floor person to table ____ for a clock countdown,"

38. REVENUE FROM GAMES

The rake is 10% of the pot rounded to the nearest dollar, with a minimum of \$1 and a maximum of \$5.

The first \$1 is pulled and placed on the rake slide once a \$5 pot is generated and a flop has been dealt. Additional dollars are taken when the pot reaches \$15, \$25, \$35 and \$45. Rake is dropped after pushing the pot to the winner.

The Hollywood Poker Room offers "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.

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

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

Supervisors and above may approve a rake reduction to \$3 dollars for tables with 5 or less active players. Surveillance should be notified of rake reductions.

In all revenue games not using rake-off or entry fee, time collection will be used. Procedures for the time collection are as follows:

In time games which have a "per player" charge as opposed to a "per table" charge:

- a. Time is to be taken on each half of the hour. The time rate is displayed on the game label.

- b. The dealer should collect the time from each player in order.
- c. Time rates will vary depending on game and limits and listed on each games plaque placed on the game prior to the start of action.
- d. If a player is away from the table, that player's time fee will be taken from his/her stack one time. A dealer who has taken the time of an absent player should call a supervisor if they are being pushed and inform the incoming dealer of the situation. The supervisor will remove the absent player's stack.
- e. Time rake will be placed on the rake slot and not dropped until verified by the floor person.
- f. A new player, arriving after time has been taken, will pay time only if this new player is seated before the top or bottom of the hour. If there is a list for this particular game, a player who has been given a seat is liable for the time payment even if they fail to occupy the seat before the ten-minute grace period has expired.

39. HOUSE RIGHTS

A decision of the floor person is final.

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

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 the cash with them when leaving the table.

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

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.

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

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

SECTION B - HOLD 'EM 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 a 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 should announce they are playing the board prior to exposing both hole cards. At Omaha Hold 'em, each player receives four cards to start. At the showdown, the player must play two of those four combined with three board cards.

Certain types of Hold 'em, 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 (clockwise) of the button is first to receive a card. Betting action on the initial round starts by the player on the left (clockwise) 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 (clockwise) of the button or if one blind is used, the first position left (clockwise) of the button.
- b. The sizes of the blinds are determined by the limit of the game.

2. STRUCTURED BETTING

The large blind will be the amount of the small bet. Example: Limit of \$10 and \$20, the large blind will be \$10; in a \$20 and \$40 game, the large blind will be \$20.

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

Example: In a \$5 and \$10 game, the blinds will be \$2 and \$5.

- a. High card will determine who gets the button in new games.
- b. Missing Blind Positions:
 - i. 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.
 - ii. If the player missing a blind decides to play after the button passes, the dealer will announce to all players, “There will be two large blinds or three, etc.”
- c. In non-tournament play, 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.
- d. All blinds are “live”, meaning the player has the option of raising the pot when the action reaches that player.

- e. A player who posts a regular blind may only put up the amount required by the structure of a particular game; oversized blinds are prohibited.
- f. An extra voluntary blind posted is called a “straddle”. The rules governing straddle bets are as follows:
 - i. Only one straddle is permitted on a deal, unless the floor supervisor specifically permits multiple straddles.
 - ii. 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.
 - iii. Straddles in NL/PLO act like a third blind, making the minimum bring-in the amount of the 3rd blind for that betting round only. The straddler has an option to raise if everyone simply calls.
 - iv. Straddles in Limit games act like a blind raise without changing the structure for that betting round. The straddler has an option to raise if everyone simply calls. The straddle will not count towards the three raise maximum.
 - v. The action before the flop is initiated by the person on the immediate left (clockwise) of the straddle.
 - vi. The straddle is a live blind; that player may raise the pot. A straddle is not considered a raise.
 - vii. The button is allowed to straddle and takes precedence over an under the gun straddle.
 - viii. 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.
 - ix. A sleeper bet and/or Mississippi straddle may be allowed. A sleeper bet is a blind raise made pre-flop from a position other than under the gun. A Mississippi straddle is a straddle that can be made from any position at the table.
- g. 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:
 - 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, little 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.
- h. 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.
- i. A player who misses a blind will be given a “missed blind” button. To receive a hand when they return, a player with a missed blind button must do one of the following:
- Come in on their big blind
 - Make up the blind in appropriate fashion
 - Place a straddle bet.
 - A player who makes up their blind still is required to take the blind in normal rotation.
- j. A player who misses all the blinds on a round shall make it up as follows:
- At limit poker, the player must post an amount equal to the sum of the blinds. The excess amount over the bring-in becomes dead money and is put into the center pot by the dealer because it is not part of the bet.
- k. New players to the table will not be required to post.

- l. 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.
- 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.
- p. Players with less than the opening bet at the start of a hand will be dealt out.
- q. Players are allowed to buy the button.

SECTION C

STUD

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

1. Seven Stud High

On the first round, the low card by suit is required to initiate action with a bet. Suits are ranked: Spades (highest), Hearts, Diamonds, and Clubs. On subsequent rounds, the high hand on board initiates the betting action. If hands are tied, the player to the left of the dealer acts first. For structured limit games, the lower limit applies on the first two betting rounds unless there is an open pair. If there is an open pair on fourth-street, any bettor has the option of wagering either the lower or upper limit only. This is called the "Fourth Street Rule". On fifth, sixth, or seventh -street, only the highest limit may be bet.

2. Seven Stud Low (Razz)

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

3. Seven Stud High-Low Split

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

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. At non-tournament play, 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 though the player's seat has been dealt one or more additional cards that outrank face up cards of the other players. The highest-ranking live hand initiates betting action. The failure of a dealer to deal the dead seat a card when required can be psychologically disturbing, but no player has been injured, because receiving a random card does not affect a player's chance of winning the pot.
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.
 - 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 bettor's hand has been made available to all the players by the call. Therefore, it is unfair if the bettor does not receive the normal compensation for disclosing this information.

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 four-straight and four-flushes. In Hi-lo and High limit (8/16 and above) stud games no hands will be called.

DRAW (Including Lowball)

Each player initially receives five down cards. The action is initiated by the player to the immediate left (clockwise) of the player with the dealer-button, if there are no blinds and by the player on the immediate left (clockwise) 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-handed 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”). Each of the forms is played as follows:

1. Draw High

The highest-ranking poker hand wins the pot. Aces are either high or low, at the player’s option. If the joker is used, it may be employed either as an Ace or any specific card not already held that completes a straight, flush or straight-flush (no “double-Ace-flushes”). A player may open on anything unless a minimum opening requirement has been set. An often-used requirement is “Jacks-or-better to open”.

2. Draw Low (Lowball)

The lowest ranking hand wins the pot. If the joker is used, it is the lowest card in a player’s hand that does not form a pair.

Ace-To-Five Lowball: Aces are low. The presence of a flush or a straight in a hand does not impair its low-card value. Therefore, the best hand is a 5-4-3-2-A, called a “wheel”. Two aces is a better hand than two deuces. The joker is normally used. At limit play, a seven-low or better must bet after the draw (or have all bets after the draw refunded if the hand wins the pot), unless otherwise posted.

Deuce-To-Seven Lowball: Aces are high and flushes and straights count, virtually ruining a value of a hand. Therefore, the best hand is 7-5-4-3-2, with at least one card of a different suit than the other cards. The joker is not used. The hand 5-4-3-2-A is not a straight; it is "Ace-High" and loses to "King-High". KK beats AA. Deuce-to-seven is usually played no-limit.

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 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.
- 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 is 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.

GENERAL CARD ROOM RULES

1. Telephone reservations.

The Hollywood Poker Room accepts phone reservations for 2/5 NL & 5/5 PLO and above.

2. “The List”

Player’s names will be called a maximum of three times prior to being erased from the list. Names removed in error will be placed back on the list.

- 3. When there is a vacant seat that has been declined by everyone on the list, all names will be scratched from the list. A list may not be kept for a game with an open seat.

3. When a table breaks, each of those players present may draw a card to determine seating order in another game (absent players will be drawn a card by a Floor Person). A player at the table who does not want to play short-handed is entitled to equality in drawing a card, provided that this player stays at the table (not playing), allowing the game to fill should other players arrive.
4. Voluntary table change: A player voluntarily moving to a game of the same denomination is required to comply with the min/max of that denomination. Players with less than the minimum buy-in will be required to increase their stack accordingly.
5. All games will remain nine handed unless specified by the Poker Director.
6. The house does not allow the playing of chips for someone else. The house does not provide play over boxes except for high limit games.
7. Absent players are tracked with absent buttons. A player will be picked up once receiving two missed blind buttons plus 10 minutes. Any player away from the table for 10 or more minutes with no chips on the table is subject to removal.
8. The changing of the limit or type of game may only be done if approved by the floor person. In order to raise the limit of a game in progress, all players must agree. The floor person may vote for an absent player on a conditional acceptance basis. The house retains the right to disallow the raising of the existing limit on any game. The purpose for disallowing a raising of the limit may include preserving a structure that new arrivals can reasonably expect to find in progress, the presence of a list and several other reasons.
9. The house has the right to control seating in all games. The floor person will be notified if someone wants a seat, regardless of whether there is a list for the game. If there are two or more games with the same structure having open seats, the house picks the game that gets the new player. Nobody may transfer games without house permission. All of this is in the best interest of the players and to maintain a balance of games in progress.
10. New games will be open at the discretion of the floor. Must move games may be implemented on higher limit games as needed.

- 11.** When two games of the same type are combined, the following rules apply:

 - a. A player with more than the minimum buy-in who moves to a new table must bring over their entire chip stack. A player with less than the minimum buy-in is not obliged to put any additional money on the table.
 - b. The “Largest Stack” rule no longer applies to players with more than the maximum buy-in. Players may bring over their entire stack.
 - c. In games with blinds, the button moves to the player already at that table who was due for it and blinds are posted accordingly.
 - d. If two or more games are combined into one game at a neutral site, it is treated as a new game, except a player with less funds in play than the minimum buy-in is not required to add more money.
- 12.** When there are two or more games of the same type in progress, the house has the right to seat a new player at the table that has the fewest number of players. If there are an equal number of players at each table, then the additional player will be seated at the game, which started first.
- 13.** A player already on the list has precedence in seat selection when a new game is started, provided that player requested a particular seat from the host prior to the game being called. A player already in a game has precedence in seat selection over a new player. However, if the seat has not been specifically reserved by another player, once the new player has put up a full buy-in, they have the right to remain there, provided that player is not tying up a seat in another game. A player in the game who wants a new seat must take it without playing another hand, if requested to do so by the incoming player. The incoming player is entitled to take their seat without excessive waiting. This does not preclude players from making a private agreement to let a player play out their position by playing the button, etc. A picked-up player returning to a game has the normal seat selection rights of a new player.
- 14.** An incoming player who locks up a seat in a new game or existing game is expected to take that seat and play in the game within 10 minutes. Failure to begin play within the 10 minute time frame will result in a forfeiture of the seat.

15. The house has the right to move a game to a new location in the room.
16. Electronic Device Policy
 - A. Watching movies, listening to music, and reading e-books are permitted as long as it is not slowing up the game. If it is slowing up the game, please politely inform the guest that they are slowing up the game. If the slow down persists, please call a floorperson.
 - B. While a player is still live in a hand they may not answer their phone or talk on it. Please politely request that they hang up or step away from the table. If it happens again, please notify the floorperson.
 - C. While a player is still live in a hand, their cell phone should be face down on the table so that they may not see the screen.
 - D. Players are not permitted to send or receive text messages and instant messages while still live in a hand. If it occurs, please politely inform the guest of the rule. If it happens a second time, please notify the floorperson.
17. Reading materials are permitted, so long as it does not interfere with the smooth flow of play in the game.
18. Management reserves the right to bar any person from entering the poker room or facility without obligation to give an explanation or show cause.
19. Discourteous behavior toward our dealers and guests will not be tolerated. The floor supervisor should be notified as soon as the dealer leaves the game. If actions by a player cannot wait until the dealer leaves the game, the floor person should be called at once.

ETHICS

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

1. Holding one's cards in a concealed manner. All cards are to be kept in plain view of the dealer and other players at all times. At Texas Hold 'em and

seven-Card Stud, hole cards should remain in contact with the table. At Omaha Hold 'em and Draw, cards should not ever be held below table level or closer to the player than the table edge.

2. Deliberately acting out of turn.
3. Arranging one's chips to conceal the higher denominations.
4. Showing any hole cards before the showdown.
5. Showing or revealing the contents of one's hand when all-in before the betting is over, a player who shows that they have a strong hand for the center pot hinders the chance of a player who bets into a side pot getting called. If the all-in player shows that they have a weak hand, that player increases the chance of a bettor getting called.
6. In pot-limit, inquiring about a pot size out of turn as if intending to bet, when not intending to do so.
7. Deliberately changing the order of up cards in Seven-Card Stud to deceive an opponent.
8. Throwing chips into the pot so they become intermingled with chips that are already there, making the amount wagered unverifiable. This is called "splashing the pot". Only the amount to be 100% identifiable will be counted toward the wager.
9. Attempting to win the pot by a bet or raise after realizing one's hand or the deck is foul.
10. Playing in a manner to favor one player over another. These are some actions that are improper and a form of collusion.
 - a. Imparting information in any manner about one's hand to a player in the pot.
 - b. Advising someone on how to play a hand or suggesting a particular betting action.
 - c. Giving an opinion on what a player has when they bet.
 - d. Agreeing to check out a hand when a third person is all-in.

- e. Agreeing to save a certain amount of money with another player if either wins the hand when there is potential betting left on a deal for one or both of the parties.
- f. Encouraging a person to spread their hand face up on the table and claim the pot at the showdown.
- g. Reading a hand for a player who has not yet shown their hand.
- h. Commenting on the number of cards a player drew.
- i. Having a “soft play” agreement not to bet or raise another player when heads-up.
- j. Refunding any money that was won from a player in a pot, such as the last bet.
- k. 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. Certain forms of behavior, such as showing one’s cards to another player in the game are discussed in COLLUSION.

STRUCTURE OF GAMES

BUY-INS

The buy-in for all games may fluctuate and may vary depending on business needs according to Management.

HI-LIMIT POKER

1. \$5-\$5 NL / PL Games and higher will be placed in the high limit section. Game placement to be determined by management.

2. High Limit games may be require to be on a time rake. The procedures are as follows. As covered in #37 Revenue from Games.
 - a. An absent player will have time removed from their stack. Players will be picked up after one hour away from the table.

BETTING STRUCTURES

The Hollywood Poker Room is willing to spread nearly all limits and structured games that our guest's desire.

MINIMUM BETTING UNITS

1. Players must have the minimum dollar amount used to receive a hand for the game being played.
2. In 2-5 no limit and above odd chips will not play (all-in players with odd chips will not be allowed to incorporate them into their all-in bet).
3. In games with an ante players are required to have the full amount of the ante to receive a hand.

HI LIMIT POKER (POT-LIMIT AND NO-LIMIT)

Hi-Limit Poker is the term we are using to describe a betting limit that is not fixed, but depends on the pot size or is unlimited as in pot-limit and no-limit play. Pot-Limit means the player may not bet more than the size of the pot. The pot size for betting purposes may be slightly larger than the actual amount in the pot because of rounding-off method of computation. No-Limit means the player is allowed to bet all money in play (according to the table stakes rule) at any time. A maximum bet restriction may be placed on a game, such as "pot-limit up to one hundred dollars".

HI-LIMIT RULES

(Rules #4 and following apply to pot-limit play only)

1. A player has the right to know approximately how much money an opponent is playing. Therefore, they are entitled to an unimpeded view of an opponent's chips if requested. The dealer is responsible for making sure the amount of chips bet is the amount represented by the bettor. All verbalized bets and raises should be counted by the dealer. Stacks of six or more chips should be broken down and counted.
2. The round-off size of the pot for betting purposes is a number that is divisible by the minimum betting unit. The pot size is rounded off upwards, with any odd chips smaller than the minimum betting unit combined into one additional betting unit, unless the house feels a particular structure is better played with odd chips not counting as part of the pot.
3. Running it twice is allowed when heads up, one player is all-in, and both players agree. This agreement will only affect remaining cards. Exception to this rule is: 1) multiple players going all-in on the same betting round and no more action can be had. At this point all players involved may agree to run it twice. 2) All-in players from previous betting rounds will be given the opportunity to be involved in running it twice. Running it twice is offered 2/5 NL and above. The house will charge an additional rake equal to the amount taken prior to running it twice on raked games.
4. THE ROCK: Once the table agrees, after the first pot is won the winner must set out an amount double the big blind (BB) as an automatic straddle before the next hand. When the pot is pushed, so is the "rock" and the winner automatically places the "rock" back in front of him or her, 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 re-straddle or 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.)
5. Blinds of chips smaller than the minimum betting unit are combined when computing pot size; they are not counted individually as units. All chips from made-up blinds are counted as part of the pot in determining the maximum permissible raise of any player. Raked chips are counted as still in the pot. Time collection chips in the rake slot are part of the pot only if they were taken after the start of play on that deal. Extra chips

that are in the pot as a result of the time collection being less than the amount actually put in the pot by the players will be counted in a manner prescribed by the house for each particular game. A frequent method is having the chips not count as part of the pot until after the flop.

6. An over bet of the pot may be called down to proper size until:
 - a. All players have acted on that round.
 - b. Two players have called the bet.
 - c. A player has announced their intention to raise the pot.
 - d. Two players are heads-up and the second player announces their intention to call the full amount.

The dealer should always call immediate attention to an over bet of the pot and return the excess amount at once.

The calling down of an over bet does not give any player the right to change their action.

7. An under bet of the pot by a player (because they have been given incorrect information by the dealer or they have miscalculated the pot size themselves) who has announced the intention to bet the full size of the pot must stand unless corrected immediately. A player shares the responsibility with the dealer in keeping accurate track of the pot size.
8. The dealer should announce the number of active players when spreading the flop. The dealer should not announce the size of the pot at any time except when specifically requested. The statement "I'm going to raise" is not to be taken as an inquiry about the pot size.
9. When a seat comes open, a player in the game who asked for it may move to that seat. In very high stakes games, the rule that a player to the right of that seat has first option may be used if the majority of the players agree to it. The management must be informed of this agreement before it is in effect for any game.

RANKING OF HANDS

Poker in the United States is played with a standard bridge deck of 52 cards. The cards at high poker are ranked Ace, King, Queen, Jack, ten, nine, eight, seven, six, five, four, trey, deuce. An Ace may also be used as a card lower than a deuce in sequence.

A poker hand at the showdown consists of precisely five cards (possibly the best five selected from a greater number by some pre-determined rule) ranked accordingly to the following list from highest to lowest, in the order of their probability of occurrence (from rarest to likeliest):

1. Royal Flush = An Ace-High straight flush is nicknamed a “Royal Flush”.
2. Straight Flush = five cards of the same suit in sequence.
3. 4 of a Kind = four cards of the same rank.
4. Full House = three cards of the same rank and two cards of the same rank.
5. Flush = five cards of the same suit
6. Straight = five cards in sequence
7. 3 of a Kind = three cards of the same rank
8. 2 Pair = two cards of the same rank and two other cards of the same rank
9. 1 Pair = two cards of the same rank
10. High Card = The highest ranking card in the hand

Some forms of poker, especially Draw, permit the addition of a Joker to the deck. The Joker may be used at high poker, either as an Ace or as any card not already in the player’s hand to complete a straight flush, flush or straight. Five Aces becomes the highest-ranking hand. The Joker is used at low poker as a card of the lowest rank not already in the player’s hand.

BETTING TERMS

Poker has a special word used to state each type of action a player may take at his/her turn to bet. The standard terms are as follows:

Check:

To abstain from betting, but continue to stay in contention for the pot because nobody else has yet to bet on that round. (Some games use a special “Bet-or-Fold” rule, forbidding a player to check on certain or all betting rounds.)

Bet:

To make a wager by putting chips into the pot.

Raise:

To make a bet increasing the size of a previous wager on that betting round. (a wager fitting this description but substandard in size may, in some cases, not be

considered a true bet or raise for legal purposes, such as re-opening the betting or counting toward the bet and number of permissible raises on that round.)

Call:

To match the bet of another player.

Fold:

To quit contending for the pot and throw away one's hand. A player refusing to match a bet would be required to fold.

ETIQUETTE

1. A player who expects to be showing down the winning hand should show it immediately.
2. Waving one's cards up and down at showdown means "I have a very weak hand; show your hand and take the pot" (and should only be done if that is actually the case).
3. When one's opponent waves their cards up and down at showdown, a player who has a reasonable hand should show the hand with the expectation of taking the pot, regardless of who is technically required by the rules to show first.
4. It is considered impolite to ask to see a hand of a player just beaten in a pot or to use the request as a "needle".
5. Although deception is a necessary part of poker, it is not polite to use an excessive amount of time to make a play one knows will be made.
6. Language, dress and behavior should be of standard appropriate for ladies and gentlemen.
7. Proper dress attire is required.
8. A player going all-in should announce the fact.
9. A raise should be announced.

10. A player should turn all their cards facedown when folding, to assist the dealer in maintaining a comfortably fast pace of play.
11. Lengthy post-mortems about a hand are unwelcome.
12. Criticism of the way another player has elected to play the hand or the general style of play is impolite and undesirable.
13. A player is entitled to quit the game any time they choose without suffering criticism.
14. Players should speak up and assist the dealer by calling attention to an error in the amount of a bet or improper reading of a hand.
15. It is improper to make an effort to see another's hole cards, such as leaning or ducking the head. One is not obliged to look away if cards are openly exposed to view. It is proper for an opponent to complain when a player is constantly getting the opportunity to see another's hole cards.
16. The dealer is not to be held responsible for anything totally beyond their control, such as the identity of the cards they deal.
17. Discard hands should be released on a low line of flight and a moderate rate of speed. They should be directed toward the muck, not the dealer's hands.
18. Talk or action demeaning to the dealer will not be tolerated. Throwing cards, name-calling and other such uncivilized behavior will be grounds for suspending or barring any player from the card room.
19. Buy-ins for live action poker games will vary and are subject to change.

Poker Rewards Program:

Poker players will earn Rewards based on time played. Rewards will be earned in the Bravo System and transferred to the CMP for usage. It is the poker players' responsibility when seated at an eligible table to present their card to begin earning rewards.

Poker Reward Procedures

- Player must obtain a Player card in the Poker room or at designated Player's Club location (I.D. required).

- Player must be 18 years or older and will be checked against the banned list, as outlined in the STOF approved policies and procedures.
- When a player is seated at a live poker game he/she must give their Player's card to the dealer or above to receive "Poker Rewards".
- The card will be used to "Clock in" the player through the Bravo system.
- When the player has finished playing he/she will be logged out by the dealer at the table.
- The player will accumulate comp dollars according to time played at a specific limit of play. The Bravo system will calculate the player's time played at a specific game and transfer the information to CMP for the comp dollars.
- "Comp Dollars" that have not been redeemed after 60 days from time earned, will expire.
- Comp Dollars have NO CASH VALUE outside of its designated use.
- There will be **NO Cash back or Refunds** of Poker Rewards once issued.
- Anyone found abusing their Poker Rewards Program is subject to being ineligible to receive further rewards and their existing Reward credits will be forfeited.
- \$2-\$5 NL, \$2-\$2 PLO and \$6 -\$12 Limit Games and higher earn \$2 Comp Dollars for every hour played. Lower limits will earn \$1 Comp Dollar for every hour played.
- Management reserves the right to change or alter the above without written notice.