

GENERAL POLICIES AND CONDUCT CODE

Improper & Disorderly Behaviour

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our cardroom to violators. The following are not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any patron or employee.
- Using profanity or obscene language continuously or directly at another person.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using an illegal substance.
- Carrying a weapon or an object with the intent of using it as a weapon.
- Keeping magazines, books or anything else of the sort on the table.
- Having any chips not used in the game at the table (except one card protector is allowed).

Supervisor Role

The cardroom supervisor is in charge of all cardroom activities while on duty. Supervisors are responsible for the setting up and running of all games, for dealer rotation and the handling of any poker/cardroom related disputes.

Dealer Role

The dealers' role is ultimately to protect the games' integrity and insure fair play. Dealers are not in place to assist any players while on a game and cannot advise anyone on what action to take.

The following information should be taken into account:

The dealer may never turn a player's cards over (subject to requests on showdown).

The dealer may never count out another player's chips unless placed in the pot.

The dealer may never recall action from previous betting rounds.

Disputes

Any disputes that occur will be handled by the shift supervisor; these should be brought to the attention of the supervisor as soon as they happen as delay may alter the decision.

During a game, any player may request a ruling and if it is in direct reference to the hand in progress all action will stop and the dealer will call the supervisor over to the table.

Decisions of the shift supervisor are final.

A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.

Decision Making

Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.

If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.

GAME RULES

For the most part, we are happy to spread any variation of poker that there is a demand for, however, our most common games are Texas Hold 'Em and Omaha. Therefore, we have only posted up the rules for these two variants; for our rules on any other variations please ask the shift supervisor.

General

No 'rabbit hunting' (looking through the stub and or any discards to see what would have happened should the hand not have finished).

Playing out of a rack is not allowed.

The management control when decks come in to and get taken out of play. Players may not request a deck change.

Any player dealt in at the start of the hand may request a 'clock' to be put on a player after a significant amount of time has passed and no decision has been made. If the player has had enough time, the supervisor will announce that they have one minute now to make a decision; during which time no comments should be made by anybody and all should give the player quiet to concentrate. The supervisor shall then count down from ten during and upon the time expiring the player's hand shall be ruled dead (or it will be taken as a check action if there is no bet being faced.)

'Deals' such as splitting, making savers (agreeing to take some portion of a bet out or deciding not to play for some amount) pots are not allowed.

The cardroom does not condone "insurance" or any other "proposition" wagers. The management declines to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.

The only exception to this rule is the small blind and big blind agreeing to take there posted blind back and continuing with the next hand if all other players have folded.

All random draws (high carding) shall start from the dealer's left (seat 1) irrelevant of where the button is. High carding is used to determine things such as where the button starts on a new game and where players are moving to from a closing table.

Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.

Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible

A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.

A non-player may not sit at the table.

In non-tournament games, you may have a guest sit behind you if no one in the game objects (and the management have allowed it). It is improper for a guest to look at any hand other than your own.

Speaking a foreign language during a deal is not allowed.

A player must remain at the table if he has a live hand.

Misdeals

Once action begins, a misdeal cannot be called. The deal will be played and no money will be returned to any player whose hand is fouled. Action is considered to occur when two players after the blind bets have acted on their hands.

The following cause a misdeal:

The first or second card during the deal has been exposed due to dealer error.

Two or more cards have been exposed by the dealer.

Two or more boxed cards are discovered during the deal.

Two or more extra cards are dealt in the starting hands of a game.

An incorrect number of cards has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.

Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn card).

The button was in the wrong position.

A card was dealt to the wrong player.

Cards have been dealt to an empty seat or a player not entitled to a hand.

A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

Dead Hands

Cards thrown into the muck will be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player, improper influence from another player or a dealer error.

Cards thrown into another player's hand are dead, whether they are faceup or facedown.

If you acquire an unfair advantage due to information you are not entitled to (such as players acting out of turn and you not halting the action), due to outside help or influence (such as your phone) or some other reason then your hand may be ruled dead.

A hand will be ruled dead due to the following:

You fold or announce that you are folding.

You release your cards in a forward motion causing an action to take place after you.

The hand does not contain the proper number of cards for the variant you are playing.

You act on a hand with an improper card (such as a Joker).

You have the clock on you when facing a bet or raise and exceed the specified time limit.

You break the one player per hand rule.

You are not at your seat when the last card has been dealt.

Betting

The minimum bring-in and allowable raise sizes for the opener are specified by the blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.

The number of raises in any betting round is unlimited.

The minimum bet size is the amount of the minimum bring-in, unless the player is going all-in. The minimum bring-in is the size of the big blind. The minimum bet remains the same amount on all betting rounds. If the big blind does not have sufficient chips to post the required amount, a player who enters the pot on the initial betting round is still required to enter for at least the minimum bet (unless going all-in for a lesser sum) and a preflop raiser must at least double the size of the big blind. At all other times, when someone goes all-in for less than the minimum bet, a player has the option of just calling the all-in amount. If a player goes all-in for an amount that is less than the minimum bet, a player who wishes to raise must raise at least the amount of the minimum bet. For example, if the minimum bet is \$100, and a player goes all-in on the flop for \$20, a player may fold, call \$20, or raise to at least a total of \$120.

All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. Example: Player A bets 100 and player B raises to 200. Player C wishing to raise must raise at least 100 more, making the total bet at least 300. A player who has already acted and is not facing a full size wager may not subsequently raise an all-in bet that is less than the minimum bet or less than the full size of the last bet or raise.

Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.

A wager is not binding until the chips are actually pushed forward (or past the betting line), unless the player has made a verbal statement of action.

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

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

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

If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size (but no greater). This does not apply to a player who has unintentionally put too much in to match the bet being faced before making a raise (the player would have had to verbally declare the word raise before placing any chips in).

Any chips placed into the pot by the player will stay in the pot and will be taken as action (unless the player has placed too much in to make a call, but not enough to force a raise). If a player is facing a £100 bet and places in £75 they have the option of making up the full amount or folding their hand and forfeiting the £75. The player cannot raise or retrieve the £75. The floorperson may rule to return the bet back however, if doing so is in the best interest of the game and/or the player has been distracted by a waitress, wrong information has been given by the dealer or some other good reason.

The smallest bet denomination is that which is used for the blinds/antes. A player going all-in must place all chips that play into the pot.

Any wager not all-in must be at least the size of the previous bet or raise in that round.

A verbal statement in turn denotes your action, is binding and takes precedence over a differing physical action.

A player who bets or calls by putting chips into the pot is bound by that action and must make the amount of the wager correct. This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.

String bets are not allowed. A string bet is anything that is not in contact with the table when the initial motion to bet is made. Dropping chips in one by one will result in the very first chip(s) landing as the bet. Pushing chips in will result in all chips pushed into the pot in the same action being the bet. You are not allowed to cut chips off and take some back, all chips placed in together will go as the bet.

If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a £3-£6 game, when a player bets £6 and the next player puts a £25 chip in the pot without saying anything, that player has merely called the £6 bet.

When facing a bet, unless a raise is first declared, multiple same-denomination chips is a call if removing one chip leaves less than the call amount. Example of a call: preflop, blinds 200-400: A makes it 1200 (an 800 raise), B puts out two 1000 chips without declaring raise.

The minimum bet size is the amount of the minimum bring-in, unless the player is going all-in. The minimum bring-in is the size of the big blind unless the structure of the game is preset by the house to some other amount (such as double the big blind). The minimum bet remains the same amount on all betting rounds. If the big blind does not have sufficient chips to post the required amount, a player who enters the pot on the initial betting round is still required to enter for at least the minimum bet (unless going all-in for a lesser sum) and a preflop raiser must at least double the size of the big blind. At all other times, when someone goes all-in for less than the minimum bet, a player has the option of just calling the all-in amount. If a player goes all-in for an amount that is less than the minimum bet, a player who wishes to raise must raise at least the amount of the minimum bet. For example, if the minimum bet is \$100, and a player goes all-in on the flop for \$20, a player may fold, call \$20, or raise to at least a total of \$120.

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Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.

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If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size (but no greater). This does not apply to a player who has unintentionally put too much in to match the bet being faced before making a raise (the player would have had to verbally declare the word raise before placing any chips in).

Announcing that you'd like to 'put another player all-in' is not a legal action. It is not possible to put a specific player all-in; a player can move all-in himself and must announce that as his action in that case.

Action 'in the dark' is not allowed.

In no limit games, 'betting the pot' is not a legal action. An amount must be specified.

Pot Limit

A bet may not exceed the pot size. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.

If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable.

The dealer or any player in the game can and should call attention to a wager that appears to exceed the pot size (this also applies to heads-up pots). The oversize wager may be corrected at any point until all players have acted on it.

If an oversize wager has stood for a length of time with someone considering what action to take, that person has had to act on a wager that was thought to be a certain size. If the

player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the floorperson may rule that the oversize amount must stand (especially if the person now trying to reduce the amount is the person that made the wager).

In pot-limit, a player who puts a chip or a bill larger than the pot size into the pot without comment is considered to be making a bet of the pot size (unless he is facing a bet).

Showdowns

To win any part of a pot, a player must show all of his cards faceup on the table, whether they were used in the final hand played or not.

Cards speak (cards read for themselves).

The dealer assists in reading hands that have been tabled.

Players are responsible for holding onto their cards until the winner is declared.

Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.

Any player, dealer, or floorperson who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.

All losing hands will be killed by the dealer before a pot is awarded.

Any player who has been dealt in may request to see any hand that was eligible to participate in the showdown, even if the opponent's hand or the winning hand has been thrown in facedown. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins. If the cards have been mixed in with the muck pile they cannot be retrieved.

Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.

If there is a side pot, the winner of that pot should be decided before the main pot is awarded. If there are multiple side pots, they are decided and awarded by having the pot with the players starting the deal with the greatest number of chips settled first, and so forth.

Upon reaching showdown the players are required to show in the order that they have acted (a check, call, bet or raise is considered an action); for example, if there has been no betting on the final round then the person who checked first shows first and so on around. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because someone is all-in), players are asked to aid in determining the pot winner by not showing their cards until a pot they are in is being settled. A player may opt to throw his hand away after all the betting for the deal is over, rather than compete to win the pot. However, the other players do not lose the right to request the hand be shown if he does so.

Irregularities

If it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).

If a card with a different colour back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different colour back is discovered in the stub, all action stands.

If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).

A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.

If there is extra money in the pot on a deal as a result of forfeited money from the previous deal or some similar reason, only a player dealt in on the previous deal is entitled to a hand.

A card discovered face up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.

A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.

One or more cards missing from the deck does not invalidate the results of a hand.

Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.

A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced,

a player should announce that the card was flashed or exposed before looking at it. A downcard dealt off the table is an exposed card.

If a card is exposed due to dealer error, a player does not have an option to take or reject the card.

If you drop any cards out of your hand onto the floor, you must still play them.

If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold. However, responsibility falls on the player to make an attempt at stopping the dealer from proceeding to deal the cards if he has not yet acted, the dealer will tap the table before dealing to provide the players with a window of time when to make it clear they have not acted; if sufficient time was given and the player has made no attempt to stop the dealer, it may be ruled that player has a dead hand (or that he has checked if there was no bet).

If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded, provided the deck stub, boardcards, and burncards are all sufficiently intact to determine the proper replacement card.

If the deck stub gets fouled for some reason, such as the dealer believing the deal is over and dropping the deck, the deal must still be played out, and the deck reconstituted in as fair a way as possible.

If the initial holecard dealt to the first or second player is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal.

If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.

If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floorman will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.

If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if all subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. However, if the player has had significant warning and has not attempted to notify the dealer that he is yet to act, the card may play and the player who hasn't acted will have a dead hand.

If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard by any player, the card must stand. Whether the error is able

to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

If the flop needs to be redealt for any reason, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

A dealing error for the fourth boardcard is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if a player had raised and the raise had not yet been called, the raise will be returned to the player.

RING GAMES

Game spreads

We are usually happy to spread any standardised variation of poker and any limits provided there is a demand for a particular game. However, our common game spreads are listed below.

<u>GAME</u>	<u>BLINDS</u>	<u>MINIMUM SIT</u>	<u>MAXIMUM SIT</u>
£1-£2 NL HOLD'EM	£1-£2- (£5)	£50.00	£400.00 Or half of the largest stack
£1-£3 NL HOLD'EM	£1-£3- (£6) - (£12)	£100.00	£1,000.00 Or half of the largest stack
£2-£5 NL HOLD'EM	£2-£5- (£10) - (£20)	£250.00	£3,000.00 Or half of the largest stack
£1-£2 PL HOLD'EM	£1-£2- (£5)	£50.00	No maximum
£1-£3 PL HOLD'EM	£1-£3- (£6) - (£12)	£100.00	No maximum
£2-£5 PL HOLD'EM	£2-£5- (£10) - (£20)	£250.00	No maximum
£1-£2 PL OMAHA	£1-£2- (£5)	£50.00	No maximum
£1-£3 PL OMAHA	£1-£3- (£6) - (£12)	£100.00	No maximum
£2-£5 PL OMAHA	£2-£5- (£10) - (£20)	£250.00	No maximum

Adding to your stack is not considered a buy-in, and may be done in any quantity between hands.

All games are table stakes (except "playing behind" as given in the next rule). Only the chips in front of a player at the start of a deal may play for that hand, except for chips not yet received that a player has purchased. The amount bought must be announced to the table, or only the amount of the minimum buy-in plays. Awareness of the amount being in

play for each opponent is an important part of poker. All chips and money must be kept in plain view.

"Playing behind" is allowed only for the amount of purchased chips while awaiting their arrival. The amount in play must be announced to the table, or only the amount of the minimum buy-in plays.

If you return to the same game within **two hours** of cashing out, your buy-in must be equal to the amount removed when leaving that game.

Transferring between tables and games may be restricted if it contradicts the pocketing rule (explained above). Players are not allowed to 'weed off' chips while still playing and so if moving to a lower limit forces the player to pocket money (in order to not exceed the maximum) then they may be restricted from joining that game until two hours has elapsed.

All house cash games will be dealer dealt and have a rake.

Seating

Changing the game to another is controlled by the management.

It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the list-person.

Permission is required before taking a seat in a game.

Playing over without permission from the floorperson is not allowed. A playover box is required. Permission from the absent player is not necessary.

Your chips may be picked up if you are away from the table for a significant amount of time. Your absence may be extended if you notify a floorperson in advance. Frequent or continuous absences may cause your chips to be picked up from the table.

When there is more than one game of the same stakes and poker form, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.

A player may not hold a seat in more than one game.

The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).

When a button game starts, active players will draw a card for the button position. The button will be awarded to the highest card by suit.

To avoid a seating dispute, a supervisor may decide to spread the game with one extra player over the normal number. If so, a seat will be removed as soon as someone quits the game.

In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.

A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.

A player voluntarily locking up a seat in another game must move immediately.

When a game breaks, a random draw will determine the seating order for a similar game.

Rake

The rake on all house dealer dealt cash games will be 5% of the pot up to a maximum of £10.00 per hand (£5.00 between 8am and 2pm). The following conditions have to be met for rake to be taken:

The pot must be at least £10.

The hand must reach at least the flop stage.

It is not a split pot.

Bad Beat Jackpot

The Bad Beat Jackpot will be offered on all house dealer dealt Texas Hold 'Em cash games.

All players taking part in house dealer dealt Texas Hold 'Em cash games are eligible to win the Bad Beat Jackpot.

The Bad Beat Jackpot will increase daily and a notice will be posted advertising the current amount available.

The dealer shall retain £1 from each eligible pot.

An eligible pot is defined as:

Hand must see flop.

Pot must be a minimum of £25.00 before rake is taken.

At least four players have to be dealt in.

To win the Bad Beat Jackpot a player must be beaten at showdown whilst holding four of a kind or better.

Both the player holding the Bad Beat hand and the player holding the best hand (winner of the pot at showdown) must use both hole cards in the construction of their hands; a maximum of three community cards can be used.

At least four players must take part (receive cards) in the jackpot hand.

Jackpot is paid out/distributed in the following way:

50% to the Bad Beat Hand.

25% to the winner of the hand.

20% distributed equally to remaining players partaking (received cards) in the Jackpot hand.

5% distributed equally to all other players partaking in Bad Beat cash games at the time of jackpot (player must be playing in cardroom where jackpot hand is dealt).

In the event of two or more tied hands being simultaneously declared as jackpot winners each prize will be split equally between each eligible player.

The Bad Beat Jackpot is NOT offered on any tournaments, Omaha, Stud, Dealer's Choice, Round Of Each etc.

50% of Bad Beat take contributed to current jackpot.

15% of Bad Beat take is retained by the casino as an administration fee.

The balance of the daily Bad Beat take will contribute towards the reserve (the next) Jackpot and/or towards other prizes for the benefit of cardroom players from time to time as may be determined at the sole discretion of the casino.

The company reserve the right to withhold immediate payment of any jackpot to enable the probity of the win to be satisfied.

Management may vary the rules or discontinue the Bad Beat Jackpot promotion at any time by displaying a notice to that effect.

TOURNAMENTS

General

All cards will be turned face up once a player is all-in and all betting action is complete.

Tournament play will use a dead button.

A player who intentionally dodges any blind when moving from a broken table will incur a penalty.

In heads-up play, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.

Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.

A penalty MAY be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents take place. Penalties WILL be invoked in cases of soft play, abuse, or disruptive behavior. Penalties available to the TD include verbal warnings and "missed hand" penalties. Except for a one-hand penalty, missed hand penalties will be assessed as follows: The offender will miss one hand for every player, including the offender, who is at the table when the

penalty is given multiplied by the number of rounds specified in the penalty. For the period of the penalty, the offender shall remain away from the table but will continue to be dealt in.

Tournament staff can assess a one-hand penalty, one-, two-, three-, or four-round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties.

The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.

If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director.

A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director.

A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes.

Seating

Tournament and satellite seats will be randomly assigned. Accommodations for players with special physical needs will be made when possible.

Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button.

When balancing tables, players will be moved from the big blind to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. The table from which a player is moved will be as specified by a predetermined procedure.

Chip Race

The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind or ante structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the 1-seat, with each player receiving all cards before any cards are dealt to the next player. A player may not be eliminated from the event by the chip-change process. If a player has no chips after the race has been held, he will be given a chip of the higher denomination before anyone else is awarded a chip. Next, the player with the highest card by suit gets enough odd chips to exchange for one new chip, the second-highest card gets to exchange for the next chip, and so forth, until all the lower-denomination chips are exchanged. If an odd number of lower-denomination chips are left after this process, the player with the highest card remaining will receive a new chip if he has half or more of the quantity of lower-denomination chips needed, otherwise nothing. Players are encouraged to witness the chip race.

Structures

Limits and blinds are raised at regularly scheduled intervals.

When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A hand begins with the first riffle. If an automatic shuffler is being used, the hand begins when the green button is pushed.

The levels are elevated from the point the tournament director announces the blinds are up; not from the point of the display showing a level change. This is to ensure all tables are playing with the same blinds/antes.

Buying In/Rebuys

A player may not miss a hand. If a player announces the intent to rebuy before a new hand, that player is playing chips behind and is obligated to make the re-buy.