


2017 World Series of Poker®

# OFFICIAL

# DEALER REFERENCE GUIDE

Rio All-Suite Hotel & Casino, Las Vegas, Nevada
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# ♦ SECTION 1

# ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## ♦ DECK INTRODUCTION

**New Decks:** spread face up, spread face down and then scramble (washed).
It is mandatory that the Dealer check the completeness and consistency of each deck of cards, front and back; not just go through the motions. This procedure is a very important part of a set-up down.

**Used Decks**: spread face down and scramble before being dealt.

**Decks** should face away from the Dealer while being collected, picked up and squared.

**A " FOULED DECK "** will be tracked back to the " **RESPONSIBLE DEALER** "; the dealer will receive a written warning for a violation of tournament procedures.

## ♦ RESETTING THE DECK

During player breaks, the dealer should reset both decks to verify the presence of all 52 cards without duplicates.
The back of the decks should be verified during this procedure to verify that all cards are of the same color and design.
The decks are reset with diamonds on the bottom, then clubs, then hearts, with spades being the top suit.
Each suit should be set with the King on the bottom, then Queen, Jack etc, consecutively, with the Ace being the top card.

## ♦ COUNTING THE DECK STUB

The Dealer **must** count the deck stub after the first hand dealt on each table.
The count should be completed after the final card has been delivered while waiting for the players to complete their action. ( A.K.A. - working on the dealer's time; not the player's time )
Dealers; do not hold up the game or table action while counting down the deck.
Exception: If the Dealer just introduced a new deck.

The Dealer should count the deck stub again at least once during the down.

If the Dealer **" DOES NOT "** count 52 cards, they should **" NOT "** bring this to the attention of the players!
The Dealer should simply switch decks and call the Floor. Then notify the Floor person that the cards are **" STICKY ".**
Upon notification, a Floor person shall pick-up the deck in question for replacement.

## ♦ SHUFFLING

The **" WSOP "** procedure is " **Shuffle – Shuffle – Box – Shuffle** " ( **S.S.B.S** ); then " **RELEASE the DECK** "
Over-shuffling or under-shuffling is not permitted.
If you lose track or expose a card during the routine, drop the deck, wash it quickly and start over.
The cards must be boxed into four or more equal sections (at least three strips).
During the "Box" procedure, the cards should be held low, flat and level to the table surface avoiding exposure.
During SSBS, if ante's are in play, look around, know where ante's are missing or where players need change.

## ♦ CUTTING the DECK

When the shuffle is complete:
Release the deck and place cut card on the table directly in front of the deck.

Collect the antes, if applicable.
Use a system to collect ante's…Seats 1, 2, 3, 4, 5 (left hand) then Seats 10, 9, 8,7, 6 (right hand).
**A system as described above will " AVOID " a missed ante**.

Cut the deck with **ONE HAND,** square the deck using a corner pinch, then **RELEASE THE DECK**.
Make sure your free hand does not block any player's view of the deck.
Place the deck in your hand; picking the deck up low, flat and level to the table surface.
Do not cap the deck or use your free hand to butt or thumb tap the deck.
Thereafter, your free hand should not come in contact with the deck unless pitching a card.

# ♦ SECTION 1

# ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## ♦ HANDLING THE DECK

The deck shall be held parallel to the table at all times; the Dealer should not roll the deck sideways or upside down for any reason.

The top of the deck should never be obscured from the view of any player; the Dealer should not cap or palm the deck.

Proper deck position must be **" LOW "**, to the table surface, " **FLAT and LEVEL** ", at all times.

## ♦ BURN CARDS

Before burning a card, the Dealer should lightly tap the table letting the players know that the previous round has been completed and that he/she is about to deal. This enables a player to stop the dealer in case the action is incomplete or an error is about to occur.

Burn cards should be dropped straight down onto the table, at the top of the box;
then pushed under the chips at the " **BOTTOM of the POT** " closest to the dealer.
It is important for the Dealer to burn the card quickly without **flashing or exposing the card**.
Burn cards should never be on the table **unprotected**; always use a chip from the pot to protect the burn cards.

All subsequent burn cards should be placed beneath the first burn card.

Burn cards **must** remain on the table until the pot is **pushed** to the winner(s).
Note: Mucking the burn cards and pushing the pot to the winner(s) should be a simultaneous action.
The Dealer may **NOT** look at the burn cards or show them to the players.
At the completion of the hand, the burn cards should be mucked without being exposed.

## ♦ THE MUCK

When a player folds their hand, the Dealer must **immediately** muck the player's cards.
The mucked hand should never be lifted from the table surface, ( aka " AIRMAIL " )
The muck should never be stacked. The cards should be slid and integrated into the muck; **non-retrievable**.
The muck should be placed near the top left corner of the table bank and should be protected by the Dealer's left hand whenever possible.
A Dealer or player may " **NEVER** " retrieve cards out of the muck.

## ♦ DROPPING THE STUB

The Dealer should drop the deck immediately after dealing the last card.
**" NEVER " – DROP the DECK STUB on the MUCK or Mix the Stub, Burns and Muck pre-maturely.**
**( See Table Layout & Card Placement for proper location )**

The deck should be dropped and spread above the top right corner of the table bank.
The top of the deck should be **protected and retrievable** in case there has been an irregularity on the deal.

## ♦ MISSED BLINDS

**TOURNAMENTS:** There are no missed blinds in tournaments. If the player is absent from the table, the Dealer will post the appropriate blind from the player's chips and brought into the pot when the hand is mucked.

## ♦ INCOMING PLAYERS: ( To Balance Tables or from Broken Tables )

A player being moved to a new table must begin play as soon as possible by assuming the position of that seat.
The only exception is that the player may not receive a hand in between the Small Blind and the Button.

( Players from Late Registration: Refer to Section 2, Pg. 15 )

# ♦ SECTION 1

## ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

### ♦ SHOWDOWN

The dealer **" MUST "** read all hands exposed at Showdown **" OUT LOUD "** to the table.
This enables the players to protect their hands from being mucked if read incorrectly.
While it is the players responsibility to protect their hands, dealers reading all hands out loud will prevent errors.

The dealer is NOT permitted to turn a player's cards face up for the player.

The dealer should not touch a player's hand while reading the cards unless absolutely necessary.
Moving the cards around to put them in order (also known as " **sautéing** ") is not acceptable.
You may only reach out to move a card if it is impeding your view of other cards.

- If no players respond by revealing their cards when the dealer announces Showdown, the last aggressive bettor is required to show his hand first.

- If all players check during the final betting round:

| | |
|---|---|
| Flop/Button games | - the player in first acting position is required to show his hand first. |
| Stud games | - the player with the high board is required to show his hand first. |
| Razz games | - the player with the low board is required to show his hand first. |

The dealer should follow the procedures shown below.

Direct final action. With action complete **" SHOWDOWN" – "TABLE YOUR HAND PLEASE ".**
After " **ALL** " hands have been tabled, begin to read **" ALL HANDS – OUT LOUD ".**
The dealer can begin reading the hand of the player with last aggressive action or in order, left to right.

In **TOURNAMENTS**, any player with cards at showdown may request to see a " **CALLED HAND** ". The hand is " **LIVE** " and shall receive the pot if determined to be the winning hand. To receive the pot, a winning hand must be shown when called by one or more hands after the last card has been delivered. Players not in possession of their hand or who have mucked face down lose any rights or privileges that they may have had to see any hand.

**" Rabbit Hunting "**

" No " rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come " if the hand had not ended.

### ♦ DEALER INSTRUCTIONS TO PLAYERS

As the dealer, give clear, concise directions to the players at your table.
i.e.: " Action " , " Bet ", " Raise ", " Showdown ", " Hands Please ", " Discards Please ", etc.
Players come from around the world to enter tournaments at the WSOP; some players do not speak English.
Standard directions are understood by all players. NO SLANG.
Directions such as "Flip them Up", "Show me a Winner", "What have you Got?" are not clear to " **ALL** " players
A dealer should not repeat basic actions such as " CHECK, CHECK, CALL, CALL, CALL " etc.
The winning hand should be properly announced. Ex.: Kings full of Nines or Two Pair – Aces and Sevens. etc.
" **SPEAK UP** " The players must be able to hear your directions; the atmosphere of a tournament room is very noisy.

### ♦ SET - UPS

Whenever a Dealer starts a new game (Tournament or Live) or receives a new setup, the front and back of **BOTH** decks must be verified.

When a new setup arrives at the table to be exchanged, the Dealer will take both existing decks in their left hand and raise them over their left shoulder.
The Floor person will place the new setup on the table and retrieve the used decks from the Dealer's left hand.
There should **NEVER** be more than two decks of cards on a poker table at one time.

### ♦ RAISE

The Dealer **" WILL NOT "** clear the betting perimeter to " **show the raise** " during a betting round unless requested by the player whose action is pending. The Dealer should announce " RAISE " then direct the action to the appropriate player position.

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# ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## ♦ BLIND CHECK - " CHECK in the DARK "

A " BLIND CHECK " is acceptable in tournament play from the player with first action.
Direct the action to the proper player as appropriate.

**EXAMPLES:**

Button: Seat 2
Small Blind: Seat 3
Big Blind: Seat 4

**Example # 1**: Pre-Flop with Action Complete
Seat 3 " CHECK in the DARK " ( Player first to act – " UNDER the GUN " )
Dealer: Accept the declaration from Seat 3
…direct first action to the next active seat ( Seat 4 or thereafter )

**Example # 2**: After the Flop with Action Complete
Seat 5 " CHECK in the DARK " ( Player is checking the TURN - " In the Dark " )
Dealer: ( Seats 3 and 4 are still in the action, as well as Seat 5 )
Direct the Action to Seat 3 - CHECK
Seat 4 - CHECK
Seat 5 - " Wait Dealer…. "
Dealer: - " Sir, your action was Out of Turn "
- " Action has not change, it is a CHECK "

**Example # 3**: After the Turn has been placed
Seat 5 " CHECK in the DARK "
Dealer: ( Seats 3 and 4 are still in the action, as well as Seat 5 )
Direct the Action to Seat 3 - CHECK
Seat 4 - BET 750
Seat 5 - Action Out of Turn but the action to Seat 5 has changed with the bet from Seat 4
- Seat 5 has all options available to Fold, Call or Raise.
NOTE: Seat 5 should receive a " WARNING " and possible " PENALITY "

## ♦ ONE DEALER to a TABLE

During the push, should you be the incoming dealer, do not involve yourself in the completion of the hand in progress. Anytime players are on break, only **one** dealer should be sitting at any table. Never sit in a player's chair behind a stack of chips.

## ♦ ……a word to the wise; as a DEALER

**The less you touch the cards,**
**The less you touch the chips,**
**THE LESS MISTAKES YOU MAKE.**

## ♦ SECTION 1

## ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

# DIRECT

# THE

# *" ACTION "*

# NOT

# THE

# *" BETS "*

This is the correct dealer procedure for all games, Live Action or Tournament. Do not reach out to stack or count a player's bet unless requested by the player whose action is pending. Should a player in any other table position ask

" HOW MUCH "

your answer should be ( for example )

" Action is in Seat 7, I will be with you in turn. "

In turn, the Big Blind is given an " OPTION ", but " **ALL PLAYERS " have " OPTIONS** ".
As a dealer, it is improper to influence the action.

♦ **ACCURATE COUNT of CHIPSTACK**

Players are entitled to a reasonable estimation of an opponent's chip stack. Players may request a more precise count if facing an **All - In** bet. The All - In player is not required to count his stack.
Should the player not wish to provide an accurate count; the Dealer or Tournament Official will count the stack.
Players are encouraged to keep their chips in stacks of twenty to provide a reasonable estimate of value.

# ♦ SECTION 1

# ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## ♦ SPLIT POTS

In many games, there will be instances when you have matching winning hands at Showdown.
When this occurs the pot is split evenly between the winners. Example: Two players with an Ace high straight.
In High-Low Games, the pot may be split in half. The first half of the pot is awarded to the high hand winner(s).
The second half of the pot is awarded to the low hand winner(s).

To split the pot quickly, always start stacking with the highest denomination chip towards the players and work towards the lowest denomination of chips. When splitting the pot, the burns should always be protected by a chip until the pot is ready to push. The pot should be split " CLEAN "; that is by not stacking any denomination on top of another denomination.

The main pot and all side pots will be split separately, never mixed together.
When awarding the chips to the winning hands; Pay High hand, kill high hand
(Unless the high hand also is a low hand winner) then, Pay Low hand, kill low hand.
Most often, if a pot must be re-split, it will occur with the low hands.
By using **Pay High, Kill High; Pay Low, Kill Low**; an error may be avoided from missing the additional low hands.



**STEP 1:**
**Pot with burn cards pushed under chips.**
**( Example: Denoms: 15 – 1,000's; 11 – 500's; 11 – 100's; and 9 – 25's )**

**Burn cards located at bottom of pot for protection.**
**Burn cards displayed for player observation.**



**STEP 2:**
**Begin to " STACK " the chips after the last card has been delivered.**
**Flop Game – after the river card.**
**Seven Card Game – after seventh street.**
**Lowball Hybrids - after the third drawing round has been completed.**

**Chip of largest denomination at top of burn cards for protection.**
**The dealer's concentration should be to control the action of the game.**
**Continue to stack chips on dealer's time, not player's time.**
**Do not lose control of the game to stack the chips.**



**STEP 3: STACK the CHIPS - " DO NOT " Stack and Split in the same procedure.**
**A correctly stacked pot with the highest denomination towards the players.**
**Burn cards remain protected until the pot has been split and delivered to the players. DO NOT muck the burn cards prior to pushing the chips to the players.**

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## ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

**( Pot consists of the following denominations: 15 – 1,000's; 11 – 500's; 11 – 100's and 9 – 25's )**



**STEP 4:**

**Pot Split with " CLEAN STACKS "**

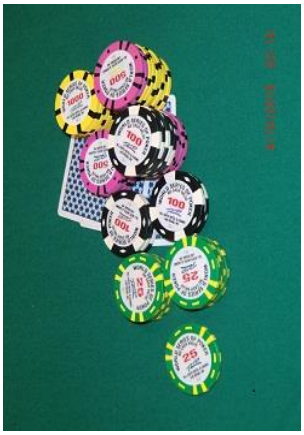
**That is, by not stacking any denomination on top of any other denomination.**

**Players have clear vision of all chips to assure a fair and equal split.**

**Odd chip to be displayed, prior to distribution.**
**Odd chips to be broken down to the smallest denomination in play.**
**Ex: If the odd chip was a 100 denomination, break down to four 25 denomination chips.**

**Pay HIGH, Kill HIGH; Pay LOW, Kill LOW. ( Unless the high hand qualifies as a low hand )**
**By using Pay High, Kill High; Pay Low, Kill Low, an error may be avoided due to missing the additional low hand (s).**
**Most often, if a pot must be re-split, it will occur with the low hands.**

**Pay High, Kill High; Pay Low, Kill Low also prevents stacking both splits at the " SAME TIME " Stacking each separately may prevent the stack from falling over, recreating the original pot and the necessity to " START OVER " therefore wasting players time. Stacking both sides at the same time ends up wasting time with the necessity to start over.**
**K.I.S. - D. " KEEP IT SIMPLE - DEALER "**



**IMPROPER SPLIT**

**Pot Split with " DIRTY STACKS "**

**As displayed, 500 denominations ( Pink Chips ) have been stacked on top of 1,000 denominations ( Yellow Chips ) and 100 denominations ( Black Chips ) have been stacked on top of 500 denominations. ( Pink Chips )**

**When the chips are stacked " DIRTY " for distribution to the players, one stack will stand much taller than the other appearing to be an unequal split.**
**The players must understand that the split has been equal.**

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# ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## ♦ ODD CHIPS

**Stud Games: Seven Card Stud, Seven Card Stud Eight or Better, Seven Card Stud Hi/Lo Regular, or Razz**

The odd chip will be given to the highest card, by rank and suit.
This selection is made from the 5 card hand that the player displayed for showdown. If more than two players tie and there is more than one odd chip, no player may receive more than one extra chip. The player with the second-highest card in his hand, by rank and suit, gets the second chip, etc.

**Flop Games:**

High only games - the first hand clockwise from the Button receives the odd chip.
High-Low split games – the high hand receives the odd chip in a split between the high and the low hands.
In the case of tied high hands or tied low hands, the first hand clockwise from the Button receives the odd chip.
In the case of single or multiple side pots, follow the above procedure for each pot separately.

**Draw Games**: Hybrid Games such as Badacey and Badeucey, the odd chip will go to the winner of the five card hand

**TOURNAMENTS**: The Odd Chip will be broken down to the smallest denomination of chips in play.
Ex: A pot of 900 to be split between two players ( 9 chips @ 100 each )
The odd chip must be broken down into 4 chips of the 25 denomination, if the 25 denomination chip remains in play.
If the 25 denomination has been removed from play, the odd 100 denomination will be split in accordance with the rules for the game as described above.

**LIVE ACTION**: Refer to the description in the Live Action Rules.

## ♦ CHANGE

**Change can be made from the bets on the table during collection once action is complete for the betting round.**
**The dealer should follow the action to know where making change is necessary. Should the larger chip be collected before change has been delivered, the dealer should make known to the player that " CHANGE is COMING "**

**"CHANGE COMING" is a very powerful statement from a dealer.**
This statement informs the player that you have noticed the oversize chip and that change will be coming.
Verbally stated, "CHANGE COMING" reminds you that change must be provided to the player.
After a player has put out the oversize chip without any declaration, "CHANGE COMING" informs the player and the table that the previous bet has been called and not raised.

## ♦ TOURNAMENT TOKES " TOURNAMENT TOKES are SHARED "

When dealing a tournament (WSOP Bracelet, Mega-Satellite, Deep-Stack, etc.), should you receive a toke, either cash or chip, accept the toke and " **THANK** " the player. Afterwards, call a Tournament Official to deposit the toke.
There are toke boxes in Live Action, Satellite Cage and in the WSOP Main Cage. All tokes are shared between Staff and Dealers. The Dealers receive their tokes based on tournament downs included in each weekly paycheck.
Do Not conceal the toke in pocket, fanny pack or other fashion. The toke should remain visible at all times.
Dealer tokes received in Live Action or Single Table Satellites are personal and kept by the dealer.

## ♦ OFFICIAL LANGUAGE and TERMINOLOGY of TOURNAMENT POKER

The **OFFICIAL LANGUAGE** for the World Series of Poker is " **ENGLISH** ".
All table talk between players and/or dealer and staff will be in English.

**OFFICIAL TERMINOLOGY of TOURNAMENT POKER** - Official terms are simple, unmistakable, time-honored declarations like: bet, call, fold, check, all-in, pot (in pot-limit only), and complete. The use of non-standard language may result in a ruling other than what was intended. It is the responsibility of the dealer and players to make their intentions clear.

# ♦ SECTION 1

## ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## TABLE PROTOCOL - CARD PLACEMENT - SIDE POTS

### WSOP TABLE PROTOCOL - RIVER " ALL - IN "




| 1. ....at the BEGINNING of the HAND | |
|---|---|
| SEAT 5 | BUTTON |
| SEAT 6 | SMALL BLIND |
| SEAT 7 | BIG BLIND |

| 2. WSOP TABLE PROTOCOL |
|---|
| Pot with Burn Cards |
| Burns at the bottom of the pot; burns pushed under the chips |
| Muck under Dealers left hand for protection |
| Board cards within the square box printed on the table felt |
| Side Pot to the right of the board cards |
| Dropped Stub to the top right corner of the table tray |

| 3. ....at the river | |
|---|---|
| SEAT 7 | Pushes " ALL - IN " with a Deuce / Nine off-suit - Quad Nines |
| SEAT 5 | Calls the " ALL - IN " with the Queen / Ten of spades for a straight flush |
| SEAT 5 | Covers the stack of Seat 7; Seat 7 is eliminated from the tournament |

| 4. ....for the following hand | |
|---|---|
| SEAT 6 | BUTTON |
| SEAT 7 | SEAT OPEN |
| SEAT 8 | SINGLE BIG BLIND |

♦ **SECTION 1**

♦ **WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION**

# FINAL TABLE DEALERS

**After the**

## LAST HAND of a TOURNAMENT

**It is an absolute " MUST " to**

## DROP the DECK

**&**

## WATCH the CHIPS

**to prevent the**

## " REMOVAL of CHIPS "

**as**

## " SOUVENIRS "

♦ **SECTION 1**

♦ **WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION**

# * * * DEALERS * * *

**YOUR**

## LAST OFFICIAL ACT & DEED

**PRIOR to LEAVING for the DAY**

**is to check your status with the**

## DEALER COORDINATOR ( D.C. )

**DO NOT ASSUME THAT YOUR SHIFT IS OVER AFTER 8 HOURS**

**CLOCKING - OUT and LEAVING PROPERTY**

**WITHOUT THE APPROVAL OF YOUR**

## DEALER COORDINATOR ( D.C. )

**is an infraction of**
**" The Employee Manual " (Pg. 29, Item # 30)**
**Employees who walk off of the job during shift will be considered to have abandoned their job and voluntarily separated their employment. This includes leaving work without first checking out with a supervisor and/or manager.**

# ♦ SECTION 1

## ♦ WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION

## " ANTICIPATION – the game "

A way to practice reading the board and the hands exposed at showdown in a game such as Omaha Hi/Low 8 or Better

Shuffle up a deck, then put out a three card flop

Example

The FLOP: 9♥, 8♠, 2♥

Anticipate the best high hand and best low hand.

With the above example the best high hand, a possible heart flush, second best high hand, a straight and the best low hand, A/3.

NEXT – add a TURN card

Example

The Turn: 9♥, 8♠, 2♥, 6♠

…..add a turn card. The best high hand either a heart flush or a spade flush.

With a second possible flush on board, the straight would become the third best winning hand; the best low hand, A/3.

NEXT – add a RIVER card

Example

The River: 9♥, 8♠, 2♥, 6♠, A♦

…..add the river. The best high hand is a 10/7 for the straight or possibly a 7/5 for the second best high hand; the best low hand, 4/3.

**LET THE GAME BEGIN**

Replace any card with the top card on the deck

Example

First Replacement: 9♥, 8♠, 2♥, J♥, A♦

…..The best high hand is an Ace high heart flush, second best high hand is a flush of another rank; the best low hand, 4/3.

Repeat - Replace any card with the top card on the deck

Example

Second Replacement: 4♣, 8♠, 2♥, J♥, A♦

…..The best high and best low hand becomes the wheel, 5/3.

Without a wheel at showdown, the best high would be three of a kind; the best low hand, 6/3

Continue through the deck replacing different cards, **ANTICIPATING** the best high and low hands.

The players remaining at showdown have been looking at four cards + the board for about two minutes.

You call " SHOWDOWN " and 6 players table their hands; you are expected to know all; in about two seconds.

Would it help finding the winning hand (s) **if you knew what you were looking for**?

## " ANTICIPATION – the game "

**ANTICIPATION can be practiced in a Seven Card Game such as Stud Hi/Low 8 or Better or Razz**

Shuffle up a deck and drop seven cards to the felt.

Turn the cards face up and read for " STUD HI/LOW 8 or BETTER "

Drop another seven cards, turn the cards face up and read for " RAZZ " etc.

EXAMPLE: A♠, 8♦ - 4♥, 3♣, 2♦, A♥ - 3♠

STUD 8 or Better: High Hand: A's and 3's Low Hand 8/4

RAZZ: 8/4 ( 3, 2, A ) Note: Read the top two cards until either another 8/4 is found or a better qualifier

**ANTICIPATION can be practiced in a Draw Game such as Badeucey or Badacey**

Shuffle up a deck and drop five cards to the felt.

Turn the cards face up, think " BADEUCEY " and read for " DEUCE to SEVEN " as well as " BADUGI "

Drop another five cards, think " BADACEY " and read for " ACE to FIVE " as well as " BADUGI " etc.

EXAMPLE: 9♥, 7♣, 6♦, 3♦, A♠

BADEUCEY: Deuce to 7: A/9 - Badugi: Three Card 9

BADACEY: Ace to 5 Lowball: 9/7 - Badugi: Four Card 9

For the lowball game: Read the top two cards until another hand matches or a better qualifier is located.

For the Badugi: a four card 8 or lower would be a better hand.

" ANTICIPATION – the game " is compliments of Marlin Berland and Mike Bujanowski

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ SETTING UP

Upon receiving a table assignment, dealers will report to the event area to pick up the tournament supplies needed; then report directly to their table with a Dealer Button, Pen, Down Card, Player Chips, Setup w/ cut card, game plaques and counter chips (if applicable).

The Dealers will take their supplies to their assigned table; straighten the area and make sure there are an appropriate number of chairs for the days event. Please review the schedule and be aware of the tournament event for the day.

The Dealer will first verify both of the decks front and back side. Check each deck to be complete by suit; not missing any cards. Leave the second deck spread on the table, face up, for players to verify as they arrive.

The Dealer will then separate the players' chips into even stacks (larger denominations on the bottom).
Divide the chip denominations provided by the number of players to be seated for the event.
The Dealer should **NOT** place these stacks in front of the players' seats.
**(NOTE: SEE PLAYER SEATING below)**
When directed by the Tournament Director, the Dealer will place the requested number of chip stacks into the table bank.

**IMPORTANT: When the announcement is made by the Tournament Director to put certain seats in the well, it indicates that those seats have not been sold. Do not use the chips put into the well for "ANY REASON"**
**The chips will be distributed to a late arriving player with a tournament receipt for that given seat or will be picked-up by a staff member at the close of late registration.**
**Do not use chips in the well to make change or to color-down another player's chip stack.**

The Dealer Button will always begin in the first LIVE seat directly to the right of the Dealer.
**Exception**: In Heads-Up tournaments and all final tables, the dealer will shuffle and deal a card to each player.
One card should be dealt for each player position in the event, face-up along the top edge of the table bank. The player with the highest card (by rank and suit) will receive the Button.

## ♣ SET-UP DOWNS

Dealers opening a tournament table during the initial tournament set-up will receive a down for setting up the table. Refer to the list of supplies and procedures above. It is the dealer's responsibility to be completely prepared before the Tournament Director announces to "SHUFFLE UP & DEAL" The example of a Dealer Down Card on page 17 shows a 10:00am tournament start with a set-up down at 9:30. The failure to be completely set and prepared to begin the tournament at the proper time may result in the loss of the set-up down.

## ♣ PLAYER SEATING

As players arrive at the table, the Dealer will greet each player and ask for the **DEALER COPY** of the player's Buy-in Receipt and their picture identification; state issued driver's license, passport, etc.
The Dealer Copy is to be retained by the dealer to be turned in to the chip master cage when the table is closed.
If the player is unable or unwilling to provide those two items, the Dealer should notify the player that they do not have the authority to make any exceptions to the check-in and verification procedures; then should call for a Floor Supervisor immediately.

The Dealer **MUST** then accurately verify the following information:

1. The name on the receipt and the ID match,
2. The receipt is for the proper tournament event number and date,
3. The player is in the correct room and color section, **table and seat number**.

Seats are not to be exchanged without the express permission of a Floor Supervisor.
Seat numbers are assigned by a computerized random draw. The player must take the seat assigned.
Special accommodations will be made, when possible, for players with special needs, wheelchairs, vision issues etc. Call the Floor for assistance with these issu

## ♣ SECTION 2

## ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES
## EXAMPLE of a TOURNAMENT BUY - IN RECEIPT


INSERT THIS SIDE UP
Graphic Controls F4 08/14/K3

2016 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
Top Turbo Test

WSOPTEST MILLER
0019603553878

NOT VALID FOR PLAY
TEST
RECEIPT ONLY

7

Cash: $ 0.00 Wire Transfer: $ 0.00
Chips: $ 0.00 Cashier Check: $ 0.00
BIC: $ 0.00 Other: $ 0.00
Transfer: $ 0.00 Safe Keeping: $ 0.00
Credit: $ 0.00

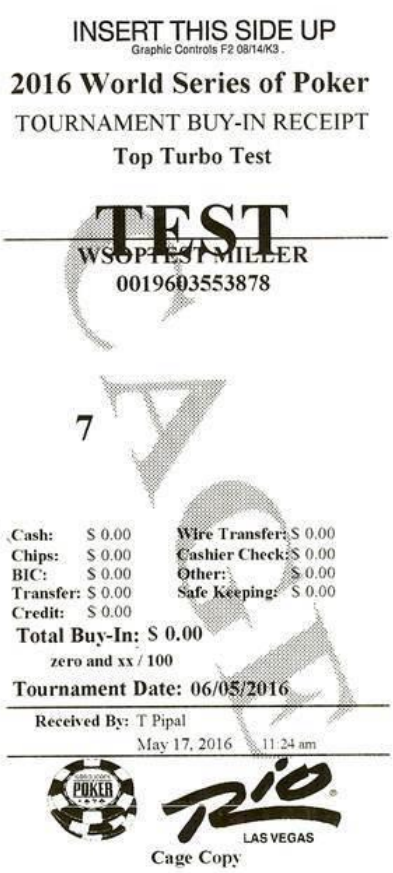
Total Buy-In: $ 0.00
zero and xx / 100

Tournament Date: 06/05/2016

Received By: T Pipal
May 17, 2016 11:24 am

POKER RIO LAS VEGAS
Customer Copy

INSERT THIS SIDE UP


INSERT THIS SIDE UP
Graphic Controls F2 08/14/K3

2016 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
Top Turbo Test

TEST
WSOPTEST MILLER
0019603553878

7

Cash: $ 0.00 Wire Transfer: $ 0.00
Chips: $ 0.00 Cashier Check: $ 0.00
BIC: $ 0.00 Other: $ 0.00
Transfer: $ 0.00 Safe Keeping: $ 0.00
Credit: $ 0.00

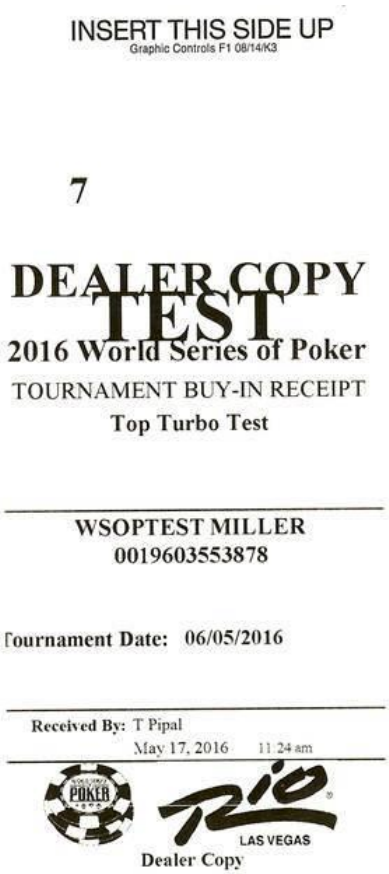
Total Buy-In: $ 0.00
zero and xx / 100

Tournament Date: 06/05/2016

Received By: T Pipal
May 17, 2016 11:24 am

POKER RIO LAS VEGAS
Cage Copy

INSERT THIS SIDE UP


INSERT THIS SIDE UP
Graphic Controls F1 08/14/K3

7

DEALER COPY
TEST
2016 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
Top Turbo Test

WSOPTEST MILLER
0019603553878

Tournament Date: 06/05/2016

Received By: T Pipal
May 17, 2016 11:24 am

POKER RIO LAS VEGAS
Dealer Copy

INSERT THIS SIDE UP

[Customer Copy](#) [Cage Copy](#) [Dealer Copy](#)

## " IMPORTANT "

The Dealer must retain the **DEALER COPY** of the receipt,
which will be turned in to the Chipmaster Cage
when the table is closed along with down card,
completed set-up and other supplies.

## DO NOT HIDE THE DEALER COPIES UNDER THE RAIL

It is very important that the receipts are turned in each day of the event.
The dealer copies are used to verify a players attendance and seating.

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ ABSENT PLAYERS - " Never ", " Never ", " Never " - " SHORT PITCH " an absent player.

The rule is " AT YOUR SEAT " by the time the last card is dealt to the button.
Short Pitching the missing players especially around the ends of the table could cause a mixing of the cards.
The player can assume his seat up to the point that the last card is dealt to the button.

**In Flop games and Draw games:** (Refer to the Draw Game Quick Reference format in Section 3, Page 35)
Dealers will deal hands to all seats with chips even when the player is not there.
The dealer will post the player's ante or blind bets, if applicable.
- If the absent player has not returned to the seat by the time the **Last Card is dealt to the button**, the Dealer will immediately muck the hand and bring the blind, if any, into the pot.

**In Stud games**: (Refer to the Seven Card Quick Reference format in Section 3, Page 29)
Dealers will deal hands to all seats with chips even when the player is absent and post the player's ante, if applicable.
If the absent player(s) has not returned to the seat by the time the last initial card is dealt, third street; the Dealer will immediately:
- Muck the DOWN cards and leave their UP card on the table.
- Post the bring-in bet for the absent player (IF APPLICABLE).
- Stud/Stud 8 – Bring-In is the Low Card by rank and suit (Ace of spade is the highest card in Stud/Stud 8)
- Stud High/Low Regular – Bring-In is the High Card by rank and suit (King of spade is the highest card)
- Razz – Bring-In is the High Card by rank and suit (King of spade is the highest card in Razz; the Ace is a low card)
- Complete the betting round.
- Muck the absent player's UP card in turn. If the absent player has to post the bring-in bet, the up card remains on the table until the action has returned to their seat.

The up card is mucked when facing action or at the end of the betting round on third street.
" **DO NOT** " deal subsequent streets to a missing player.

## ♣ LATE REGISTRANTS

**TOURNAMENTS:** Players " **WILL NOT** " post when arriving late for a tournament.
A late arriving player will assume the position of the seat according to the Dealers Copy presented at time of arrival.
A late arriving player will not receive a hand between the Button and Small Blind.
If between the Button and Small Blind, the late arriving player " **MUST** " wait for the Button to pass his position.
This applies to " **ALL** " World Series of Poker tournament events.

## ♣ Head's Up " ALL - IN & CALL "

In a Flop Game such as Hold-Em or Omaha; after the betting round is complete, players **" MUST "** turn all of their cards face up on the table. The Dealer may **NOT** deal any further cards until **" BOTH "** players have tabled their hands.

In Seven Card games such as Stud, Stud-8 or Razz; subsequent cards (if applicable) will be dealt face up until **7TH STREET**. The dealer will deal the last card face down; **" BOTH "** players **" MUST "** turn the final down card face up for Showdown.

In Draw Games such as Deuce to Seven, Ace to Five LowBall, Badugi ( and Badugi Hybrids );
complete remaining draws, after the All-In & Call, as normally dealt for the game.
After the completion of all draws, **" BOTH "** hands **" MUST "** be turned over for showdown.

**Dealers – " PROTECT the MUCK " – in a HEADS-UP " ALL-IN & CALL " situation**
**** BOTH PLAYERS " MUST " SHOW THEIR HANDS ****

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ DEALER RELIEFS

The Incoming Dealer will tap the left shoulder of the outgoing Dealer.

The Outgoing Dealer will pass the down card and a pen over their shoulder to the incoming Dealer while they are dealing their last hand.

The Incoming Dealer should **NEVER** reach over the shoulder into the dealer tray of the Outgoing Dealer.

The Incoming Dealer will LEGIBLY print the last 6 digits of their employee number, last name, and first name, on the down card.
The Incoming Dealer will hold the down card and pen and then place them in the table bank when they sit down.
When at all possible, the signing of the down card should not take place on the table.

The Outgoing Dealer will complete the hand they are dealing.

## ♣ DECK EXCHANGE

**The Incoming dealer will exchange the deck.**
If the exchanged deck is set up, it will be spread face up and verified; then face down and verified to assure that all cards are present and that the backs of all cards are the same.

If the exchanged deck is not set up, the deck will be spread face down and verified to assure that the backs of all of the cards are the same.

This is the only time the deck will be changed unless the Dealer or player notices a marked card or the Dealer counts the stub and doesn't have the correct number of cards.

The Incoming Dealer will either complete the introduction of the new deck or directly wash the used deck.

## ♣ " TWO MINUTE " PROCEDURE

When the tournament clock has two minutes or less remaining before either a level increase or going to a player break; " **WAIT to PUSH** " Allow the clock to run out before pushing into the table.
The existing dealer will complete the remaining two minutes or less on the clock.

## ♣ DEALER DOWN CARD ( See Example on Next Page )

The completion of a Dealer Down Card is **very important**; it is the way that a dealer gets **" PAID "**
Please " **PRINT** " clearly and legibly. Payroll must be able to read the 800 Employee I.D. number as well as the Last and First Names in order to properly assign the down to the dealer. Most missing downs are the result of poor or sloppy writing.

## PLEASE PRINT:

| | |
|---|---|
| **Last 6 digits of your Employee I.D. Number** | **Ex: 794324** |
| **Last Name** | **Ex: Lee** |
| **First Name** | **Ex: Bonnie** |

## ♣ SECTION 2

## ♣ WSOP: MULTI TOURNAMENT TOURNAMENT PROCEDURES

### EXAMPLE of a DEALER DOWN CARD

### " PROPERLY COMPLETED "

| EVENT NUMBER | BUY-IN | TABLE |
|---|---|---|
| 2A | $565 | 147 |

June 2, 2016
10:00 AM

VERIFY TABLE #

EVENT TABLE #

| | EMP # | NAME |
|---|---|---|
| 8:30 | | |
| 9:00 | | |
| 9:30 | 794324 | Lee. Bonnie |
| 10:00 | 563321 | Foster. John |
| 10:30 | 471633 | Miller. Edward |
| 11:00 | 346624 | Stevens. John |
| 11:30 | 211630 | Smith. Peter |
| 12:00 | 843396 | Iverson. Susan |
| 12:30 | | |
| 1:00 | | |
| 1:30 | | |
| 2:00 | | |
| 2:30 | | |
| 3:00 | | |
| 3:30 | | |
| 4:00 | | |
| 4:30 | | |
| 5:00 | | |
| 5:30 | | |
| 6:00 | | |
| 6:30 | | |
| 7:00 | | |
| 7:30 | | |
| 8:00 | | |

LVRI000003

**INCOMPLETE down card entry may result in missing downs and payroll errors**

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ BREAKING TABLES

When a player is eliminated from the tournament, the Dealer should wait for the player to leave the table area before placing the appropriate Seat Card in front of the vacated seat(s) for the Floor person to pick up. If the Floor person hasn't picked up the seat card by the completion of the next hand, the dealer is to announce **" Seat Open - Table # "**

Dealers may not continue dealing at a table with " **THREE "** or more seats open. They must notify the Floor Staff immediately. This is the standard number for all games unless instructed differently by the Floor Staff.
When 12 or less tables remain in a tournament, play will hold when there are " **TWO "** or more seats available. The Tournament Director will notify the Dealers at the appropriate time.

When asked to " High Card " because it is time to break their table, the Dealer should:
- Shuffle the deck ONE time,
- Cut the deck,
- Deal one card face up in a row across the top of the table bank for each player remaining at the table.
  The Dealer should NOT pitch these cards to the players!

After the players leave, the Dealer will set up both decks of cards and wait for a Floor person to close out the Down Card. (See " SAMPLE DOWN CARD – previous page" )
A " BOLD " line through the empty spaces, a total of the number of downs on the card, and the initials of the Floor Person will close a Down Card for the table and tournament event.

## ♣ CLOSING TABLES

The Dealer will then:
- Pick up any trash around their table,
- Straighten the chairs,
- Return the Set-Up and Down Card to the Chip master Cage.
  The Button, Seat Cards, Ink Pen etc. remains at the table in the tray; seat cards are to be in order by seat number.
- Report **immediately** to the DC podium for reassignment.

## ♣ MOVING PLAYERS FROM ONE ROOM TO ANOTHER

### The Floor Supervisor will:

- Give the Dealer plastic bags and instruct the players to place their chips into a bag.
- The Dealer Button will be placed in the appropriate bag only if the table is being moved as a whole.

### The Dealer will:

- Assist the players with bagging and make sure they close their bags. ( Zip Lock )
- The Floor person will instruct the dealer to either escort the players to their new location or to close the table.

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ HAND - FOR - HAND

The Floor person will announce when the tournament has reached a Hand-for-Hand situation.
The Dealer will then:
- Deal one hand,
- Upon completion of the hand, spread the deck face down in front of the table bank,
- Wait for the announcement from the Floor person to deal the next hand.

During Hand for Hand, hold the action with an " ALL-IN and CALL " Announce **" ALL-IN and CALL "**

This procedure will continue until the appropriate number of players have been eliminated from the tournament and regular play resumes. Listen very carefully and follow the directions of the Floor Person.

**THERE ARE NO DEALER PUSHES DURING HAND-FOR-HAND PLAY.**

## ♣ COLORING UP

The Tournament Director will announce when it is time to color-up and ask one player at the table to buy the lowest denomination chips from the other players.

The Dealer will follow these procedures to race off the remaining odd chips:
- Ask the players to place their remaining odd chips in front of them,
- Shuffle one time and cut the deck,
- Deal one card face up to each chip in consecutive order, beginning with seat one.
- Collect all race off chips and sell them to the player who had bought the other chips,

In the event of an odd amount, if the difference is 50% or more, the amount will be rounded up to the next denomination in play.
- Award a single chip beginning with the highest cards, by rank and suit.

A player can only receive one color up chip during the race off.
The Dealer should muck each player's card(s) directly after awarding them a chip to ensure that no player receives more than one chip.

A player **cannot be eliminated** from the tournament during a race off.
If a player is **" all-in "** during the race off, the Dealer will call the Floor Person for further instructions.

After the race off, both the Dealer and the Floor person will verify the amount of chips needed to be purchased from the player.
The **Floor person** will buy the chips. The Dealer will verify the transaction.

♣ **GROSS COLOR –UP :** A random process of coloring – up a player with an excessive amount of chip denomination.
Gross Color-ups will be announced by the Tournament Director.
**SCHEDULED COLOR – UP:** Scheduled color-ups are designated within the structure for the tournament.
Ex: " Color-Up 25 Chips "

## ♣ CHIPS FOUND " AFTER COLOR-UP " - CALL the FLOOR

Chips found in a player's stack after color-up will be exchanged for the lowest denomination remaining in play for equal value only.
Ex: 4 chips of the 25 denomination found for 1 chip of the 100 denomination.
Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed from play without compensation.

**THE DEALER IS NOT TO COMPLETE THE COLORING-UP PROCESS OR DISTRIBUTE THE COLOR-UP CHIPS FROM THE WELL WITHOUT THE PRESENCE OF A FLOORPERSON**

**THERE ARE NO DEALER PUSHES UNTIL ALL TABLES HAVE BEEN COLORED-UP, VERIFIED BY FLOOR STAFF AND CHIPS REMOVED FROM THE TABLE.**

**DO NOT PUSH UNTIL ANNOUNCED BY THE TOURNAMENT DIRECTOR.**

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ CHIP BAGGING

As play is suspended each day, the players must bag their chips.
- A Casino approved self-seal security bag will be furnished and used for this purpose.

The Tournament Supervisor will stop the tournament clock 10 minutes short of the end of the day's tournament time; then will announce the number of hands to be played by all tables,
" Dealers, complete the hand you are on then deal 5 more hands." "When complete, call for bags and pens."
The number of hands to be dealt will be determined by the chart below.

An Event seated
- 9 handed would be 3 to 7
- 8 handed would be 3 to 6
- 7 handed would be 3 to 5
- 6 handed would be 3 or 4

final hands, determined by a blind draw of cards.

**BAG 'n TAG PROCEDURES:**

When working to the end of the night in a Bracelet Event, Day 1; the dealer will receive an extra down(s) for assisting in the "Bag 'n Tag" procedure. After completing the final hand for the event, your "**FIRST OBLIGATION**" will be to "**ASSIST THE PLAYERS**". As instructed by the tournament staff, shuffle one time and cut the deck. Deal one card for each player across the front of the table tray; do not deal the cards out to the players. When the cards are dealt out to the players, they end up in the bags with the chips or in the players pockets. Place the button in front of the player who receives the high card by rank and suit. "**STAND UP and CALL for "BAGS and PENS**". When "Bags and Pens" have been delivered to your table, please " **SIT DOWN "** and assist the players with the process. Collect the button when the floor arrives to pass out the re-draw slips, put the button in the well along with each of the two decks. Re-set the decks " AFTER " the players have completed bagging their chips and " LEFT the TABLE "
The player will receive a "**RE-DRAW SLIP**" from the tournament staff during delivery of the bags and pens.

It is the **PLAYER'S** responsibility to:
- Count their chips,
- Print their full name, city, state, country and chip count on the 3-part *Re-Draw Information Slip*,

Print **very clearly** as these slips are given to the media to post the information on-line.

The player's new seat assignment will already be written on the slip.
- Write their name and seat assignment on the OUTSIDE of the bag, THEN, place their chips inside.
  ( Note: If a player has too many chips to place in the bag, call the floor for a color-up. )
- Place the YELLOW copy inside the bag and seal it.
- Retain the PINK copy for their restart seat location.
- Give the WHITE copy to the Dealer.

It is the **DEALER'S** responsibility to:
- Collect the WHITE copy from each player…."**DO NOT ALLOW A PLAYER TO LEAVE THE ROOM WITH A WHITE SLIP**"
- Pay attention to the announcements being made by the Tournament Director,
- Assist the players during this process as much as possible by answering questions and verifying bags and slips are correct before sealing. Dealers should **NOT** count and/or verify a player's chips.
- Remind the players that at the next day's restart, they must present photo identification and the PINK copy of the *Re-Draw Information Slip*. Say "**GOODNIGHT**"; the players can now leave the room.

Arrange the **White Copies and Player Chip Bags** by table number and seat number; lowest table/seat number to highest.
Verify that the players name, table and seat number are written on the outside of the bag.
" **CHIP LEADER** " - " X " the C L on the top right corner of the white slip, Then circle to identify the Chip Leader at your table.
See example of the white slip on page 21.
Then….."**WAIT**" to receive instructions from the tournament staff to "**MOVE the BAGS**".

( CONTINUED – NEXT PAGE )

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ CHIP BAGGING

**Dealers will NOT set up the decks, straighten the table area or do anything else during the chip bagging process.**
**Until the entire bagging process is complete, the Dealer's focus must be on the players and listening to the Tournament Director's instructions.**

Return to your table and set-up the decks.
The Dealer Button, All-In Button, seat cards and one ink pen will remain in the well at the table for the next day tournament.
After setting the decks, clean up the table and floor area around your table. The floor area extends to half way between your table and the next table. If your table is against the wall, the floor area extends to the wall.
If your table is near the stage, the floor area includes the floor of the stage in your table area. Clear the area of empty chip racks and return to the appropriate storage area. Clear the area of trash.
Return the decks, downcard, extra bags and pens to the "**CHIPMASTER CAGE**".

## ♣ PLAYER BREAKS & DINNER BREAKS

During player and dinner breaks, the dealer should, first, announce to the table the button position when play resumes.
i.e. " **PLAYERS, when you return, the button will be in Seat 6** " then place the button on top of the players chips in seat 6.
This is to protect the button position should the dealer be either pushed or replaced in the rotation.
The Dealer Management team may be in the process of sending certain dealers home for the end of their day.
The new dealer may be unaware of the button location.
Second, during the break, the dealer will reset both of the decks. After resetting the decks, spread one deck face up on the table and the second deck in the table tray.
Third, with no players at the table or in the room, the dealer should clean up around and under the tournament tables.
This clean-up includes the floor area half way between the next table and up to the wall or on the stage, depending on the table location in the tournament area.

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

**DEALERS not paying " TOTAL ATTENTION " to the instructions of the Tournament Director and attending to the needs or assistance of the Players may be " WRITTEN UP "; thereafter being removed from the Chip Bagging process**

**Remember the extra down(s) referenced in the first line above…..**
You are being paid with an extra down(s) to assist in the process of closing out the tournament.
Any table or floor area which is not cleaned up, will result in the loss of the down(s) for Bag 'n Tag.
Any table found with a deck or down card not returned to the ChipMaster Cage will result in a disciplinary write-up.
The down card represents your money; to be properly **"PAID",** the down card must be returned to the ChipMaster Cage.

At this point, the day has been very long and tiring for both the dealers and the tournament staff.

## "EVERYONE DOING A LITTLE MEANS THAT NO ONE MUST DO A LOT"

Note: The procedures above may be different for the end of the restart events on Day 2 or 3, etc.
Follow the directions of the Tournament Manager who is closing out and bagging that event.

## THERE ARE NO DEALER PUSHES
## ONCE THE CHIP BAGGING PROCESS HAS STARTED

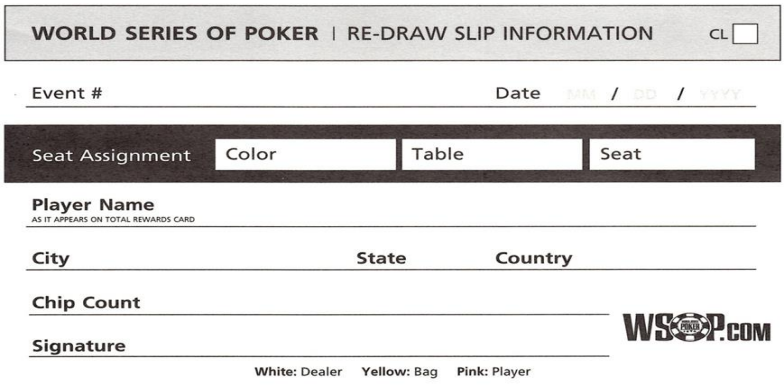
### ♣ RE-STARTS - Day #2 to FINAL TABLE

When seating a re-start event the Dealers " **MUST** " verify a players identity by asking the arriving player for his/her photo identification. The photo identification must be compared to the information written on the outside of the chip bag and to the paper slip inside of the chip bag. The chip bag should be opened by the arriving player unless otherwise directed by a Tournament Official; all chip bags must be opened about five minutes before the event begins.
When directed to open a players chip bag; stack the chips by denomination in stacks of 20 with the large chip denominations out front or on top of the smaller denomination chips.

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## EXAMPLE of a TOURNAMENT RE-DRAW SLIP



WORLD SERIES OF POKER | RE-DRAW SLIP INFORMATION CL ☐

Event # Date MM / DD / YYYY

Seat Assignment | Color | Table | Seat

Player Name
AS IT APPEARS ON TOTAL REWARDS CARD

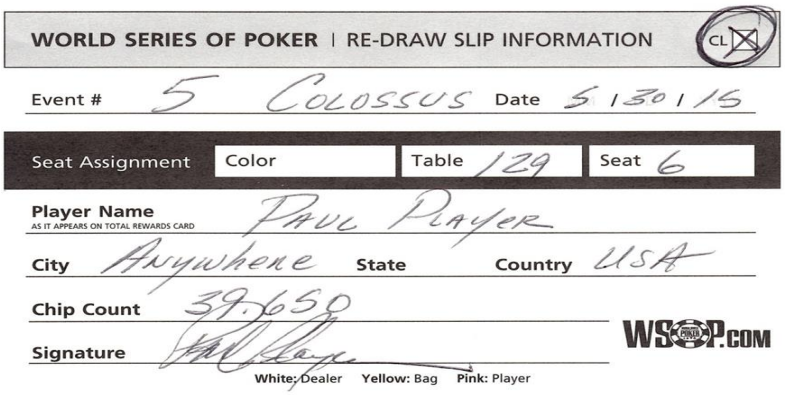
City State Country

Chip Count

Signature

WSOP.COM

White: Dealer Yellow: Bag Pink: Player



WORLD SERIES OF POKER | RE-DRAW SLIP INFORMATION CL ☒

Event # 5 COLOSSUS Date 5 / 30 / 15

Seat Assignment | Color | Table 129 | Seat 6

Player Name
AS IT APPEARS ON TOTAL REWARDS CARD PAUL PLAYER

City ANYWHERE State Country USA

Chip Count 39,650

Signature

WSOP.COM

White: Dealer Yellow: Bag Pink: Player

# DEALERS

**Remind the players to " PRINT CLEARLY "**

**These forms go to the media for tournament postings on-line.**

**Determine the " CHIP LEADER " on your table.**

**Check the box in the upper right corner of the Re-Draw Slip.**

**Circle the box " BOLDLY " to identify the Chip Leader clearly.**

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ MIXED GAMES

Each dealer will be given " counting chips " to be placed in the well to track the number of hands dealt of each game and also game plaques with the name of each game being played.

The game plaques should be placed on the table directly across from the Dealer and visible to all players.
The counting chips should be placed above the card wells.

After the shuffle and BEFORE cutting the deck, the dealer will move ONE counting chip from above the card well to the RIGHT corner of the table tray.

When the last chip is moved, the dealer will announce to the players, " Last hand of (game) ".
At the end of that hand, the dealer will move all counting chips back above the card well, change the game plaque and announce to the players the next game, ante (if any), betting limits etc.

When changing to a Stud game after a Flop game:
- The Dealer will complete the hand and move the Dealer Button to the next player.
- The Dealer will ask that player to retain/protect the Dealer Button next to his chips
and **announce the seat location** to all players at the table. " The Button is in Seat 6 "
- That player will assume the Dealer Button position when the tournament changes to the next flop game.

## ♣ "DEALER CHOICE" EVENTS

In "DEALER CHOICE" events, a separate Dealer's Choice button will be used to determine and track the Starting position of the participant making the game selection.

## ♣ BOUNTY TOURNAMENTS

### WSOP Bounty Tournament - Bounty Payout Process

For the WSOP Bounty Tournament, the tournament staff will provide each player with a "bounty chip" in addition to the starting chip stack for the tournament. In the event that a player goes "All-In", the player's tournament chips and "bounty chip" are included in the wager. If the player busts out, the winner will receive that "bounty chip" and will then move forward in the tournament with his/her original "bounty chip" and an additional "bounty chip" that was won from the player that busted out. This process will repeat until there is only one player left and consequently no more "bounty chips" to be won or lost. (*There is no maximum number of bounties that a player may win but the total number of bounties must match the total number of participants in the tournament.)*
*Note: A player does NOT win another player's stack of bounty chips.*
*He/she only wins the one bounty chip of the actual player they knocked out.*

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ MISDEALS

Include but are not limited to:

Two or more boxed cards are found during the initial deal.
The first card dealt is dealt to the wrong seat.
Cards are dealt to a seat not entitled to a hand.
A seat entitled to a hand is skipped and dealt out.

**FLOP GAMES**

Either of the first two cards dealt off the deck, to the blinds, are exposed.
Any two down cards are exposed by dealer error. The first exposed card is replaced after all players receive their initial starting hand.
Note: Players may receive two consecutive cards on the button.

**STUD GAMES**

Either of the players 1st two down cards, first or second streets, are exposed by dealer error.

**DRAW GAMES**

The first exposed card in the initial hand, to any player, will be replaced after all players receive their starting hand.
The second exposed card in the initial hand, to any player, constitutes a " MISDEAL "

**MISDEAL DECLARED**

If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a player on penalty, not two

" **NOTE** " After Substantial Action, a misdeal cannot be declared. The hand must proceed to completion.

## ♣ SUBSTANTIAL ACTION

Any two actions in turn, at least one of which, involves putting chips into the pot.
i.e: any two actions except two checks or two folds
Any combination of three actions in turn
i.e: check, bet, raise, call or fold.

## ♣ ACTION OUT OF TURN ( OOT )

is subject to a penalty and is binding if the action to the OOT player has not changed.
A check, call or fold does not change the action. If action changes, the OOT bet is not binding and is returned to the OOT player who then has all options available including making a call, raise or fold. An OOT " **FOLD** " is " **BINDING** "
A dealer should **" IMMEDIATELY "** muck hands released with forward motion by a player.

The first rule of poker, from a player's prospective, is to " **PROTECT their HAND** ".
Therefore, a player skipped by OOT action must defend the right to act.
The floor should be called to render a decision on how to treat the skipped player.

# ♣ SECTION 2

# ♣ WSOP: MULTI TABLE TOURNAMENT PROCEDURES

## ♣ ACCEPTED ACTION

If a player accepts another player's action, then that action will " **STAND** "
**Ex 1**: In Pot-Limit, Player A over bets the pot by going " ALL-IN " after the flop and Player B calls without question.
Each player turns up their hands, then the dealer proceeds to deal both the turn card and the river.
After the river, another player at the table points out that Player A over-bet the pot.
The dealer should have corrected the All-in bet to the correct pot amount prior to completing the hand.

In this scenario, because Player B accepted the action of Player A before the commencement of the hand; the action will stand. NOTE: The dealer should be counseled for the indiscretions.

**Ex 2**: In No-Limit, Player A goes " ALL-IN ", Player B asks the dealer for the amount of the " ALL-IN " bet.
The dealer reply's with an incorrect amount that is less than the actual " ALL–IN " bet. Player B calls and both hands are turned face up. After the river, Player A wins the pot. The dealer counts down the " ALL-IN " and realizes that the amount is greater than originally stated. Player B, having accepted the action of Player A regardless of the amount, is responsible for paying the correct amount of Player A's " ALL-IN ".

**Ex 3:** You have pushed the pot to the winning hand, bringing in the cards and getting ready for the next hand.
Unknown to you, a player has moved the button. You move the button S.S.B.S. and begin to deal.
The deal is complete and you direct the action. Fold, Call, Raise….."DEALER, the button is in the wrong seat."
What is the proper procedure? Substantial Action has occurred. The button remains, play continues.
For the next hand, the button will progress to the next player.

## ♣ TABLED HAND

A Participant's hand which is placed **face-up on the table**, visible to the dealer and all others at the table.
The dealer cannot read a participant's hand until the entire hand, "**ALL**" cards, has been tabled.

If a participant has released his hand face down with forward motion at any time, to include "**OUT of TURN**" action; the hand must be mucked immediately. This may include a participant who is in the big blind and releases his hand; muck the hand and then inform the participant that he was in the big blind. Do not push the hand back which has been released in the big blind to the participant.
"**DO NOT**" leave a hand that has been pushed forward, face down available to a participant to pull back and continue play.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " SEVEN CARD "

## ♥ SEVEN CARD GAMES – GENERAL PROCEDURES

Seven Card Stud, Seven Card Stud 8 or Better, Seven Card Stud High / Low Regular, Seven Card Razz:
Players receive a total of seven cards (three down cards and four up cards).
Betting Structure: Limit
8 Players maximum with one additional player seated at a Final Table ( Final Table – 9 players maximum.
A " completion " of the Bring-In does " NOT " count as a raise; do not call a **" COMPLETION " as a " RAISE "**.
Announce " NEW PAIRS ". **Ex: Seven Card Razz – " pair of 4's are new "**
**Ex: Seven Card Stud,Seven Card Stud 8 or Better,Seven Card Stud High/Low Regular - " pair of Queens are new and high "**
Bring-In: Announce the Bring-In as, for example in a Stud Game, " Deuce of Diamonds " is the bring-in.
In the player asks " **HOW MUCH** "?, give the " **OPTION**" as One Hundred to bring-in, Three Hundred to complete.

## ♥ SHORT STUB - SEVEN CARD GAMES

When dealing to 4 or more players, **BEFORE** beginning to deal 7th street, the Dealer should:
Count the number of players remaining in the hand and add two to that number
( one for the burn card and one for the last card )
Then, count the cards remaining in the deck stub by slightly spreading them apart,
taking care, not to reveal any of the remaining cards to the players.

If there are not enough cards for all players to receive a card from the stub,
the dealer will determine if adding the burn cards will equal a sufficient number.
Eg. 5 players remain + 2 (burn card and last card) = 7 cards required to complete 7th street
If the answer is " **YES** ", eg. 5 card stub + 3 burn cards = 8 cards total, the Dealer will:
Drop the stub, scramble with the burns, create a new stub, cut, burn;
then deal an individual card to each remaining player.
( DO NOT deal down to the last card before mixing the burns to create a new stub )
If the answer is " **NO** ", but the stub has three or more cards, the Dealer will:
Burn and deal a community card in the center of the table.
Announce to the table that a community card is in play. Do not announce the rank and suit.
A minimum of three cards is required for dealing a community card without using the burns.
(One card for the burn, one card for the community card and one card for the bottom card)
If the answer is " **NO** ", and the stub has less than three cards (1 or 2 cards), the Dealer will:
Drop the stub, scramble with the burns, create a new stub, cut and burn;
Then deal a community card in the center of the table.
Announce to the table that a community card is in play. Do not announce the rank and suit.

**NOTE**: The hand first to act on sixth (6th) street will be the first to act on seventh (7th) when playing with a community card.

## ♥ EXPOSED SEVENTH STREET ( FINAL DOWN CARD )

Should seventh street be dealt face-up….
…to the first active player, all remaining players will receive seventh street " FACE UP "
…Stud or Stud 8: High board has first action
…Razz: Low board has first action

…any other active player, all remaining players will receive seventh street "FACE DOWN ".
The player receiving seventh street " **FACE UP** " can either play through as normal or
declare " **ALL-IN** ". The all-in declaration must be made prior to the commencement of any action on seventh street.
The dealer should provide the player who receives seventh street " **FACE UP** " the proper options.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " SEVEN CARD "

♥ **CARD EXPOSED - DELIVERED with ACTION INCOMPLETE ( 4th, 5th or 6th Streets )**

1. Place the exposed card in front of the dealer tray – **" DO NOT MUCK "**
2. Finish dealing that round, give player with exposed card the next card.
3. Complete Betting Action
4. Deal one card, face down, for each player remaining in the hand and combine with the card set aside from above and leave in front of tray.
5. Burn, then deal remaining streets as normal. Prior to dealing seventh street, Scramble the cards from the top of the tray to form a new stub.

Note: **There should be four ( 4 ) Burn Cards, NO MORE – NO LESS**.

♥ **DEAD HANDS and MUCKING in STUD**

In stud poker, if a participant picks up the up-cards while facing action; the hand is " **DEAD** ".
Proper mucking in stud is turning down all up cards and pushing them all forward face down.
A player's up-cards must remain in the order received; reorganization may result in a penalty or a dead hand. Call the floor.

♥ **ALL – IN for the ANTE**

When the low card in Stud or Stud 8 or the high card in Hi/Low regular or Razz is **" ALL – IN for the ANTE ",**
the next player in rotation will be directed to either post the bring-in or make the completion to the full bet in accordance with the structure for the event. Do not jump across the table to the next card by rank and suit.

♥ **UNDECLARED RAISE in SEVEN CARD STUD**

STRUCTURE: Ante 1,000, Low Card Bring-in 1,000, completion 4,000, Limits: 4,000 – 8,000.
After the bring-in, a Player throws 2,000 in chips into the pot without declaration. What is the ruling? This is a call of the Bring-In for 1,000. The amount to complete the wager to 4,000 is 3,000. The player would have had to place a minimum of 2,500 into the pot, the 1,000 to call + 1,500 ( ½ of the 3,000 required to complete the bet ), to be required to complete the bet without verbal declaration. REMEMBER….in " LIMIT " poker, a player, without declaration, must place the amount of the call plus a minimum of half of the raise into the pot in order for his action to be ruled as a raise.

A **" COMPLETION " Is NOT a " RAISE "**

While dealing 4th, 5th & 6th and 7th streets, the Dealer will call out the high hand to initiate action. The Dealer MUST call out all pairs and higher hands that are new to the table. The dealer **DOES NOT** call out any possible hands such as possible straights, flushes, etc.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " SEVEN CARD "

## ♥ 7 - CARD STUD ( HIGH ONLY )

Object of the game: To make the best 5-card high hand from the seven cards dealt.

To prompt the first round of betting, the Dealer is required to announce the **LOWEST CARD** showing by **RANK and SUIT**.
Even if there is only one card of that value on the table, all players should be aware of who is initiating the action.
The Low Card by rank and suit is the initial Bring-In, called 3rd street.
The player with the low card has the option to post the bring-in bet per the structure or complete to a full bet

If there is a pair showing on 4th street, all players in the hand have the option of betting or raising to the higher limit.
A single chip bet on 4th street is considered to be the minimum bet unless the larger bet is stated by the player.
The 4th street rule applies to Seven Card Stud – High Only and does not apply to any of the other seven card formats.

## ♥ 7 - CARD STUD 8 or BETTER

Object of the game is to make the best 5-card high hand and/or the best 5-card low hand.

The game is dealt the same as 7-Card Stud with the following exceptions:
The Dealer announces new pairs and the high hand for each round to start the action.
When play begins " heads up ", the Dealer should leave the bets in front of the players until Showdown.
The total pot (bets collected AND those left in front of the players) should be split and awarded accordingly.
There is no higher betting option for a pair showing on 4th street.

In order to qualify for a low, the player must have five individual cards with a value of eight or below.
Different five card combinations may be used for the high hand or low hand.
An " Ace " can be played either high or low such as an Ace high straight for high hand and a " 7, 5, 4, 2, A " low hand.

## ♥ 7 - CARD STUD HI / LOW REGULAR

Hi/Low Regular is played as **RAZZ** from third street through the betting round of seventh street.
At showdown the lowest hand, the lowest of which would be a "WHEEL", will split the pot with the highest hand shown, the highest of which would be a "ROYAL FLUSH". Note that the ACE plays either as a high card or low card.
On third street, the bring-in will be directed to the highest card by rank and suit being the KING of Spades as in Razz.
On fourth street through seventh street, the option will be directed to the lowest hand on board.
The lowest hand will be determined by "RANK" only. Suit will not be a part of the determination for either a low or high hand from fourth street through seventh street. With two or more tied hands, the option will be directed to the first of the low tied hands by position, i.e. Seat 2 shows a 7/5, Seat 5 shows a 7/5 and Seat 8 shows a 7/5. The option for forst action would be directed to Seat 2. On fifth street Seat 2 shows a 7/5/9, Seat 5 shows a 7/5/6 and Seat 8 shows a 7/5/2. The option for first action would be directed to Seat 8, etc.
With the betting action complete and showdown requested by the dealer, the lowest hand by rank will split the pot with the highest hand shown. Five cards of the seven cards dealt to each player will determine either the low or high hand. The player does not have to use the same five cards out of the seven cards to play as his best low or best high hand.

i.e. Seat 2 shows a 7/5/9/A/4/6/3. This hand would be read as a 6/5 low with a 7 high straight for high.

i.e. Seat 5 shows a 7/5/6/3/2/A/J with five spades. This hand would be read as a 6/5 low with a spade flush for high.

I.e. Seat 8 shows a 7/5/2/2/3/4/A. This hand would be read as a WHEEL for low with a 5 high straight for high.

The dealer should muck the hand in Seat 2, then begin to split the pot to be awarded to the low and high hands.
The winning low hand: Seat 8 with a WHEEL would split the pot with the flush belonging to Seat 5.

At showdown, if two players show identical low hands, those two players will split the low half of the pot.
If two players show identical high hands, those two players will split the high half of the pot.
It is possible for a player to win the low half of the pot and ½ of the high half of the pot, therefore the split would be ¾ to one player and ¼ to the other player.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " SEVEN CARD "

## ♥ STACKING CHIPS & SPLIT POTS

## " IMPORTANT "

**In all Hi-Lo split games, the Dealer will NOT stack the pot until the last card has been delivered.**
In " 7-Card Stud HI / LOW SPLIT GAMES "; the last card delivered is " SEVENTH STREET ".
The Dealer should concentrate on directing the action of the game before the pot is stacked - ready to split.
Please refer to the section describing the method to stack and split a pot.

## ♥ RAZZ ( 7 - Card Stud, Low Only )

Object of the game is to make the best 5-card Low hand.

The game is dealt the same as 7-Card Stud, but with the following exceptions:
The **HIGHEST CARD** showing by rank and suit will be the bring-in. ( K of Spades is the highest card by rank and suit )
The player has the option to post the bring-in bet per the structure or to complete to a full bet.
The action begins with the lowest hand on the subsequent betting rounds, 4th, 5th, 6th and 7th streets.
The Dealer announces new pairs and the LOW hand for each round to start the action.
**The Ace always plays as a low card in Razz.**

| GAME | FORMAT | MAXIMUM NUMBER of PLAYERS | INITIAL DEAL | 4th STREET | 4th STREET OPEN PAIR OPTIONS | 5th & 6th STREETS | ACTION DIRECTED TO | 7th STREET | BEST HAND |
|---|---|---|---|---|---|---|---|---|---|
| | | | Initial 2 cards face down | Dealt | " YES " | Dealt | 3rd Street | Dealt | |
| 7 | | | 3rd Street - face up | " FACE - UP " | Option | " FACE - UP " | Low Card | " FACE - DOWN " | |
| CARD | LIMIT | 8 | Low Card by Rank & Suit | Lower Limit | to open | Higher | by | After completion | ROYAL |
| STUD | | | Lowest Card - Deuce of Clubs | by | to the | Limit | Rank & Suit | of | FLUSH |
| | | | " BRING - IN " or | STRUCTURE | higher | by | 4th thru 7th | " ALL " betting | |
| | | | " COMPLETION to a FULL BET " | Action to High Hand | betting limit | betting structure | High Hand | **" SHOWDOWN "** | |
| 7 | | | Initial 2 cards face down | Dealt | **" NO "** | Dealt | 3rd Street | Dealt | HIGH HAND |
| CARD | | | 3rd Street - face up | " FACE - UP " | 4th STREET | " FACE - UP " | Low Card | " FACE - DOWN " | **ROYAL FLUSH** |
| STUD | LIMIT | 8 | Low Card by Rank & Suit | Lower Limit | OPEN PAIR | Higher | by | After completion | LOW HAND |
| HI / LOW | | | Lowest Card - Deuce of Clubs | by | Option | Limit | Rank & Suit | of | **WHEEL** |
| 8 | | | " BRING - IN " or | STRUCTURE | | by | 4th thru 7th | " ALL " betting | " ACE " |
| or BETTER | | | " COMPLETION to a FULL BET " | Action to High Hand | | betting structure | High Hand | **" SHOWDOWN "** | High or Low |
| | | | Initial 2 cards face down | Dealt | **" NO "** | Dealt | 3rd Street | Dealt | LOW HAND |
| 7 | | | 3rd Street - face up | " FACE - UP " | 4th STREET | " FACE - UP " | High Card | " FACE - DOWN " | **WHEEL** |
| CARD | LIMIT | 8 | High Card by Rank & Suit | Lower Limit | OPEN PAIR | Higher | by | After completion | " ACE " |
| RAZZ | | | Highest Card - King of Spades | by | Option | Limit | Rank & Suit | of | plays " Low " |
| | | | " BRING - IN " or | STRUCTURE | | by | 4th thru 7th | " ALL " betting | |
| | | | " COMPLETION to a FULL BET " | Action to Low Hand | | betting structure | Low Hand | **" SHOWDOWN "** | |
| 7 | | | Initial 2 cards face down | Dealt | **" NO "** | Dealt | 3rd Street | Dealt | LOW HAND |
| CARD | | | 3rd Street - face up | " FACE - UP " | 4th STREET | " FACE - UP " | High Card | " FACE - DOWN " | "No Qualifier" |
| STUD | LIMIT | 8 | High Card by Rank & Suit | Lower Limit | OPEN PAIR | Higher | by | After completion | 5 Lowest Cards |
| HI / LOW | | | Highest Card - King of Spades | by | Option | Limit | Rank & Suit | of | Ace High or Low |
| REGULAR | | | " BRING - IN " or | STRUCTURE | | by | 4th thru 7th | " ALL " betting | HIGH HAND |
| | | | " COMPLETION to a FULL BET " | Action to Low Hand | | betting structure | Low Hand | **" SHOWDOWN "** | **ROYAL FLUSH** |

## NOTES

**SHORT STUB:** Please refer to the Dealer's Referrence Guide; Section 3, Pg. 27. Note: Please count the stud discretely prior to dealing seventh street. With 6 or more players remaining in the hand, verify the stub count before dealing 6th street. "DO NOT" begin 7th street without "COUNTING the STUB"

**EXPOSED SEVENTH STREET:** Please refer to the Dealer's Reference Guide; Section 3, Pg. 27.

**CARD EXPOSED** premature with **ACTION INCOMPLETE:** Please refer to the Dealer's Reference Guide; Section 3, Pg. 28.

**COMPLETION** is "**NOT a RAISE**": Prior to completion there is no bet on the table, only a bring-in; therefore completion cannot be a raise.

**SEVEN CARD GAMES:** Stud, Stud 8 or Better, Stud Hi/Low Regular and Razz - "**ALL BETTING ROUNDS**" allow for a **BET and FOUR (4) RAISES.**

**SPLIT POT GAMES:** "**DO NOT**" stack the pot until the last card has been delivered with action directed to the appropriate player - control the game first.

**ODD CHIP** goes to the **HIGH CARD by RANK** and SUIT in the **FIVE CARD HAND** displayed at showdown

**MIXED GAMES:** From the FLOP game to the SEVEN CARD game - **Move** the button, **Protect** the button and **Announce** the seat location for the button.

**WHEN IN " DOUBT " - " CALL the FLOOR "**

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " FLOP GAMES "

## ♥ FLOP GAMES

Played with 2-10 players.

The Dealer will always deal the first card to the player directly following (clockwise) the Dealer button (Small Blind position).

The Dealer should announce the number players remaining active in the hand while dealing the flop, turn and river.

## ♥ BUTTON RULE

Dead Button – The Big Blind is posted by the appropriate player, the Small Blind and the button are positioned accordingly, even if that means the Small Blind or the button is placed in front of an empty seat, giving the same player the privilege of last action.

The examples below show the button and blind placement for Hand 1; then show the button and blind placement for the next two hands based on the scenario:

**SCENARIO #1: SMALL BLIND is eliminated from play**

| HAND | SEAT 1 | SEAT 2* | SEAT 3 | SEAT 4 | SEAT 5 |
|---|---|---|---|---|---|
| 1 | Button | **Small*** | Big | | |
| 2 | | Button (OUT) | Small | Big | |
| 3 | | (OUT) | Button | Small | Big |

**SCENARIO #2: BIG BLIND is eliminated from play**

| HAND | SEAT 1 | SEAT 2 | SEAT 3* | SEAT 4 | SEAT 5 |
|---|---|---|---|---|---|
| 1 | Button | Small | **Big*** | | |
| 2 | | Button | (OUT) | Big | |
| 3 | | | Button (OUT) | Small | Big |

**SCENARIO #3: SMALL BLIND and BIG BLIND are eliminated from play**

| HAND | SEAT 1 | SEAT 2* | SEAT 3* | SEAT 4 | SEAT 5 |
|---|---|---|---|---|---|
| 1 | Button | **Small*** | **Big*** | | |
| 2 | | Button (OUT) | (OUT) | Big | |
| 3 | | | Button (OUT) | Small | Big |

## ♥ BUTTON in HEADS - UP PLAY

In Heads - Up Play, the small blind is on the button and acts first pre-flop; and last on all other betting rounds. The first card will be dealt to the Big Blind.

When beginning Heads - Up Play, the button may need to be adjusted to ensure neither player has paid the big blind twice in a row. **" A PLAYER CANNOT PAY THE BIG BLIND TWO TIMES IN A ROW "**

| **EXAMPLES:** | **SEAT # 2** **BUTTON** | **SEAT # 4** **S.B.** | **SEAT # 6** **B.B.** |
|---|---|---|---|
| SCENARIO #1: SEAT # 2 ELIMINATED: | **" OUT "** | B.B. | BUTTON/S.B. |
| SCENARIO #2: SEAT # 4 ELIMINATED: | B.B. | **" OUT "** | BUTTON/S.B. |
| SCENARIO #3: SEAT # 6 ELIMINATED: | B.B. | BUTTON/S.B. | **" OUT "** |

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " FLOP GAMES "

## ♥ BETTING STRUCTURES

### LIMIT

A limit structure restricts players to betting and/or raising a set amount on each round based on the tournament structure.
All limit events are played with a bet and a maximum of four raises unless heads-up at the final table.

### NO - LIMIT

The maximum amount a player can bet or raise is only limited by the amount of chips they have.
The minimum bet is equal to the amount of the Big Blind.
The Dealer **WILL NOT** tell a player the total amount of the pot at any time.
The dealer may spread the pot for viewing by the player with action pending, upon request.
The Dealer **WILL NOT** announce the amount of a bet or raise unless requested by the player with action pending.

### POT LIMIT

The maximum amount a player can bet or raise is limited to the amount of the pot.
The minimum bet is equal to the amount of the Big Blind.
The Dealer **MUST** tell a player the total of the pot **when asked** by the player facing action.

If a player " over-bets " the pot, the Dealer **MUST** announce and correct the " over-bet " amount immediately.
An accurate pot total should be maintained at all times.
Should the pot be over-bet with **significant action** following, the **over-bet will not be corrected**.

In Tournaments, all bets are counted at their " true " value, including the Small Blind when determining the amount of the pot.
In Live Action, the small blind is considered to be complete when determining the amount of the pot.

### VERIFY BETS BEFORE COLLECTIONS

When a player declares " POT " ; as a dealer, you must provide the player with the amount of the pot, " UPON REQUEST ".
The player pushes the chips to make the pot bet forward; then move the action on to the next player in turn.
Complete the action around the table. As you collect the bet from each player, verify stacks to be the correct amount.
Verification of bet amounts should be done as you collect the bets, not individually as the bets are pushed forward.
Verification of each bet as it is pushed forward is a waste of time. After you verify three or four stacks, the next player may declare " POT ".
Should a subsequent player declare pot and the previous player fold, verify the initial player's bet before collection.

## ♥ HEADS – UP

" HEADS-UP " at a table with other players remaining in the tournament remains a bet and a maximum of four raises.
" HEADS-UP " being the last two players to determine the bracelet winner and second place, unlimited raises.
"HEADS-UP " The action is " **BET** ", " **RAISE** ", " **FOLD** ". The remaining player wins the pot and " **DOES NOT** " have to show his hand. Note: the above is not an " **ALL- IN** " and a **" CALL** " situation where both hands would have to be shown to determine a winner.

## ♥ STRADDLE BETS - FOR ALL BETTING STRUCTURES

Straddle bets are " **NOT PERMITTED** **"** in tournaments.
See Live Action Rules for allowed straddle bets.

## ♥ FOUR CARD FLOP

Should the flop consist of four cards ( in lieu of three ) whether exposed or not, the dealer shall scramble the four cards face down. A Tournament Official will be called to randomly select one card to be used as the next burn and the three remaining cards will become the flop.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " FLOP GAMES "

## ♥ TEXAS HOLD - EM

Each player receives a total of seven cards ( two down cards and five community cards ).
Betting Structures: Limit, No-Limit and Pot-Limit
Played with 2-10 players.
Object of the game: Make the best 5-card high hand using any combination of the seven cards.
A player may play the five board cards. i.e. a straight, flush or full house on board.

## ♥ OMAHA HIGH

Each player receives a total of nine cards ( four down cards and five community cards ).
Betting Structures: Limit or Pot-Limit
Played with 2-10 players.
Object of the game: Make the best 5-card high hand using " **ONLY** **"** three of the board cards and two down cards.

## ♥ OMAHA HI / LO SPLIT 8 or BETTER

Each player receives a total of nine cards (four down cards and five community cards).
Betting Structures: Limit or Pot Limit
Played with 2-10 players.
Object of the game: Make the best 5-card high hand and/or the best 5-card low hand using " **ONLY "** three of the board cards and two down cards. Different two card combinations may be used when forming the high and low hands.
When " heads up ", the Dealer should leave the bets in front of the players until Showdown.
The total pot (**bets collected AND bets left in front of the players**) should be split and awarded accordingly.

## ♥ " BIG O " FIVE CARD OMAHA " - HIGH ONLY or HI/LO SPLIT 8 or BETTER

**As a GENERAL RULE: In Tournaments: "BIG O" will be played as pot limit 8 or Better.**
**In LIVE ACTION: Verify with the table plaque**

Each player receives a total of ten cards (five down cards and five community cards).
Betting Structures: Limit or Pot Limit
In the Limit Structure the bet size doubles on the last two betting rounds; being the turn and river.
Played with 7 or less players.

## ♥ STACKING CHIPS & SPLIT POTS

## " IMPORTANT "

**In all Hi-Lo split games, the Dealer will NOT stack the pot until the last card has been delivered.**
In all " FLOP GAMES "; the last card delivered is the " RIVER ". Example: Omaha Hi/Low 8 or Better.

The Dealer should concentrate on **directing the action of the game** before the pot is stacked - ready to split.
The split should be clear to all players; the players must know that they have received the correct chip disbursement.
Please refer to the section describing the method to stack and split a pot.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " DRAW GAMES "

## ♥ DRAW GAMES ( LOWBALL ) GENERAL RULES

Lowball games will be played with a particular qualifier
A – 5: Lowest possible hand is 5-4-3-2-A. Aces are Low.
A straight or flush may qualify as a winning hand
2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
Straights and flushes are primarily high hands but not necessarily invalid.

Betting Structures: Limit or No-Limit
The structure may allow the Big Blind to be called, or will require the minimum opening bet to be double the Big Blind.
Note: Verify with the event structure and the Tournament Director.

The Dealer will always deal the first card to the first "live" player directly following (clockwise) the Dealer button (Small Blind position).

When dealing a Lowball game that has seated more players than the maximum, the player(s) sitting directly **IN FRONT** of the Big Blind will not receive a hand ("under the gun" and, if applicable, the next player).

**Live Action games**: ALL exposed cards will be replaced.

**Tournaments**: ALL exposed cards, while drawing the initial hand, will be replaced.
The second exposed card on the initial deal will constitute a misdeal. See Misdeals and Substantial Action – Page 19.

Dealers should not burn and start to deal cards until all players have, **in turn**, placed their discards forward or gestured they are not discarding (standing pat). After " ALL " players have placed their discards forward, dealers will announce the number of discards for " **ALL** " players prior to the delivery of draw cards to the first player.
This announcement prevents a change of the number of discards being drawn by any of the players in the hand.
Ex: All Players have placed their discards. Dealer should not announce until " **ALL** " discards have been placed.
Dealer; beginning with first position, announces: " 2, 1, PAT, 1
After announcement, the Dealer will burn, then deliver draw cards to the first player (drawing 2 cards) using a **Push – Pull** delivery. A discard pile is formed at the **top right corner** of the table tray until all draws have been completed for the round.
When the delivery of all draws has been completed; the discard pile will be slid into the muck.
NOTE: " **SLID** " not lifted from the table and " **AIR MAILED** "
In **TOURNAMENTS**, the draw cards are " **NEVER** " pitched; the proper procedure is " **PUSH – PULL** " only.

If all players stand pat, one card is still burned to designate the round.

If a player wishes to draw an entirely new hand, the player will receive all five cards consecutively.

## ♥ SHORT STUB - DRAW GAMES

In games with multi-way action, it is possible that the Dealer may run out of cards to complete the final draws.
If this occurs, the Dealer should:

Deal as many cards as possible without dealing the last card on the stub.
Combine the last card with the muck ( which does not include the discards from the current draw round ).
Wash, Shuffle and Cut the muck to create a new deck stub.
Deal the remaining draw cards without burning another card first.
Burn cards always remain on the table under the chips until a winner has been determined and the pot is pushed.
The burns are never mixed with the muck for a reshuffle.

## ♥ BURN CARDS

**REMEMBER:**
The burn cards are very important in a draw game. Do not prematurely muck the burn cards before pushing the pot.
A card must be burned prior to each betting round or to designate a round where all remaining players declare a pat hand.

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " DRAW GAMES "

## ♥ SINGLE DRAW LOWBALL ( No – Limit )

5-Card Draw - Lowest 5-card hand wins.
7 players maximum
Five cards dealt down to each player on the initial round; starting with the player in the Small Blind position.
One drawing round, Two betting rounds.

## ♥ SINGLE DRAW 5 CARD HIGH ( No – Limit )

5-Card Draw – Highest 5-card hand wins.
7 players maximum
Five cards dealt down to each player on the initial round; starting with the player in the Small Blind position.
One drawing round, Two betting rounds.

## ♥ TRIPLE DRAW LOWBALL ( Limit ) and ( Pot-Limit )

5-Card Triple Draw – Lowest 5-card hand wins.
6 players maximum
Five cards dealt down to each player on the initial round; starting with the player in the Small Blind position.
Three drawing rounds, Four betting rounds.

## ♥ BADUGI ( Limit )

4-Card Triple Draw – Lowest 4-card unsuited hand wins.
Check raising with a perfect hand is permitted.
Best Hand: " A – 2 – 3 – 4 ", all four suits represented.
8 players maximum
Four cards dealt down to each player on the initial round; starting with the player in the Small Blind position.
Three drawing rounds, Four betting rounds.

At Showdown, if no player shows a perfect 4 card Badugi,
the winner is determined by the lowest 3-Card Badugi hand.
Example:
Player 1: As – 2s – 4c – 5d Player's hand is As – 4c – 5d
Player 2: Ad – 2c – 2h – 3s Player's hand is **Ad – 2c – 3s** **" WINNER "** The lowest three card Badugi.

## ♥ LOWBALL HYBRIDS

ADUCI and BADUCI are split pot games that combine BADUGI with either Deuce-to-Seven or Ace-to-Five Lowball.
All draw Lowball rules mentioned in the previous sections apply to these games.
In Lowball Hybrids, the pot should be stacked/split after the third drawing round has been completed.
Please refer to the section describing the method to stack and split a pot.

## ♥ BADACI / BADACEY

5-Card Triple Draw – The pot is split between the best Badugi hand and the best Ace-to-Five hand.
6 Player Maximum
Check raising with a perfect hand is permitted.
Best hand is A, 2, 3, 4 of different suits ( A four card Badugi ) with a 5 of any suit.

## ♥ BADUCI / BADEUCEY

5-Card Triple Draw – The pot is split between the best Badugi hand (excluding the Ace) and the best Deuce-to-Seven hand.
6 Player Maximum
Check raising with a perfect hand is permitted.
Best hand is 2, 3, 4, 5 of different suits with a 7 of any suit. ( The " Ace " is always a HIGH CARD )

# ♥ SECTION 3

# ♥ WSOP: TOURNAMENT GAME RULES - " DRAW GAMES "

## DRAW GAMES - QUICK REFERENCE

| GAME | FORMAT | MAXIMUM # of PLAYERS | # of DRAWS | BEST HAND | NOTES |
|---|---|---|---|---|---|
| ACE to FIVE LOWBALL | LIMIT | 6 | 3 | 5, 4, 3, 2, A | Ace is " LOW "<br>A straight or flush may qualify as the winning hand.<br>The rank of the cards is the only factor. |
| DEUCE to SEVEN KANSAS CITY LOWBALL | LIMIT<br>or<br>POT-LIMIT | 6 | 3 | 7♠, 5♥, 4♣, 3♦, 2♣ | Ace is " HIGH "<br>Straights and flushes count against the player as high hands but may be valid |
| BADUGI | LIMIT | 8 | 3 | 4♦, 3♣, 2♥, A♠<br>4♦, 3♣, 2♦, A♠<br>3♦, 3♣, 2♥, A♠ | 4 Card Badugi - 4 different Cards - 1 of each suit<br>3 Card Badugi - Duplicated Suit, may qualify if a 4 card Badugi does not exist<br>3 Card Badugi - Duplicated Card, may qualify if a 4 card Badugi does not exist |
| BADACEY | LIMIT | 6 | 3 | 5 of any suit<br>4♦, 3♣, 2♥, A♠ | 5 of any suit and 4, 3, 2, A, one of each different suits<br>Refer to "ACE to FIVE LOWBALL" above for an explanation of the best five card hand. |
| BADEUCEY | LIMIT | 6 | 3 | 7 of any suit<br>5♥, 4♣, 3♦, 2♣ | a 7 of any suit and 5, 4, 3, 2, one of each different suits<br>Refer to "DEUCE to SEVEN" below for an explanation of the best five card hand. |
| DEUCE to SEVEN SINGLE DRAW | NO - LIMIT | 7 | 1 | 7♣, 5♥, 4♣, 3♦, 2♣ | Ace is " HIGH "<br>Straights and flushes count against the player as high hands but may be valid |
| FIVE CARD DRAW HIGH ONLY | NO - LIMIT | 7 | 1 | A♠, K♠, Q♠, J♠, 10♠ | " ROYAL FLUSH " |
| GENERAL NOTES | | | | | |
| When dealing a draw game where the table has more players seated than can be dealt into the game, the player (s) sitting directly in front of the Big Blind will receive absent buttons and will not receive a hand. | | | | | |
| " DISCARDS " in TURN " - Once the dealer requests " DISCARDS ", the dealer should be following the action to assure that the players discard in turn. | | | | | |
| A player who discards " OUT of TURN " gives information prematurely to those players who have not acted on their hands. | | | | | |
| A player who has placed his discards on the felt can exchange card for card up to the point in time that the dealer announces the number of discards for all players. | | | | | |
| The player can exchange card for card but not the number of cards originally discarded. Players following have made their decisions based on the previously players placement of cards. | | | | | |
| ODD CHIP: In the hybrid draw games of Baadacey and Badeucey, the odd chip will be awarded to the winner of the five card hand. | | | | | |

Badacey – A split pot between A/5 Lowball & Badugi
Baduecey – A split pot between 2/7 Lowball & Badugi.

# ♥ SECTION 3

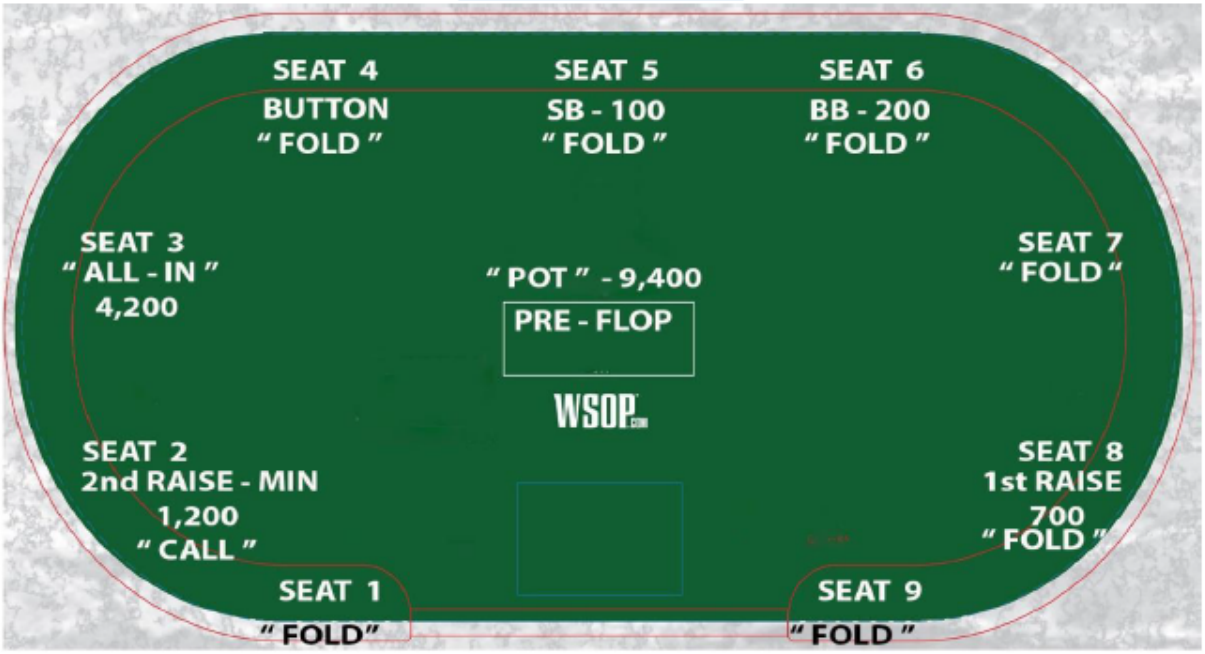
## ♥ WSOP: TOURNAMENT GAME RULES - " EXAMPLES "

# NO - LIMIT

## EXAMPLE 1

| MINIMUM RAISE Two Times the Big Blind | | Re-Raise with Minimum Raise | | MAXIMUM RAISE NO - LIMIT ( ALL - IN ) |
|---|---|---|---|---|
| BIG BLIND | ( UNDER the GUN ) | RAISE TO... | MIN. RAISE | Total Amount of Player's Chips |
| 200 | 400 | 900 ( + 500 ) | ( + 500 ) 1400 | |

## EXAMPLE 2




NO - LIMIT with MIN RAISE

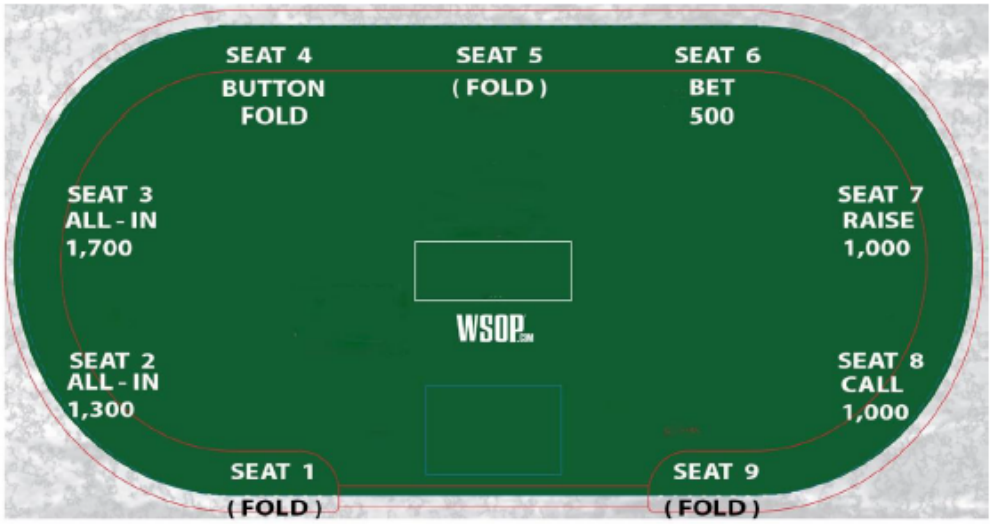
| SEAT | POSITION | CHIPS in POT | RAISE of... | NEXT MIN RAISE to... |
|---|---|---|---|---|
| SEAT 4 | BUTTON | | | |
| SEAT 5 | S.B. | 100 | | |
| SEAT 6 | B.B. | 200 | | |
| SEAT 8 | RAISE | 700 | 500 | 1,200 ( or more ) |
| SEAT 2 | RAISE | 1,200 | 500 | 1,700 ( or more ) |
| SEAT 3 | ALL-IN | 4,200 | 3,000 | 7,200 ( or more ) |
| | ...ALL PLAYERS FOLD AROUND TO SEAT 2 WHO MAKES THE CALL | | | |
| SEAT 2 | CALL | 4,200 | | |
| POT TOTAL | | 9,400 | | |

# ♥ SECTION 3

## ♥ WSOP: TOURNAMENT GAME RULES - " EXAMPLES "

## WSOP RULE 93

### EXAMPLE: POST FLOP: NO-LIMIT w/ INCOMPLETE " ALL - IN's "




WSOP - Tournament Rule 93 - Example " EXCEPTION "

POST FLOP: Two consecutive " ALL - IN " wagers
that exceed the minimum allowable bet or raise.
EXAMPLE: Seat 6 bets 500, Seat 7 raises to 1,000, Seat 8 calls 1,000.
Seat 2 moves " ALL - IN " for 1,300 and Seat 3 moves " ALL - IN " for 1,700.
Seat 6 has all options, if Seat 6 calls or folds; then Seats 7 or 8 will have the option to raise
The minimum raise will be equal to the last complete raise.
The last complete raise was 500 ( Seat 7 );
therefore, Seats 7 or 8 would be able to call the 1,700 and min raise 500 for a total of 2,200.
OR
Seats 7 or 8 could call the 1,700 and raise " MORE " than the 500 up to and including " ALL - IN ".

THE HALF-THE-SIZE BET RULE FOR REOPENING THE BETTING DOES NOT APPLY TO NO-LIMIT

### EXAMPLE: POST FLOP: NO-LIMIT w/ INCOMPLETE " ALL - IN's "

| SEAT | POSITION | CHIPS in POT | RAISE of... | NEXT MIN RAISE to... |
|---|---|---|---|---|
| SEAT 4 | BUTTON | | | |
| SEAT 6 | BET | 500 | | |
| SEAT 7 | RAISE | 1,000 | 500 | 1,500 ( or more ) |
| SEAT 8 | CALL | 1,000 | | |
| SEAT 2 | ALL-IN | 1,300 | INCOMPLETE | |
| SEAT 3 | ALL-IN | 1,700 | INCOMPLETE | |
| SEAT 4 | FOLD | | | ( ALL OPTIONS AVAILABLE ) |
| SEAT 6 | FOLD | | | ( ALL OPTIONS AVAILABLE ) |
| SEAT 7 or 8 | | | | ( ALL OPTIONS AVAILABLE ) |

SEATS 7 or 8 could Call the 1,700 and Min. Raise 500 ( last complete raise ) for a total of 2,200
SEATS 7 or 8 could Call the 1,700 and Raise Up to and Including " ALL - IN "

# ♥ SECTION 3

## ♥ WSOP: TOURNAMENT GAME RULES - " EXAMPLES "

# POT - LIMIT

## EXAMPLE 1

| MINIMUM RAISE Two Times the Big Blind | | Re-Raise with Minimum Raise | | MAXIMUM RAISE POT - LIMIT See Example Below |
|---|---|---|---|---|
| BIG BLIND | ( UNDER the GUN ) | RAISE TO... | MIN. RAISE | Call Last Action then Match the TOTAL Pot |
| 200 | 400 | 700 | ( + 500 ) 1,200 | |

## EXAMPLE 2



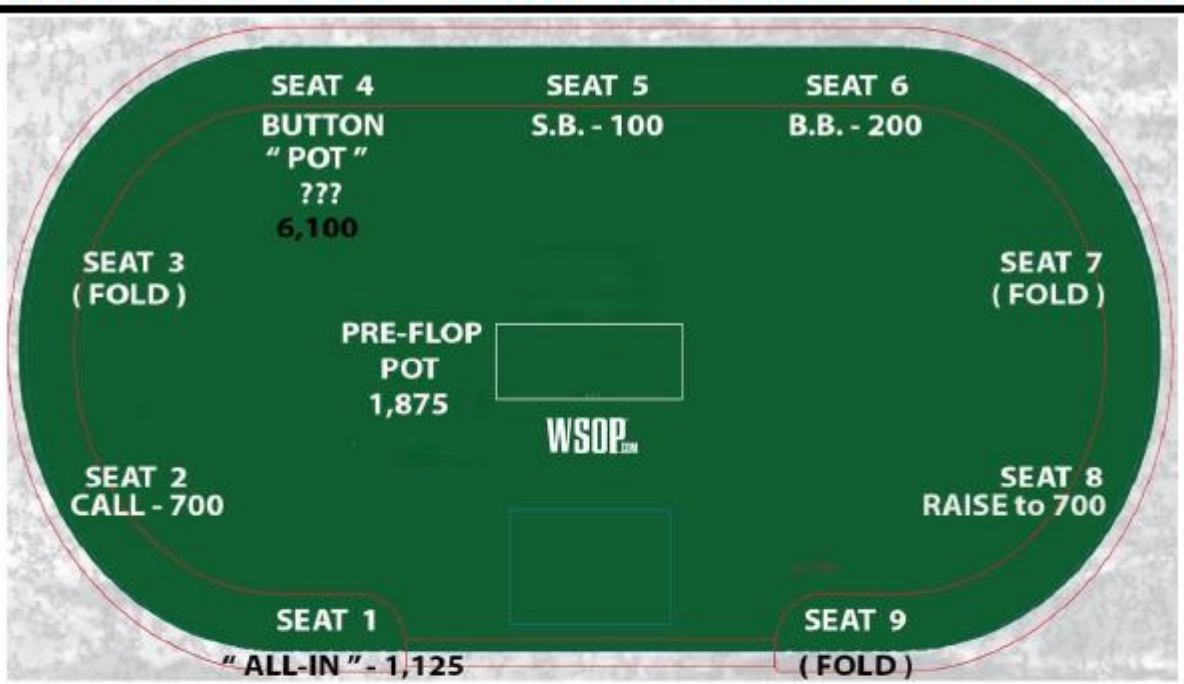

POT - LIMIT with MIN RAISE

| SEAT | POSITION | CHIPS in POT | RAISE of.... | NEXT MIN RAISE to... |
|---|---|---|---|---|
| SEAT 4 | BUTTON | | | |
| SEAT 5 | S.B. | 100 | | |
| SEAT 6 | B.B. | 200 | | |
| SEAT 8 | POT | 700 | 500 | 1,200 ( up to 2,400 ) |
| SEAT 2 | RAISE | 1,200 | 500 | 1,700 ( up to 4,600 ) |
| SEAT 3 | POT | 4,600 | 3,400 | 8,000 ( up to 16,000 ) |
| | ....ALL PLAYERS FOLD AROND TO SEAT 2, WHO MAKES THE CALL | | | |
| SEAT 2 | CALL | 4,600 | | |
| POT TOTAL | | 10,200 | | |

# ♥ SECTION 3

## WSOP: TOURNAMENT GAME RULES - " EXAMPLES "

## EXAMPLE: POT - LIMIT EXTREME - POST FLOP




POT - LIMIT with RAISE & ALL-IN ( POST FLOP )

| SEAT | POSITION | CHIPS in POT | RAISE of.... | NEXT MIN RAISE to.... |
|---|---|---|---|---|
| PRE-FLOP | | 1,875 | | |
| SEAT 4 | BUTTON | | | |
| SEAT 5 | S.B. | 100 | | |
| SEAT 6 | B.B. | 200 | | |
| SEAT 8 | POT | 700 | 500 | 1,200 ( up to 2,400 ) |
| SEAT 1 | ALL - IN | 1,125 | 0 | |
| SEAT 2 | MIN RAISE | 1,625 | 500 | 2,125 ( up to 7,000 ) |
| SEAT 4 | POT | 7,000 | 5,375 | |
| SEAT 5 | S.B. | FOLD | | |
| SEAT 6 | B.B. | FOLD | | |
| SEAT 8 | xxx | FOLD | | |
| | ....ALL PLAYERS FOLD AROUND TO SEAT 2, WHO MAKES THE CALL | | | |
| SEAT 2 | CALL | 7,000 | | |

| POT TOTAL | " MAIN POT " | 6,250 |
|---|---|---|
| | " SIDE POT " | 11,750 |

# ♥ SECTION 3

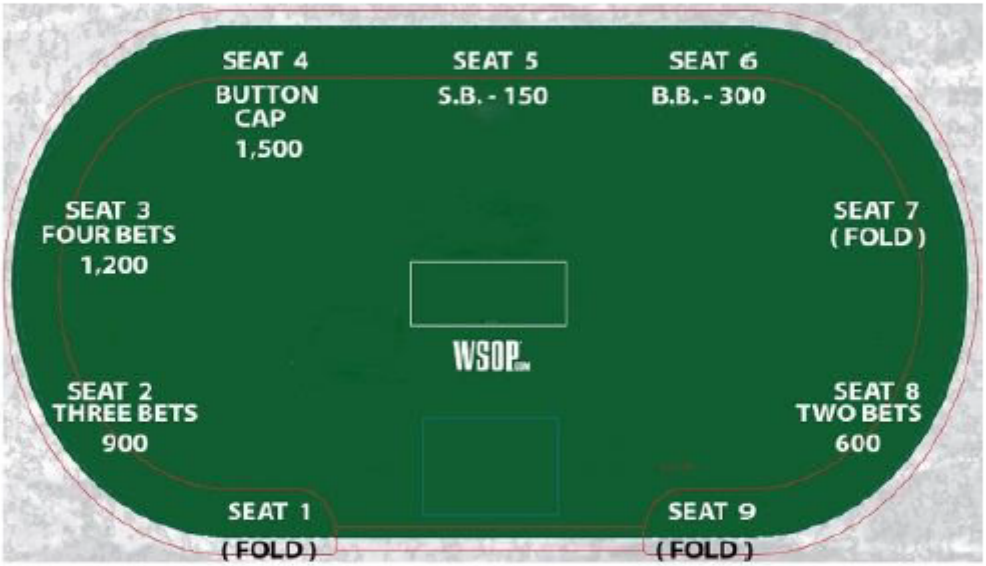
## ♥ WSOP: TOURNAMENT GAME RULES - " EXAMPLES "

# LIMIT

## EXAMPLE 1

| BLINDS | | SUBSEQUENT RAISES ( Multiples of the B.B. ) 4 Raises TOTAL | | | |
|---|---|---|---|---|---|
| SMALL | BIG | 1st Raise | 2nd Raise | 3rd Raise | 4th Raise |
| | | ( 2 Bets ) | ( 3 Bets ) | ( 4 Bets ) | ( 5 Bets ) |
| 150 | 300 | 600 | 900 | 1,200 | 1,500 |

## EXAMPLE: BET & 4 RAISES




LIMIT: BET & FOUR RAISE CAP

| SEAT | POSITION | CHIPS in POT | RAISE | TOTAL | NOTES |
|---|---|---|---|---|---|
| SEAT 4 | BUTTON | 0 | N/A | N/A | |
| SEAT 5 | S.B. | 150 | 0 | 150 | |
| SEAT 6 | B.B. | 300 | 0 | 450 | |
| SEAT 8 | 2 BETS | 600 | 300 | 1,050 | 1st RAISE |
| SEAT 2 | 3 BETS | 900 | 300 | 1,950 | 2nd RAISE |
| SEAT 3 | 4 BETS | 1,200 | 300 | 3,150 | 3rd RAISE |
| SEAT 4 | 5 BETS | 1,500 | 300 | 4,650 | 4th RAISE |

SEAT 4 with 5 Bets ( 4 Raises ) has " CAPPED " the betting round

# ♥ SECTION 3

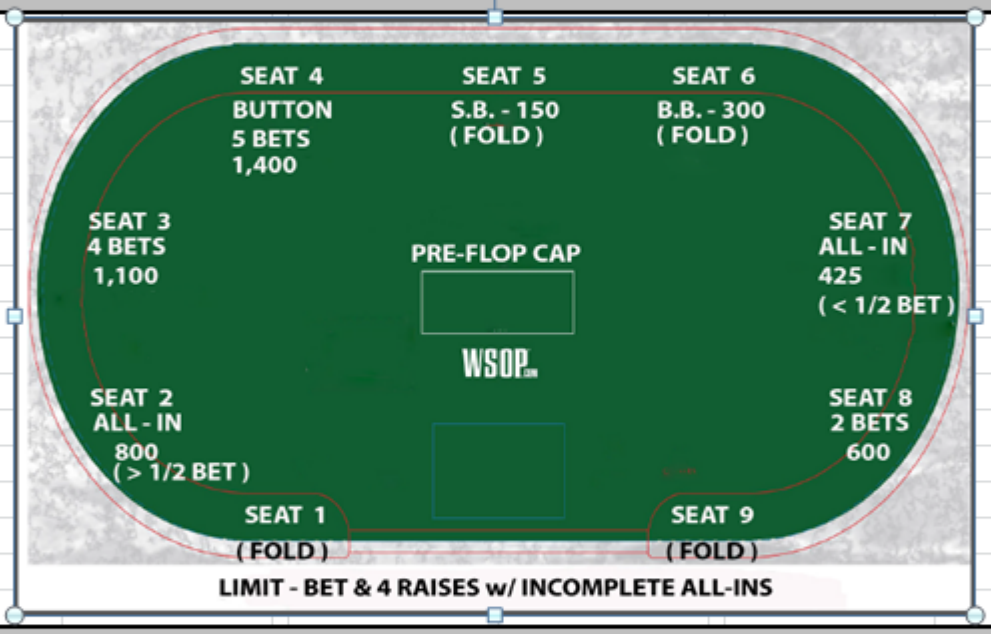
## ♥ WSOP: TOURNAMENT GAME RULES - " EXAMPLES "

### LIMIT - BET & 4 RAISES with INCOMPLETE ALL-INS

### EXAMPLE 2

### GENERAL INFO

| Less than 1/2 Bet | | Greater than 1/2 Bet |
|---|---|---|
| ALL - IN for 425 | | All-In for 800 |
| Subsequent Player Can Complete | | Subsequent Player Can Raise |
| Complete to 600 | | Raise to 1,100 |




| SEAT | POSITION | CHIPS in POT | RAISE | TOTAL | NOTES |
|---|---|---|---|---|---|
| SEAT 4 | BUTTON | 0 | N/A | N/A | |
| SEAT 5 | S.B. | 150 | 0 | 150 | |
| SEAT 6 | B.B. | 300 | 0 | 450 | |
| SEAT 7 | ALL-IN | 425 | < 1/2 BET | 875 | 300 BET + 125 |
| SEAT 8 | COMPLETE | 600 | | 1,475 | 1st RAISE |
| SEAT 2 | ALL-IN | 800 | > 1/2 BET | 2,275 | 2nd RAISE |
| SEAT 3 | 4 BETS | 1,100 | 300 | 3,375 | 3rd RAISE |
| SEAT 4 | 5 BETS | 1,400 | 300 | 4,775 | 4th RAISE |

SEAT 4 with 5 Bets ( 4 Raises ) has " CAPPED " the betting round

# ♠ SECTION 4

## ♠ WSOP: SINGLE TABLE SATELLITE PROCEDURES ( S.T.S. )

## " NO CASH " on S.T.S. Table for any reason, i.e. " LAST LONGER BETS " etc.

### ♠ SETTING UP

A Dealer assigned to S.T.S. will report to the Single Table Satellite area where they will be assigned a table and receive their supplies (Player and Color-Up chips, Setup w/cut card, clock, Ink Pen, button and Satellite Structure card).
At their assigned table, dealers are to straighten the area and make sure there are an appropriate number of chairs.

The Dealer will get the table ready for the Satellite tournament by doing the following:
- Verify the back of the decks for correct color and front of each deck for markings etc. Verify the decks to be complete with 52 cards; 13 cards each of all four suits.
- Separate the players' chips into even stacks ( the larger denominations on the bottom ) and place the color-up chips in the table bank. Verify the Satellite buy-in with the correct starting stack of chips with the Satellite Structure Card.
- The Dealer should NOT place chips in front of the players' seats.
- Each player should be given their chips when they arrive to the table, verified and seated.
- If the player has arrived to the table, been verified then walks away for whatever reason; the chips are in play and will be blinded off.

### ♠ PLAYER SEATING

A player will receive a card at the podium that indicates the table to play for the specific STS price point's.
The player will visit the Satellite Cage to register and pay for the STS and be given a paid receipt.
As players arrive at the table, they will have received two copies of their Buy-in Receipt from the Cage Cashier. The Dealer will greet each player and ask for the " DEALER " COPY of the player's Buy-in Receipt, which is the copy that states " DEALER " across the receipt, their picture identification and table card.

The Dealer MUST then accurately verify the following information:
- The name on the receipt and the ID match, and
- The receipt is for the proper Satellite buy-in,

**Note: The Player's (CUSTOMER) Copy will be a clean copy that says " CUSTOMER " across the bottom.**
**The Dealer will never accept a customer copy, or a receipt that has already been hole punched!!!**
After verification, the dealer will direct the player to select a random seat card and distribute the satellite chip stack.

Once all ten (or appropriate number) of players have been seated, the Dealer will notify the Supervisor by calling out " Pick up on Table # ".

The Satellite Asst. Supervisor will verify that there is a buy-in receipt for each player at the table and punch a hole in each receipt BEFORE giving the approval for the Dealer to begin the Satellite.

Once the dealer has the Supervisor's approval for the satellite to begin; the dealer will high-card the table to determine the starting position for the button, call for the blinds, start the time clock, then shuffle-up and deal.
The time clock should only be stopped to call the floor for a decision or to color-up the structure.
The time clock should not be stopped for any other reason, i.e. players discussing a chop etc.

## The Satellite may "NOT" begin without the approval of the Supervisor.

# ♠ SECTION 4

# ♠ WSOP: SINGLE TABLE SATELLITE PROCEDURES ( S.T.S. )

## ♠ DEALING

The Dealer Button will always begin in the first LIVE seat directly to the right of the Dealer, then….
**WAIT for the approval to begin.**

Once approval is received, the Dealer should then start the clock and deal the tournament following the structure sheet for that particular Satellite.

During the hands, the Dealer should color up lower denomination chips from the pot whenever time allows.
Do not disrupt or stop the action during a color-up procedure.
Do not color-up when action is complete before pushing the pot. Dealers Time not Players Time.

The Dealer may only stop the clock for two reasons:
- During the race off, or
- To call the Floor person to make a decision.

## ♠ DECK CHANGES

Dealers should rotate decks at the start of each satellite. The deck will only be changed during a Single Table Satellite for one of two reasons:
- Dealer notices a marked card.
- Dealer counts the deck stub and doesn't have the correct number of cards.

## ♠ COMPLETION of SATELLITE

At the completion of the Satellite, the Dealer will announce a winner(s) at their respective table by calling out **" Payout(s) on Table # ".**

The Satellite Asst. Supervisor will come to the table, and:
- Collect the buy-in receipts,
- Winner's identification and Total Rewards Card,
- Complete the payout form with the information collected,
- Have the player sign the payout form, and
- Record the Dealer's first name, last name and employee 800 number for satellite credit.

The Satellite Asst. Supervisor will turn in the payout form and buy-in receipts to the Cashier Cage, pick-up the prize money; then return to the table to pay the winner(s).

The Dealer will then:
- Straighten the chairs around the table,
- Reset both decks of cards; Reset all of the chips to get ready for the next Satellite.

# ♠ SECTION 4

## ♠ WSOP: SINGLE TABLE SATELLITE PROCEDURES ( S.T.S. )

## EXAMPLE of a S. T. S. BUY - IN RECEIPT

( Refer to page 14 for the new format of Buy-In Receipts )

**2011 World Series of Poker**
TOURNAMENT BUY-IN RECEIPT
**$ 125 STS**
SINGLE TABLE SATELLITE

**EDGAR HOWARD - 0017700853562**

**1**

| | | | |
|---|---|---|---|
| **Cash:** | $125.00 | **Wire Transfer:** | $0.00 |
| **Chips:** | $0.00 | **Cashier Check:** | $0.00 |
| **BIC:** | $0.00 | **Other:** | $0.00 |
| **Transfer:** | $0.00 | **Safe Keeping:** | $0.00 |

**Total Buy-In: $ 125.00**
**one hundred twenty-five and xx / 100**
**Tournament Date: 05/17/2011**

T Test1
**Received By:** May 17, 2011 12:06 pm

TEST
**Customer Copy** www.riolasvegas.com

**2011 World Series of Poker**
TOURNAMENT BUY-IN RECEIPT
**$ 125 STS**
SINGLE TABLE SATELLITE

**EDGAR HOWARD - 0017700853562**

**1**

| | | | |
|---|---|---|---|
| **Cash:** | $125.00 | **Wire Transfer:** | $0.00 |
| **Chips:** | $0.00 | **Cashier Check:** | $0.00 |
| **BIC:** | $0.00 | **Other:** | $0.00 |
| **Transfer:** | $0.00 | **Safe Keeping:** | $0.00 |

**Total Buy-In: $ 125.00**
**one hundred twenty-five and xx / 100**
**Tournament Date: 05/17/2011**

T Test1
**Received By:** May 17, 2011 12:06 pm

TEST
**Dealer Copy** www.riolasvegas.com

DEALER

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## Note: "PLAYERS" has been changed to "PARTICIPANTS" to coinside with WSOP Live Action Rules

### ♦ TABLE BANKS - ( Examples of Low/Medium & High Limit Table Banks, next 2 pages )

The incoming Dealer should tap the shoulder of the Dealer being pushed announcing their presence, verify the game placard for the game being played, e.g. Hold-em, Omaha etc.; game format e.g. limit, no-limit, pot-limit; other game information e.g. Rake, Time Drop, mandatory button straddle etc.; then count as much of the table bank over that Dealer's shoulder. All of the larger chips, $5 red etc. should be counted before taking the dealer chair. The incoming dealer has until the end of the first hand to complete the count of the table bank.

The Dealer must report any variance of the table bank to the Floor person by calling out " **Floor to Table Number # ?** ".
The Floor must be called before the start of the second hand for the outgoing Dealer to maintain responsibility for the variance.
After the second hand has begun, the new Dealer is now responsible for any variance.

When the Floor person arrives, the Dealer should discreetly notify them of the variance.

**NOTE:** A bright **"RED CUT CARD"** will be available in every table bank.

**AFTER** counting the table bank and **finding a variance**, the dealer will place the **"RED CUT CARD"**
next to the gator to indicate to surveillance that there is a problem with the table bank.
This will allow the dealer to deal the hand without waiting for the arrival of a floor supervisor.
The dealer must still get a supervisors attention as soon as possible to handle the discrepancy.
Once the supervisor has been alerted and verified the variance, they will give a variance amount slip to the dealer to be placed into the table bank.

Please note; the slip has the same value as live gaming chips and should be included as such when counting the bank.

### ♦ TABLE BANK MAINTENANCE

Dealers should keep the table bank neat and straight so that it is easily counted at a glance.
Full stacks of twenty should always be capped with a chip spacer.

The dealer should work the table bank from the outside in; the table bank is set up in a manner which protects the higher denomination chips by keeping them closest to the card well.

As the table bank becomes depleted, the Dealer should call for a fill. The Dealer should NOT leave a table bank so short of necessary chips requiring the incoming Dealer to call for an immediately fill. It is the **OUTGOING** dealers responsibility to leave the table bank properly organized.
Chips of larger denomination such as $25 or $100 etc. should be stacked and separated with spacers at the bottom of the $5 red chips.
**$100 chips** should be exchanged as soon as possible by calling for a fill.

Do Not Use the "RED CUT CARD" should the table bank be "**TOTALLY DISORGANIZED**".
Call the FLOOR to show the disorganized table bank; the floor will report the issue to the DC's.

### ♦ TABLE BANK FILLS

Each Live Action table will be impressed with a set of lammers to be used when calling for a table fill.
When the runner or floor supervisor arrives to answer the fill call, spread the chips being exchanged for the fill and the matching value of lammers on the table in a clear manner for surveillance. When the runner or floor supervisor returns with the chips to complete the fill, remove the fill chips from the racks; count down at least one stack of each denomination; and match the total value of chips delivered to the lammers previously displayed.
After the runner or floor supervisor verifies the transaction, put the chips into their proper location in the rack.
Upon completion, pick-up and put away the lammers.

## ♦ SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

| 2017 - LOW & MIDDLE LIMIT TABLE BANKS - $350 | | | | | | | |
|---|---|---|---|---|---|---|---|
| 10<br>$1<br>White | 10<br>$1<br>White | 10<br>$1<br>White | CLEAR<br>LAMMERS<br>&<br>BUTTONS | CLEAR<br>LAMMERS<br>&<br>BUTTONS | | 10<br>$2<br>Blue | 10<br>$2<br>Blue |
| 20<br>$1<br>White | 20<br>$1<br>White | 20<br>$1<br>White | CLEAR<br>LAMMERS<br>&<br>BUTTONS | CLEAR<br>LAMMERS<br>&<br>BUTTONS | | 20<br>$2<br>Blue | 20<br>$2<br>Blue |
| 20<br>$1<br>White | 20<br>$1<br>White | 20<br>$1<br>White | CARD WELL<br>SPARE<br>DECK | RESERVE<br>BUTTONS<br>&<br>RED<br>CUT-CARD | | 20<br>$2<br>Blue | 20<br>$2<br>Blue |

**DO NOT SELL CHIPS TO PARTICIPANTS FROM TABLE BANK**

**" NO CASH " on TABLE**

**" NO CASH " in CARD WELL of TABLE TRAY**

**See PHOTO of table bank on next page**

**Low and Middle Limit rack inventory is:**
**$ 150 of White $1 chips**
**$ 200 of Blue $2 chips**

When pushing into a table, while standing behind the outgoing dealer, count as much of the bank as possible before taking the dealer chair. This procedure will expedite the table bank verification process without using excess participant time.
The "**OUTGOING dealer**" is responsible for table bank maintenance.
Stacks of 20 chips should be separated by clear lammers to facilitate a quick table bank count.
The incoming dealer, after taking the chair, should complete the count.
The incoming dealer has until the end of the first hand to complete the count of the table bank.
Should there be a variance, place the "**RED CUT CARD**" next to the gator to indicate to surveillance that there is a problem with the table bank.

♦ **SECTION 5**

♦ **WSOP: LIVE ACTION INFORMATION**

**PHOTO of**

# 2017 - LOW & MIDDLE LIMIT TABLE BANKS - $350



## SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

| 2017 - HIGH LIMIT TABLE BANKS - $350 | | | | | | | |
|---|---|---|---|---|---|---|---|
| 10 $1 White | 10 $1 White | 10 $1 White | CLEAR LAMMERS & BUTTONS | CLEAR LAMMERS & BUTTONS | | | |
| 20 $1 White | 20 $1 White | 20 $1 White | | | 20 $5 Red | | |
| 20 $1 White | 20 $1 White | 20 $1 White | CARD WELL SPARE DECK | RESERVE BUTTONS & RED CUT-CARD | 20 $5 Red | | |

**DO NOT SELL CHIPS TO PLAYERS FROM TABLE BANK**

**" NO CASH " on TABLE**

**" NO CASH " in CARD WELL of TABLE TRAY**

**See PHOTO of table bank on next page**

**High Limit rack inventory is:**
**$ 200 of Red $5 chips**
**$ 150 of White $1 chips**
**In some games, the participants will choose a table captain to act as the banker.**
**The table captain will pay the dealer the required Time Drop after the announcement to collect time is made from the podium.**
**Time collection is the number of participants including those seats with an absent participant, multiplied by the time collection rate on the table plaque.**

## ♦ SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

**PHOTO OF**

# 2017 - HIGH LIMIT TABLE BANKS - $350



# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

**♦ RAKE**

**Low Limit**: 10% - maximum **$5** ($1 is raked from the pot for every $10 added to the pot)
This rake must be collected progressively and must be done after each betting round as follows:
After the first betting round is complete, the Dealer will clear the perimeter of all bets and establish the pot.
The Dealer will then tap the table, burn, deal the next street of cards and direct the action.
While the participants are acting on their hands, the Dealer will remove the appropriate amount (in chips) from the pot and place it on the rake slide.
Note: Sometimes during the action of a single street, a bet and a raise or multiple raises will occur and the hand will end on that street. It is the dealer's responsibility to rake the appropriate amount accordingly. I.e. 1-3 No Limit Hold'em Game. Pre-flop there is $9 in the pot (3 participants). Participant A bets $20 after the flop, and it's raised to $60 by Participant B. Everyone folds. Rake is $4, owed for $40.
This procedure is repeated after each betting round until the hand is over and/or the maximum rake has been collected.
The Dealer should also color-up the chips on the rake slide whenever possible to either $2 blue chips or $5 red chips.
The rake must remain on the rake slide until the completion of the hand.

## "NOTE"

## WSOP LIVE PROCEDURE

## " NO FLOP " – " NO DROP "

**♦ HIGH LIMIT " Time Collection "**

With the announcement is due, either automated or from the Floor Person, for Dealers to collect time :
the Dealer will collect the appropriate amount from each participant at the table "BEFORE" the next hand is dealt, including from absent participants.
Note: Regardless if the dealer has been pushed, once the bell goes off, the dealer in the boxwill collect time before the following hand. Due to various circumstances, it is not unusual for one dealer to collect time for two different collection periods. Time is not a per dealer charge, but at every half hour interval.
If a participant has been designated as a table captain, the Dealer is allowed to deal while the specified participant collects the rake.
The amount to be collected will be stated on the table placard.
The rake must remain on the rake slide until a time clerk comes and verbally gives the approval to drop.

**♦ TIME POTS**

This rake must be collected during the first hand (pot) or the first pot that covers the amount of time to be collected following the Floor person's announcement to collect time.
The amount to be collected will be stated on the table placard.
Once the chips are collected, the Dealer should color them up from the table bank and place them on the rake slide. The color-up should be completed on dealer's time, not " PARTICIPANTS " time.

**♦ TIME FLOPS**

This rake must be collected after the first flop dealt. This is to be collected after the first "FLOP DEALT" following the Floor person's announcement to collect time. The amount to be collected will be stated on the table placard.
Once the chips are collected, the Dealer should color them up from the table bank and place them on the rake slide. The color-up should be completed on dealer's time, not "PARTICIPANTS "time.

**♦ TIME COLLECTION – PROCEDURE for " Color – Up "**

Color-ups from the table bank should be exchanged and completed along the top edge of the table bank.
Spread the chips to be colored up, by denomination, along the top edge of the table bank; beginning at the top left corner of the bank. Remove the required color-up chips from the table bank by denomination; spread along the top edge of the table bank beginning at the top right corner. The two groups of chips should not touch or be in close proximity to each other.
Place the first group of chips, by denomination, into the table bank and the second group of chips onto the gator.
Do not put chips directly into the table bank before removing the required chips to color-up from the table bank.

**" THE DISPLAY OF THE TWO GROUPS OF CHIPS SHOULD BE CLEAR TO SURVEILLANCE "**

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## ♦ PARTICIPANT SEATING

When a participant's seat is available they will be called to the live action podium to pick up a table card.
The participant will give that card to the Dealer when they arrive at the table and take the open seat available.
Any existing participant at the table may request or have a seat change button and move into the newly opened seat.
The new participant coming to the table will take the remaining open seat position.
Note: If a new participant has not taken a hand, any existing participant at the table may opt to move to that seat.
Dealers will not allow any participant(s) to sit at their table if they do not have an appropriate table card!
The Dealer will keep the seat cards for the table in the card well, organized by seat number, not by mixed seat numbers.

When a participant permanently leaves the table, the Dealer will notify the Floor Staff by calling out loudly
" **Seat Open, Table Number # ??** ". The Dealer will place the Table Card on the table in front of that seat for the Floor person to pick up and deliver to the podium.

## ♦ POSTING

Please refer to the table game placard to determine whether a new participant will post in any given game.
Note: In general, limit games will require a post and no-limit or pot-limit games will not. Please check the placard.

## ♦ MAKING CHANGE

Chip change for a participant's bet should be made from the pot at the end of each betting round.
The only exception is on the first round of betting - at this time chip change should be made from the bets on the perimeter
" **ONLY** after the **COMPLETION** " of the betting round.
Change can be made from the table bank for a participant's chip in the event that there is no change in the pot.

There are occasions when it is necessary for the Dealer to exchange chips with the table bank;
just a few examples are:
Coloring down a $5 chip to get $2 and $1 chips for the rake;
Coloring down a $100 chip to get $25 chips to evenly split a pot;
Coloring up the chips collected for Time from $5 chips to $25 chips.

When this occurs, the Dealer should place the incoming chip(s) directly in front of the table bank; top left corner.
Spread them slightly if there is more than one chip being exchanged.
The outgoing chips then can be removed from the table bank and placed in front of the table bank; top right corner.
Finally, the incoming chips can be placed into the table bank.
**" DO NOT PLACE A CHIP FROM THE POT DIRECTLY INTO THE TABLE BANK "**

The Dealer will " **NEVER** " accept a chip for change at the table other than a chip from the " **RIO "**
up to the limitations of the table rack; e.g.: a RIO black ( $100 ) chip.

The Supervisors or Chip Runners cannot exchange a " **FOREIGN CHIP** " of any denomination for a " **PARTICIPANT.** "

♦ " **FOREIGN CHIPS** must be exchanged at the chip cage by the **PARTICIPANT**. "

♦" **CASH** " **does not play in any game.**

**All cash must be exchanged for chips by the participant at the Live Action Cage .**

" **NO CASH** "

**can be present on the table in any WSOP Live Action Game at any time.**

## ♦ SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

### ♦ SELLING CHIPS

# NEW PROCEDURE - VERY IMPORTANT

* * * * *

# WSOP LIVE ACTION

# A DEALER "CANNOT" SELL CHIPS TO A PARTICIPANT OR EXCHANGE CHIPS FOR A PARTICIPANT FROM THE TABLE BANK FOR ANY REASON

The chips in the table bank are to be used to make change for the rake or time collection " ONLY "
Participants must purchase chips for LIVE ACTION GAMES from the Live Action Cage

A dealer can make change for a participant for incidental uses such as tipping a cocktail waitress or dealer toke.

Participants cannot purchase chips from another participant.
**NOTE: If witnessed, please notify a floor immediately!**
Games are table stakes and cash "**DOES NOT PLAY**". Cash cannot be on the table.
Participants can make change for another participant. Ex: 1 Black Chip ($100) for 4 Green Chips ($25 each)

### ♦ DECK CHANGES

The deck may only be changed on Live Action tables for one of three reasons:
- Participant request.
- Dealer or participant notices a marked card.
- Dealer counts the deck stub and doesn't have the correct number of card

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## ♦ "GENERAL LIVE ACTION PROCEDURES": (Refer to WSOP Live Action rules for complete references)

### ♦ COLLUSION

A participant may only request to see a hand if collusion is suspected, and then so, only in the presence of a floor person.
Note: When a participant asks to see another participant's hand, call a floor supervisor immediately. When the supervisor arrives, please tell them that "this guest has asked to see this guest's hand". The supervisor will take it from there.
If a hand has been exposed to one or more participant, the hand must be shown to all participants.
Note: Please under no circumstance say/use the word collusion when explaining.

### ♦ MISSED BLINDS

A participant who misses any or all blinds can resume play by either waiting for the Big Blind position
or by posting all the blinds missed.
If the participant is making up one blind bet, that bet is live.
If the participant is making up two blind bets, the Big Blind bet is live and the Small Blind bet is placed in the pot, as dead.
If a participant ONLY missed the Big Blind and returns before the next hand has been dealt; he may "Buy the Button" by posting the Big Blind (live) and the Small Blind (dead).
With the next hand the blind positions return to normal with the participants due to be Big Blind and Small Blind posting and the participant who bought the button for the previous hand in the Dealer position.
The participant cannot make up the blind bets and begin play in between the Small Blind position and the Button. The participant must wait for the Button to pass.

### ♦ INCOMING PARTICIPANT

An incoming participant can enter the game without posting UNLESS the open seat is in the best position; at which time the participant must wait one hand before entering the game.
Note: Best position denotes the button position, or in the absence of the button position, last action before the blinds.
A new participant may post a big blind between the Button and Small Blind. (BUY the BUTTON) At the end of the hand, the button will jump over the new participant to the participant who posted the small blind in the previous hand.

### ♦ POT LIMIT

When determining the amount of the pot, the Small Blind is "assumed" to be a completed bet and counted the same as the amount of the Big Blind. i.e: The blinds are $2 and $5. In live Pot Limit, the $2 will be counted as $5.

### ♦ STRADDLE BETS

Straddle bets are permitted and must be posted before any cards are dealt.
In No-Limit and Pot-Limit games, the participant with the Dealer Button has first option to straddle.
The participant in third position ("under the gun") has second option.
A "Mississippi Straddle" is a straddle from any position, quite common in pot-limit games. Action continues with the first position to the left of the straddle. Mississippi straddles will be so designated on the table game placard.
Multiple straddles are permitted in live action with the Button position taking precedence, unless a Mississippi Straddle is in play.
In Limit games, button straddles are not permitted; "UNDER the GUN" straddle bets only.

### ♦ RUNNING IT TWICE

Running it twice is an agreement between the participants involved in the immediate hand to run a second or third complete board, a second or third turn and river card, or a second or third river card.
See **Live Action Rules 206 thru 208** for a complete explanation

♦ **BIG O DOUBLE BARREL** - Refer to WSOP live action rules.
This is dealt like Omaha, but with 5 cards to each participant.

♦ **BIG EZ TRIPLE** DRAW - Refer to WSOP live action rules.
This is dealt like Omaha, but with 6 cards to each participant.

## ♦ SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

♦ **KILL GAMES** - In all games, the participant with the Kill button will post the amount of the kill and will always act in turn.

In all games, the kill will act in turn. Once the kill has acted, action then continues in sequence to the left of the kill.

- There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing; it cannot be any part of the blind structure, unless otherwise agreed. For this purpose, the kill blind is **not** considered part of the blind structure.
- If a participant with one "leg up" splits the next pot, that participant still has a "leg up" for the next hand. If the participant who split the pot was the kill in the previous hand, then that participant must also kill the next hand.
- A person who leaves the table with a "leg up" toward a kill still has a "leg up" along with the current "leg up" upon returning to the game.
- A participant who is required to post a kill must do so even if wishing to quit or be dealt out. A participant who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted. In the same fashion, if a participant has earned a "leg up" and decides to leave the table; this participant can only return to the action by claiming the "leg up" on the next hand.
- When a participant "scoops" both the high and the low pot in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.
- If a participant is unaware that the pot has been killed and put in a lesser amount, and it has been announced as a kill pot with the kill button face up, the participant must correct the amount or forfeit the chips already in the pot. If the kill has not been properly announced, the participant may withdraw the chips and reconsider his/her action. It is the dealer's responsibility to announce a kill and place the kill button appropriately.
- If for some reason, the participant who is responsible for posting a kill misses his/her opportunity to post on that hand, the participant will be obligated to post the kill at the first opportunity where that participant is not on the button or in one of the blinds. In the event that the participant was a blind when responsible for the missed kill, this participant can wait until the next round of blinds to post the kill in the same position. If a kill is already active on that particular hand, the participant will then have to kill at the first opportunity after the button passes.
- Only one kill is allowed per deal.

# See WSOP Live Action Rules for further details.

# ♦ SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

| EXAMPLE # 1 of WSOP LIVE ACTION TABLE PLAQUE | EXPLANATIONS |
|---|---|
| PINEAPPLE OPEN-FACE<br>CHINESE POKER | NAME of GAME |
| $10 POINT | FEE STRUCTURE of GAME |
| BUY IN $1000 MIN. NO MAX | BUY - IN for GAME with Min / Max |
| TIME GAME - $15PP - 1/2 HOUR | RAKE FORMAT i.e.: TIME GAME & RATE |

| EXAMPLE # 2 of WSOP LIVE ACTION TABLE PLAQUE | EXPLANATIONS |
|---|---|
| $40 - $80 LIMIT MIXED GAME | NAME of GAME with LIMIT DESCRIPTION |
| $20 - $40 BLINDS | SMALL & BIG BLINDS DEFINED |
| BUY-IN $800 MIN. NO MAX | BUY - IN for GAME with Min / Max |
| 1/2 KILL TO $60 - $120 | KILL INFORMATION |
| RAKE: 10% UP TO $5 MAX | RAKE INFORMATION |
| NEW PLAYERS POST / NO CASH PLAYS | POSTING INFORMATION |

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## ♦ WSOP Live-Action F.A.Q.'s

**1 Do new participants post when entering a game?**

**NO**. New participants and table transfers do not post in any No-Limit or Pot-Limit game.
Limit games may require a participant to post. This may vary depending on the game and limit.
"**CHECK the TABLE PLACARD**" when pushing into a table, before beginning to deal.

**2 Does "CASH" play at the WSOP?**

**NO**. All money (cash) must be changed to chips at the live action cage by the participant.
"**NO CASH**" is allowed on the table at any time. Please inform the participant that cash is not allowed on the table. If the cash remains, please notify a Floor Supervisor immediately.

**3 Can there be a house rake prior to the flop in WSOP Live Action?**

**NO**. "**No Flop - No Drop**" This is different than in past years.

**4 Does WSOP Live Action use seat cards to indicate open seats?**

YES. When a seat opens at the table, please place a seat card in the open seat and announce "**SEAT OPEN, TABLE #??**"
All participants must have a seat card to sit in a game, unless the game is in the high limit pit.

**5 Are down cards used in WSOP Live Action?**

**YES**. The down cards are used to track the live action line-up in case there are any questions or discrepancies and dealers are required to sign the down card before beginning each down.

**6 Is a WSOP live action dealer ever responsible for checking player identification at the table?**

**YES**. If a participant, who looks under 30 years of age and does not have a seat card, approaches the table and attempts to play, the dealer is responsible for verifying the ID of the participant before dealing to him/her. If the dealer is not comfortable ID'ing the participant or if the participant gives resistance, the dealer should call a Floor Supervisor for assistance.
**NOTE**: A dealer allowing any participant that is under the age of 21 to sit in a game will be responsible for all consequences listed under "**PROJECT 21**". i.e. **When in doubt, double check their I.D.**

**7 Are "TIME POTS" or "TIME FLOPS" allowed in WSOP Live Action?**

**YES**, but only in "**TIME RAKED**" games. After the Time-Collection announcement, in this area, the dealer will take the time collection from the first pot that has enough money to cover the rake. In all other areas, each participant is responsible for paying their own time when collection is announced over the loudspeaker.
**NOTE**: "**TIME POTS**" or "**TIME FLOPS**" will be listed on the table placard.
If it is not listed, please notify a Floor Supervisor immediately.

**8 If the Time Collection announcement goes off before I am pushed out of the box, do I take the Time Collection on the next hand or do I wait for the next dealer?**

**YES**. Time collection is to be taken per half hour, regardless of whether you have been dealing for the last half hour or just pushed into the table.
**NOTE**: Collect the time on the next hand after the time collection announcement.

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## ♦ WSOP Live-Action F.A.Q.'s cont.

**9** **If someone is playing over an absent participant, do I collect their time?**

**YES**. If someone is playing over an absent participant, the dealer will collect time from the absent participant and from the participant playing over. The time collected from the absent participant will be added to the table time collection, and the time collected from the playover participant will be
put into the middle of the table and added to the pot of the following hand.

**10** **If a participant wants to take one more hand without paying time collection?**

Please notify a Floor Supervisor. In some circumstances, the participant may or may not be allowed to play an additional hand without time collection.

**11** **Are participants ever allowed to run the community cards two or more times during a hand?**

**YES**. **Only in $5 - $10 No-Limit** (The only qualifying percentage rake game in WSOP Live Action) or if the game is time-raked; the participants who are involved in the hand must unanimously agree to run the board multiple times for that particular hand.
"Running it Twice" is not allowed in pot raked games other than $5 - $10 No-Limit.

**12** **In WSOP Live Action, does the dealer ever deal cards to a participant who is not at the table?**

**YES**. If the dealer is dealing a "**Time-Raked**" game, the dealer must deal to all active seats unless a participant has received a "**MISSED BLIND**" button.

**13** **Is the dealer responsible for changing the deck on the push in WSOP Live Action games?**

Only if a participant at the table requests a deck change.

**14** **At showdown, which participant is responsible for tabling his/her hand first?**

If everyone check the final betting round, the participant in earliest position is required to show their hand first. If there is a wagering on the final betting round, the last participant to take aggressive action by a bet or raise is the first to show their hand. In order to speed up the game, the last participant to act or the participant holding the probable winning hand is encouraged to show their hand without delay. If there is a side pot, participants involved in the side pot will show their hands before anyone who is all-in for the main pots. In a No-Limit game, if betting has ended on a round prior to the river, the participant who pushed all-in is responsible for turning their hand over first.

**15** **Does the winning hand have to be shown for a participant to collect the pot?**

NO. If the participant has the only remaining live hand at the table, the hand "DOES NOT" need to be shown for the dealer to award the pot. If there are multiple live hands at showdown, the above mentioned process in FAQ 14 will be used.

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## ♦ WSOP Live-Action F.A.Q.'s cont.

**16 Are straddles allowed in WSOP Live Action?**

**YES**. The amount of the straddle is always two times the size of the big blind unless noted otherwise on the table placard. In limit games, the straddle can be bet only by the Under the Gun (UTG) participant. In No-Limit and Pot-Limit games, a straddle is allowed from either the UTG or Button participant with the participant on the Button having first option. In some Time-Raked games, a Mississippi Straddle may be allowed. Please check the table game placard.

Mandatory Straddle: A mandatory straddle game can be added to any flop game (usually PLO) and will be listed as a separate game type. Note: Button Straddles are not allowed in limit games.
Protocol for Mandatory Straddle: If not listed on the Bravo wait list as a "Mandatory Straddle" game,
at the beginning of or a game in progress, participants may choose to add a mandatory straddle.
The two requirements that must be met, before the mandatory straddle is added, are: 1) "ALL" participants at the table must agree, and 2) There cannot be any participants on the wait list for that particular game if it is the only game of that limit and type. Mandatory Straddles may occur "Under the Gun" (left of the big blind) or "on the Button" These games will be noted on the table placard as "Mandatory (Button or UTG) Straddle" Button Straddles may be 2x to 5x the big blind depending, which will also be noted on the table placard.
In the event that a participant misses a mandatory straddle, it will be treated similar to a missed big blind. That participant will be required to post the straddle before receiving a hand.
The posted chips will be placed in the pot as "Dead Money". The posted chips will NOT be considered
as part of the participants pre-flop bet. In lieu of posting, the participant may choose to wait until it is their turn to take the big blind and receive a hand.
NOTE: Mandatory Straddle games are spread frequently during the WSOP. It is imperative that the dealer check the table placard when pushing into a table. "CALL the FLOOR" if you push into a table with a missing table placard or a table placard that is different than the way the game is being played.

**17 How many raises are allowed in limit games in the WSOP Live Action?**

A bet and four raises, for a total of five bets, are allowed in limit games.
If the UTG participant posts the straddle, four raises are still allowed so there is the possibility of six bets pre-flop; then five total bets thereafter if each round is a bet and four raises.

**18 What is the minimum buy-in for each game in WSOP Live Action?**

The minimum buy-in differs for each game. This information is posted on the game placard located next to the table rack.
**If your game is missing placard, please notify a Floor Supervisor immediately.**

**19 Are participants allowed to use a cell phone while playing at the table?**

YES. Participants are allowed to talk or text on cell phones as long as the progress of the game is not impeded.

# ♦ SECTION 5

# ♦ WSOP: LIVE ACTION INFORMATION

## ♦ WSOP Live-Action F.A.Q.'s cont.

**20** **Are absent buttons used in WSOP Live Action?**

**YES**. When a participant leaves the table, the dealer will give the participant a "**MISSED BLIND**" button as soon as that participant misses the big blind. When the next dealer pushes into the table; this dealer will distribute "**ABSENT**" buttons to any missing participants at the table who have "**MISSED BLIND**" buttons. This process is repeated at the next dealer push. If any participant receives a third "**ABSENT**" button, the dealer must notify a Floor Supervisor about a possible need for a participant pick-up.

**21** **Can a participant ever take back a bet in WSOP Live Action?**

**Rarely, but YES**. If a participant commits a bet without realizing that a raise has been made, the player may take back the bet and fold the hand as long as another player has not acted behind.

**22** **During the pre-flop round of betting, when is the "KILL" obligated to act?**

The kill acts "**IN TURN**" in all games.

**23** **How many seats can a participant move away from the big blind before the participant is forced to post?**

A participant may move past two active participants without having to post. If a participant moves past three or more participants, the moving participant is obligated to post the big blind. "DEALING OFF" is allowed in WSOP Live Action. "DEALING OFF" means that a participant waits to take a hand until in the same position as he was before moving.

**24** **Is profanity allowed at the tables?**

The occasional outburst wil be tolerated as long as it is not directed at another participant or staff member.

Lewd conversation is not acceptable, nor is any aggression towards participants or staff.

# ♦ SECTION 5

## ♦ WSOP: LIVE ACTION INFORMATION

## ♦ WSOP Live-Action F.A.Q.'s cont.

**25** **Is is "OK" for a participant to be abusive towards another participant or dealer?**

**NO**. If a participant is being abusive towards other participants and/or the dealer, the dealer is responsible to notify a Floor Person "**IMMEDIATELY**"
Dealers, do not attempt to solve this issue by yourself. **Abusive behavior "WILL NOT" be tolerated**.

**26** **Do foreigh chips from other casinos play in WSOP Live Action?**

**NO**. If it is noticed that a participant has foreign chips on the table, please notify the participant that the foreign chips must be exchanged at the Live Action cage. If a foreign chip is made as a wager, please stop the action and immediately call a Floor Supervisor.
**A foreign chip is a chip that has been issued by any other casino or poker room than the RIO.**
Staff cannot make the exchange for the participant.

**PLEASE REMEMBER**
**to call a**
**" FLOOR SUPERVISOR "**
if you have any questions or concerns
during a down while dealing
WSOP LIVE ACTION

# ♣ SECTION 6

# ♣ WSOP: LIVE ACTION GAME INFORMATION

## " CHINESE POKER "

Refer to WSOP LIVE ACTION RULES for Complete Information

### ♣ CHINESE POKER ( " LIVE ACTION " only )

Usually played with 4 participants.

The Dealer deals 52 cards into four stacks of 13 cards each.

When the participants have completed the hand they are playing, they will toss all cards to the center of the table.

The Dealer will muck those cards, move the button and distribute the next hand of cards accordingly:
The first stack is pushed to the participant directly following the Dealer button (clockwise),
The next participant receives the second stack,
The participant following him gets the third stack, and
The participant with the Dealer button gets the fourth stack.

2 participants - one hand each: The first and second stacks are distributed and the third and fourth stacks are mucked.

2 participants - two hands each: The first participant receives the first and third stack. The other participant receives the second and fourth stack.

3 participants: Fourth stack is mucked.

5 participants: Participant in the Dealer Button position does not receive a hand.

While the participants are playing the hand, the Dealer washes, shuffles, cuts and deals the cards for the next hand.

Participants will table their hands and pay each other accordingly.

The Dealer should not get involved in the play or paying out of this game.

In the event that a participant receives 14 cards and another only receives 12, the participant with 14 cards will spread his hand face down on the table and the participant with 12 will select one randomly and play will continue. There are no misdeals.

# ♣ SECTION 6

# ♣ WSOP: LIVE ACTION GAME INFORMATION

## " OPEN - FACE CHINESE POKER " ( O.F.C. )

Refer to WSOP LIVE ACTION RULES for Complete Information

### ♣ OPEN FACE CHINESE POKER ( " LIVE ACTION " only )

OPEN FACE CHINESE POKER (OFC) is a " GAME of POSITION "

It is very important that participants act in turn.
Like other button games, the first or starting position is to the left of the button.

Setting the Game

OFC can be set with two (Heads-up, each participant setting one or two hands each), three, four or five participants in live action. With five participants, the button will sit out.

Tournaments will most often be set with three participants.

Thirteen cards complete each participants hand.

Dealing

All participants will receive an initial hand of five (5) cards, face down, beginning with the first position to the left of the button. The initial hands are dealt the same as a Deuce to Seven Draw game; one card at a time to each participant.
It is very important that the cards are pitched low and without exposure.

Each participant, in turn, will set each of the five cards received into one of three positions:

Top hand (3 card), Middle hand (5 card) and Back or Bottom hand (5 card).

After all participants have set their initial hand, the dealer will deliver one card, face down, to the participant in first position. The participant will set the card into his top, middle or back hand. The dealer will then deliver one card, face down, to the next participant until all participants have received and set their sixth card. This procedure continues until all participants have received and set thirteen cards, as described above.

The Dealer should not get involved in the play or paying out of this game. The participants will determine point values and royalties. If disagreement occurs while the participants determine either the point values or royalties, the dealer should call the floor for a decision.

Note: Although it's not the dealer's responsibility to get involved in the play or paying out; it is the dealer's responsibility to follow the action of the hand in play. This is imperative to the aid of the floor making the call.

After point values and royalties have been paid, the dealer will shuffle up and deal the next hand.

Clock

Any participant may call for a clock after 30 seconds or more have lapsed. The dealer should call the floor when a clock is requested. The floor will give the slow participant 30 seconds to act. After 30 seconds have elapsed with no action by the participant; the floor will place his card in the first hand, top to bottom that doesn't create a guaranteed foul.

# ♣ SECTION 6

# ♣ WSOP: LIVE ACTION GAME INFORMATION

**A New Variation Game**

## OMAHA HIGH-VARIATION – 4+ CARD WITH BUDUGI "DRAWMAHA" ( 6 Participant maximum )

This is played as a “Split Game”. Half of the hand will go to the winner of an Omaha High hand, and half of the hand will go to the winner of a Budugi hand.

A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante. In Drawmaha, each participant receives four down cards as their personal hand “hole cards” after which there is a round of betting. After action is complete, the players decide how many cards they want to draw (players can draw 1 to 4 cards). The dealer burns a card, and then gives each player the correct amount of draw cards that the players have requested to draw. Then three board cards, the “flop”, are then placed simultaneously and another round of betting occurs. The dealer burns a card, gives each player the correct amount of draw cards that the players have requested to draw. Then the next card, the “turn”, is placed out on the board followed by a betting round. The dealer burns a card, gives each player the correct amount of draw cards that the players have requested to draw. Then the next card, the “river”, is placed out on the board followed by a betting round. The board cards are community cards. A participant may only use three boards cards combined with any two of the participant’s four hole cards to make the best possible five-card poker hand for the Omaha High portion of the hand. A participant may only use their four hole cards to make the best possible four-card poker hand for the Badugi portion of the hand.

In the event of a re-shuffle, meaning the dealer has gotten down to the last card of the deck while participants still need cards, the discards from the previous rounds and any mucked cards will be shuffled together to complete the remaining draws. This means that the dealer will not use the discards from the round in progress. If the dealer can deal the river card by using the last card in the stub, the dealer will use this card.

Badugi consists of four cards of different suits and ranks. For example, the best hand consists of A-2-3-4 club, diamond, heart, spade in any sequence.

Drawmaha can be played as a Limit, No Limit, or Pot Limit structure.

# ♥ SECTION 7
# ♥ WORLD SERIES of POKER
# ♥ DEALER AUDITIONS

## ♥ APPLICATION

The World Series of Poker Dealer Application will be posted no later than January 1st, 2016.

Search on-line at: **www.caesarsjobs.com**

Click on the " RED BOX " - GO: Explore Our Careers
Box # 1: United States
Box # 2: Nevada
Box # 3: WSOP DEALER
Begin Search

Begin Search ( found near the bottom of the page )
**COMPLETE** the application with " **ALL** " information requested.
Be very definitive regarding your " DEALING EXPERIENCE " - Attach a " RESUME ", if available.
A returning WSOP dealer who has not dealt during one of the last three years, 2014, 2015 or 2016 will be required to complete the Dealer Audition process.

♥ " **STUDENTS** " without the required experience - Insert the name of your school " CLEARLY " in complete format. Ex. John Smith's School of Poker Instruction " **NOT** " JSSoPI ( This will not be recognized )
As a student without experience, a copy of your " **CERTIFICATE of GRADUATION** " must be provided at audition.
Your Certificate of Graduation will waive the experience requirement for the Application and Dealer Audition.
**" DO NOT APPLY " before your instruction is complete and you have a " CERTIFICATE of GRADUATION "**

**Notes:**
School and curriculum of instruction must be recognized by the WSOP; see next page for game knowledge requirements.
School to call WSOP offices to provide contact information; contact person, telephone number and e-mail.
A List of graduated candidates to be provided by the school to be matched with student applications before an audition appointment will be granted by WSOP.

**" NO-LIMIT Texas Hold-Em Specialists " will not pass a WSOP Dealer Audition.**
**The knowledge of all 20 games, as described in this section, is required for success at the WSOP**

♥ **F. Y. I:** Visit the website at: **www.wsopdealersandstaff.com**
You will find a hot link to the: WSOP Dealer Application
Dealer Reference Guide ( A " MUST STUDY " for the dealer audition process )
.....and other stuff such as;
Tournament Rules
Live Action Rules
Pot Limit Compilation ( A learning guide to Pot Limit Calculations )
Lodging Information
Other Information as it becomes available

WSOP Dealer Auditions will be held on Tuesdays, Wednesdays and Thursdays during March and April.
Your dealer application will be reviewed. Upon determination of qualifications, you will be contacted by WSOP Staff to schedule an audition date and time. It is not necessary to call to verify receipt of application.

## DEALER HOTLINE: 702-777-6785

If no answer please leave a message. Messages will be returned within 24 hours.

# ♥ SECTION 7

# ♥ WORLD SERIES of POKER

# ♥ DEALER AUDITIONS

**SKILLS REQUIRED**

All dealer auditions will begin with " **No-Limit Texas Hold-Em "** ( 1 hand )

**Dealing Skills - Deck Preparation**

**General Game Procedures**

Game Knowledge in all games as described below:

*No-Limit Texas Hold-Em ( All Candidates )*

Limit Texas Hold-Em (Not in Audition Mix)

Pot Limit Texas Hold-Em

Seven Card Razz

Seven Card Stud

Seven Card Stud Hi-Low Split 8 or Better

Seven Card Stud Hi-Low Split Regular

Badugi - Baducy - Badacy ( Limit )

2 to Seven Triple Draw Lowball ( Limit and Pot-Limit)

Omaha - High Only ( Limit )

Omaha Hi-Low Split 8 or Better ( Limit )

Pot-Limit Omaha

Pot-Limit Omaha Hi-Low Split 8 or Better

Big O Hi-Low Split 8 or Better ( Pot-Limit )

5 Card Draw High – Single Draw ( No-Limit )

Ace to 5 Triple Draw Lowball ( Limit )

2 to Seven Draw Lowball ( No-Limit )

During the Game Knowledge session, the candidate will be required to deal " NO-LIMIT HOLD-EM " followed by a Flop Game ( 1 hand ), a Seven Card Game ( 1 hand ) and a Mixed Game ( 1 hand )

**Question & Answer** - taken from the official "**WSOP Dealer Reference Guide**"

♥ **AUDITION TOTAL SCORE -** Each section of the Dealer Audition has a range of value.
The sum of each section totaled will determine the final Audition Total Score.
Total scores above 70% will process with H/R to complete the hiring process.

All dealers who process with H/R will return for Dealer Orientation at the end of May, prior to the start of WSOP.
Allow approximately 5 hours to audition and complete processing with H/R on the day of your audition
For locals with a schedule conflict, a return date to complete processing will be allowed.

# ♥ SECTION 7

## ♥ WORLD SERIES of POKER

## ♥ DEALER AUDITIONS

| WSOP MIXED GAME - QUICK REFERENCE | | | | |
|---|---|---|---|---|
| **FLOP GAMES - 8 GAMES** | **NOTES** | **FORMAT** | **ANTE** | **GAME SEATING** |
| **HOLD-EM** | | LIMIT | NO | 2 to 10 |
| | | NO - LIMIT | YES | 2 to 10 |
| | | POT - LIMIT | SEE STRUCTURE | 9 MAX. |
| **OMAHA** | HIGH ONLY | LIMIT | NO | 9 or 10 |
| | 8 or BETTER | LIMIT | NO | 9 or 10 |
| | HIGH ONLY | POT - LIMIT | SEE STRUCTURE | 9 or 10 |
| | 8 or BETTER | POT - LIMIT | SEE STRUCTURE | 9 or 10 |
| **" BIG O "** | 8 or BETTER | POT - LIMIT | SEE STRUCTURE | 8 MAX |
| **SEVEN CARD GAMES - 4 GAMES** | **NOTES** | **FORMAT** | **ANTE** | **GAME SEATING** |
| **STUD** | HIGH ONLY | LIMIT | YES | 8 |
| **STUD HI / LOW** | 8 or BETTER | LIMIT | YES | 8 |
| **STUD HI / LOW** | REGULAR | LIMIT | YES | 8 |
| **RAZZ** | LOW ONLY | LIMIT | YES | 8 |
| **DRAW GAMES - 8 GAMES** | **NOTES** | **FORMAT** | **ANTE** | **GAME SEATING** |
| **5 CARD HIGH ONLY** | SINGLE DRAW | NO - LIMIT | SEE STRUCTURE | 7 MAX |
| **ACE to 5** | TRIPLE DRAW | LIMIT | NO | 6 MAX |
| **DEUCE to 7** | TRIPLE DRAW | LIMIT | NO | 6 MAX |
| **DEUCE to 7** | TRIPLE DRAW | POT - LIMIT | YES | 6 MAX |
| **DEUCE to 7 LOWBALL** | SINGLE DRAW | NO - LIMIT | SEE STRUCTURE | 7 MAX |
| **BADUGI** | TRIPLE DRAW | LIMIT | NO | 8 MAX |
| **BADUCY (BADUGI + DEUCE to 7)** | TRIPLE DRAW | LIMIT | NO | 6 MAX |
| **BADACY (BADUGI + ACE to 5)** | TRIPLE DRAW | LIMIT | NO | 6 MAX |

# ♠ SECTION 8

# ♠ GLOSSARY of POKER TERMS

| TERM | DEFINITION |
|---|---|
| **ACTION** | The player position which follows a check, bet, raise, or fold from the active player position to the right. |
| **ACTION OUT of TURN** | Subject to a penalty and is binding to the Out of Turn player if the action to that player has not changed. A check, call or fold does not change the action. If action changes, the Out of Turn bet is not binding and is returned to the Out of Turn player who then has all options available including making a call, raise or fold.<br>An Out of Turn " FOLD " is binding; the dealer should immediately muck the hand. |
| **ALL – IN** | A player position which has invested all of its remaining chips in the outcome of a hand.<br>In a structured event, an All-In wager cannot be more than the call of a bet and a full raise, if a raise is an option. In a No-Limit event, an All-In wager may be for all of the remaining chips which a player has on the table. In a Pot-Limit event, an All-In wager may not be for more than the current pot plus the previous wagers on the table in the round. A player can only win that portion of the pot to which he/she has contributed plus other players who have called.<br>An All-In for some amount greater that a previous bet but for less than a full raise is not to be interpreted as a raise. Should greater wagers be made by other players in the hand; side pots will be established. |
| **BET** | A player's wager made in turn when facing action. In Tournaments, a player's wager will consist of the chip denominations in play according to the structure of the event. |
| **BET - " FIXED LIMIT "** | To bet a designated amount based on the structure of the game being played. |
| **BET - " NO LIMIT "** | To bet an amount the minimum of which is the big blind up to the total amount of the chips in the players possession. ( ALL-IN ) |
| **BET - " POT LIMIT "** | To bet an amount the minimum of which is the big blind up to the total amount currently in the pot. (POT) |
| **BET - FIXED** | A bet of a specified amount in accordance to the structure of the game being played. |
| **BET - FLEXIBLE** | A bet of varying amount within fixed limits such as a spread limit game. ( Live Action Games ) |
| **BET - FORCED** | A mandatory bet for the purpose of starting action such as Small or Big Blinds. |
| **BET " Out of Turn "** | A player's wager made prior to the active players to his right completing action.<br>BET " Out of Turn " may be binding pending the completion of action from those players who have been skipped over. |
| **BETTING ROUND** | A complete cycle from the time the first player facing action to the last player to complete the call.<br>A " BETTING ROUND " may complete one or more times around the table based on subsequent action, raises, all-ins, etc. |
| **BLIND(s)** | A designated bet by game structure placed before the first card is dealt. The blind(s) is a live bet which can win the pot if not called or raised. A game may be designated as either a single blind or double blind. With a double blind, the first will be designated as the " Small Blind " and the second as the " Big Blind " The Small Blind is generally one half of the value of the Big Blind. Refer to the Tournament Structure. |
| **BOXED CARD** | A card found " face up " in the deck after shuffle. A boxed card is to be treated as a blank piece of paper, shown to all players then placed in to the muck. |
| **BURN or BURN CARDS** | A burn card is the card(s) removed from the top of the deck by the dealer.<br>The purpose of the burn card is to protect the top of the deck from exposure to the players.<br>It is never to be exposed at any time including after completion of the hand. There will be a burn card prior to every betting round. The burn cards will be dropped discretely to the felt, then pushed under a chip in the pot for protection and separation from the other cards that form the muck. |
| **BUTTON** | An object or disc used to identify a particular action or function including, but not limited to, designating a seat or player status at the table. Each button will be distinct and marked to denote its purpose. Ex: Dealer Button, Absent Player Button, Missed Small or Big Blind Button |

# ♠ SECTION 8
# ♠ GLOSSARY of POKER TERMS

| TERM | DEFINITION |
|---|---|
| **BUTTON** | LIVE ACTION: A button placed by the dealer in front of a player's position denoting that this player is absent from the table. |
| **" PLAYER WALKING "** | |
| **" RESERVED "** | LIVE ACTION: A button placed by the dealer in the playing area of a vacant seat denoting that this seat is available for a new player as determined by Poker Room Management and procedures. |
| **BUY – IN** | The purchase of chips or player's checks for a tournament.<br>At the time of the Buy-in, a table number and seat will be assigned.<br>A buy-in may consist of cash, casino chips or tokens representing cash such as from a satellite. |
| **CAGE** | A secure area with access to the gaming floor from which players, chip runners etc., complete a purchase. The purchase may be player's checks, tournament entries or a cash-out of player's checks for money, etc. |
| **CALL** | A call is the placement of a bet equal to a previous player's action. In games where there are blinds, the first player to act after the initial deal will call by placing an amount equal to the big blind with forward motion towards the pot on the table surface. A player will be bound to a call if they verbally announce their intentions to do so. |
| **CAP** | In a limit game, an initial bet and the maximum amount of raises in according to the rules of the room. |
| **CARDS SPEAK** | Any hand that has been placed " face-up " on the surface of the table by the player will be read by the dealer or announced by any other player at the table. The player does not have to correctly identify the hand to win the pot if fully exposed, face-up on the surface of the table. Cards which are held in the players hand even though exposed to another player should not be read by another player;<br>" ONE PLAYER to a HAND " |
| **CASH** | Cash does not play in any event including live action at the World Series of Poker.<br>Therefore, at no time should cash be placed on a poker table |
| **CHECK** | A player's option of not initiating a bet but retaining all rights to call or raise if faced with a future action.<br>A check can only be an option without either the presence of a blind or another players action. |
| **CHIP BAGGING** | A procedure used during the closing of a tournament at the end of a day.<br>A player will be provided a Tournament Re-Draw Slip with a new table and seat number selected at random.<br>A self-sealing plastic bag will be provided to the players to contain and protect his/her chips until the re-start.<br>The player will write his/her name and chip count on the outside of the bag before placing chips inside.<br>The dealer will assist the players in the process of chip bagging assuring that a copy of the re-draw slip is placed in the bag before the bag is sealed. |
| **CHIP BOX**<br>Aka " DROP BOX " | The container attached to a gaming table used for the deposit of chips collected as the house commission.<br>May also be referred to as the " DROP BOX " |
| **CHIP RUNNER** | A person employed by the casino or poker room to facilitate player buy-ins, player seating and to provide chip exchanges or fills as requested by the dealer for the table tray. |
| **COLLECTION TIME** | The time at which the poker room will request the dealer to collect the drop from each player in the game. |
| **COLLUSION** | The act(s) of a group of players attempting to influence the outcome of a live action game or tournament event. |
| **COLOR – UP** | The process of removing smaller denomination chips for chips of larger denomination in a tournament.<br>**Gross Color-Up:** the process of reducing the number of chips on chip denominations in a players stack prior to bag-n-tag. To prepare for the closure of the event as the end of the day.<br>**Scheduled Color-Up:** the color – up of specific denomination as noted on the event structure<br>Ex: COLOR-UP 25 CHIPS |

# ♠ SECTION 8
# ♠ GLOSSARY of POKER TERMS

| TERM | DEFINITION |
|---|---|
| **COMMUNITY CARDS** | Cards dealt face-up in a flop type game which can be used by all players to complete their best hand. |
| **CUT** | To divide the deck into two face-down stacks and then reunite them by placing the bottom stack on top of the former top stack without changing the order of the cards within each stack.<br>The cut should be approximately one half ( 50% ) of the deck. |
| **CUT CARD** | A plastic card of solid color to be placed under the bottom of the deck before being picked up into the dealer's hand. Often called a " BOTTOM CARD "; used to protect and conceal the bottom of the deck. |
| **DEAD BUTTON** | A Dealer Button placed in front of an empty seat to adjust the movement of the blinds, so that each player pays the small and big blinds correctly. |
| **DEAD HAND** | A hand that has no claim to the pot; a new player to the game, a player who has moved seats in excess of the number allowed by the poker room procedures, or a new player to the table. |
| **DEAL** | The process of distribution of playing cards to each player position. |
| **DEALER** | A poker room employee who distributes the cards to the player positions, controls the action of the game and handles all pot duties; but, does not receive a hand or have a financial stake in the game. |
| **DEALERS CHOICE** | A game that consists of several games to be determined by the players in rotation.<br>The series of games will be determined by the structure of the event or live action game supervisors.<br>A group of plaques will be placed on the table with a plaque for each game as per above.<br>As the Dealer Button moves around the table, the player position will make a game selection from the group of placques. The chosen game will be played for a pre-determined number of hands from one hand up to a maximum of the number of players in the game as determined by the structure. |
| **DEALER BUTTON**<br>**( A.K.A. )**<br>**" The Button "** | A button placed to indicate the designated player who will receive the last cards in each round of play.<br>At the start of a new game each player will receive a card; the highest card by rank and suit to determine the initial position of the Dealer Button. In tournament play, the Dealer Button will begin in the first live seat to the right of the Dealer. The Dealer Button will move clockwise around the table by one player position at the conclusion of each hand. |
| **“ABSENT“ BUTTON** | A button placed by the dealer in front of a player's position denoting that the player is to be " DEALT-OUT of the current hand. (Live Action Only)<br>(Not used in tournament play unless the table has been set with more players than can be dealt into a particular game.) |
| **DEFECTIVE DECK** | A deck that is damaged in some fashion, contains too many cards for the game in progress, duplicate cards,<br>a joker, more than two boxed cards, cards of different back designs or colors, cards in-play which have become marked or broken, or whose rank or suit can be determined due to a manufacturing imperfection.<br>Defective Decks must be replaced to maintain the security and integrity of the game.<br>Should the dealer determine a defective deck; the floor should be called to initiate replacement. |
| **DOWN CARD** | A card that is dealt face down without exposure to the players.<br>A down card may also be the card signed by each dealer as they rotate through the tournament table. |
| **DROP** | The rake or commission paid to the poker room to facilitate the game. |
| **DROP BOX** | The container attached to a gaming table used for the deposit of chips collected as commission in the game. |
| **DROP SLIDE** | A device attached to the top of the table which is used for the placement and dropping of the commission into the drop box. |

# ♠ SECTION 8

# ♠ GLOSSARY of POKER TERMS

| TERM | DEFINITION |
|---|---|
| **FLOP** | The first three community cards dealt face down, then turned face up simultaneously with a single motion. |
| **FOLD** | To surrender a hand or refuse to call a bet when facing action. |
| **FOREIGN CHIP (s)** | Any chip with a logo other than the logo for the " RIO " or " World Series of Poker "<br>TOURNAMENT: " All FOREIGN CHIPS " will be removed from play along with the player who introduced the chips into play.<br>*The player will be removed and banned from future events without a return of tournament entry fees.* |

**LIVE ACTION**: **All FOREIGN CHIPS** must be exchanged at the chip cage by the **PARTICIPANT/PLAYER**.

| | |
|---|---|
| **HAND** | One game in a series of games, one deal, the cards held by a player, cards retained by a player entitling participation in the action, or the combination of cards necessary to win a pot. |
| **HEAD to HEAD** | A.K.A. " HEADS - UP "<br>Only two players remaining in action in a given betting round. |
| **HOLE CARDS** | A player's concealed or down cards. |
| **HOUSE** | The casino operator or poker room. |
| **LAMMER** | A button used to designate either a cash and/or chip transfer.<br>May be several buttons of varying amounts to indicate the total amount of exchange. |
| **LIMITS** | The range or structure of betting in a game. |
| **LIMIT - " LIMIT GAME "** | A game where the betting is predetermined by the structure for the event. |
| **LIMIT - " NO - LIMIT "** | A game played where the minimum bet is the big blind; the maximum bet is for all of the player's chips. |
| **LIMIT - " POT - LIMIT "** | A game played where the minimum bet is the big blind; the maximum bet is the amount of the current pot. |
| **MISDEAL** | A hand dealt incorrectly or the action of dealing a hand incorrectly. Misdeals include but are not limited to:<br>Two or more boxed cards found during the initial deal, The first card dealt is dealt to the wrong seat,<br>Cards are dealt to a seat not entitled to a hand, and A seat entitled to a hand is skipped and dealt out.<br>Cards are dealt to a seat not entitled to a hand, and A seat entitled to a hand is skipped and dealt out.<br>Cards are dealt to a seat not entitled to a hand, and A seat entitled to a hand is skipped and dealt out. |
| **MISSED BLIND BUTTON** | A button placed by the dealer in front of a player's area denoting that this player has missed the blind bet. |
| **MUCK** | The discard pile of cards surrendered or taken out of play. |
| **OPEN** | The first betting action as determined by the blinds or rank and suit of cards for the game. |
| **OPENER** | The player to which the first action is directed. |
| **OVERSIZE CHIP** | A wager made with a single chip that is in excess of the previous action. |
| **PICKED – UP** | LIVE ACTION: A player who has been away from a table for a specific period of time.<br>The player's chips are removed from the table and secured until his/her return to the poker room. |
| **POT** | The sum of the ante, blinds, bets and subsequent action. |
| **POT - " MAIN POT "** | The first pot created in a hand of poker. |
| **POT - " SIDE - POT "** | The pot(s) created after one or more players have declared to be " ALL IN ".<br>Side pots are awarded separately or split as the winning hands are determined; never combined with the main pot. |
| **RACK** | A tray in front of the dealer installed into the table to store chips, cards, cash and/or other items which are used in the operation of a poker game. |

# ♠ SECTION 8

# ♠ GLOSSARY of POKER TERMS

| TERM | DEFINITION |
|---|---|
| **RAISE** | A bet within the table limits that is an implicit call plus an amount in excess of the previous action by at least as large an amount; except in the case of an ALL-IN. A player will be held to raise if, in turn, they announce their intention to do so. Should a player declare " RAISE " without stating a specific amount; the amount will be the minimum raise allowed for the game. |
| **RAKE** | The commission due to the casino or poker room for hosting the game. |
| **ROUND of PLAY** | The time between the first card being dealt to the determination of a winner and the pushing of the pot. |
| **RACK** | A tray in front of the dealer installed into the table to store chips, cards, cash and/or other items which are used in the operation of a poker game. |
| **RAISE** | A bet within the table limits that is an implicit call plus an amount in excess of the previous action by at least as large an amount; except in the case of an ALL-IN. A player will be held to raise if, in turn, they announce their intention to do so. |
| **RAKE** | The commission due to the casino or poker room for hosting the game. |
| **ROUND of PLAY** | The time between the first card being dealt to the determination of a winner and the pushing of the pot. |
| **SHOWDOWN** | Determining the winner of the pot after the completion of all betting action. |
| **STRADDLE** | LIVE ACTION: A bet or action taken prior to the commencement of a given hand consisting of an amount double to the big blind. A straddle may occurs in several positions such as under the gun, button or by the player who won a previous hand for a given amount. |
| **SUBSTANTIAL ACTION** | Any two actions in turn, at least one of which, involves putting chips into the pot. The accumulated actions may consist of betting, checking, folding, calling or raising except two checks or folds. The combination of any three actions in turn. |
| **SUIT** | A group of similarly colored and like-symbol cards. EX: Spades, Hearts, Clubs or Diamonds. |
| **TABLE STAKES** | A player can only wager within the limits of the game up to the amount of chips possessed by that player, on the table in open view to all, prior to the start of a hand. |
| **TIME COLLECTION** | The collection of monies due to the casino or poker room determined as a set amount for a given time period. |
| **TOURNAMENT** | A competition conducted in accordance to a predetermined list of events, buy-ins and structures. |
| **TOURNAMENT DIRECTOR** | The person responsible for the overall management of a tournament. |
| **TOURNAMENT PLAYER** | A person who chooses to enter a tournament and pay the buy-in for a given event and structure. |
| **TOURNAMENT RULES** | A predetermined set of terms and procedures approved for a tournament. |
| **WAGER** | An action by which a player places gaming chips into a pot during any given betting round. |
| **WASH** | A procedure requested by a player to mix the cards; a dealer will spread the deck, face down, and mix the cards in a random procedure. The cards will then be collected and shuffled according to standard procedures. |

# ♦ SECTION 9

## Changes After

## " SHUFFLE UP & DEAL " - 2017

| SECTION | PAGE | DESCRIPTION |
|---|---|---|
| 3 | 29 | Stud Hi/Low Regular game procedures |
| 3 | 31 | Seven Card Games – Quick Reference Chart revised |
| 3 | 37 | Draw Games – Quick Reference Chart revised |
| 4 | 44 | " NO CASH " on tables including side bets, last longer bets etc. |
| 5 | 49 | Picture of Live Action bank – Low and Middle Limits |
| 5 | 51 | Picture of Live Action bank - High Limits |
| 5 | 57 | Table Plaque example |
| 8 | 68 | WSOP Mixed Game QUICK REFERENCE |

## ♣ SECTION 10

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### SECTION 1

### WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION


1. Deck Introduction * Resetting the Deck * Count the Stub * Shuffling * Cutting the Deck
2. Handling the Deck * Burn Cards * The Muck * Dropping the Stub * Missed Blinds * Incoming Players
3. Showdown * Dealer Instructions to Players * Set-Ups * Raise
4. Blind Check with Examples * One Dealer to a Table * … A Word To The Wise …
5. " Direct the Action - Not the Bets " * Accurate Count of Chip Stacks
6. Split Pots - Steps 1, 2 and 3
7. Split Pots - Steps 4 *Improper Splits and Dirty Stacks
8. Odd Chips * Change * Tournament Tokes * Official Language & Terminology of Tournament Poker
9. Table Protocol - Card Placements and Side Pots
10. " FINAL TABLE DEALERS "
11. " DEALERS LAST OFFICIAL ACT and DEED "
12. ANTICIPATION - the game


### SECTION 2

### WSOP: MULTI - TABLE TOURNAMENT PROCEDURES


13. Setting Up * Set-Up Downs * Player Seating
14. Tournament Buy-In Receipt Example
15. Absent Players * Late Registrants * Heads - Up " All-In & Call "
16. Dealer Reliefs * Deck Exchange * " Two Minute " Procedure * Dealer Down Cards
17. Dealer Down Card Example
18. Breaking Tables * Closing Tables * Moving Players
29. Hand for Hand * Coloring Up * Chips Found After Color-Up
20. Chip Bagging – Bag 'n Tag Procedures
21. Chip Bagging, continued * Player Breaks and Dinner Breaks
22. Re-Starts
23. Re-Draw Slip Example
24. Mixed Games * "Dealer Choice" Events * Bounty Tournaments
25. Misdeals * Substantial Action * Action Out of Turn
26. Accepted Action with examples * Tabled Hand


### SECTION 3

### WSOP: TOURNAMENT GAME RULES


27. Seven Card Stud Games * Short Stub * Exposed 7th Street
28. Card Exposed w/ Action Incomplete * Dead Hands & Mucking in Stud * All-In For the Ante *
28cont Undeclared Raise in Seven Card Stud * " COMPLETION " is " NOT a RAISE "
29. 7 Card Stud * 7 Card Stud 8 or Better * 7 Card Hi/Low Regular
30. * Split Pots after the last card has been delivered * Razz
31. SEVEN CARD STUD GAMES - QUICK REFERENCE
32. Flop Games: Button Rule Chart * Button in Heads-Up Play with Examples
33. Flop Games: Betting Structures * Verify Bets before Collection * Stradle Bets * Four Card Flop
34. Texas Hold-Em * Omaha High * Omaha High/Low Split 8 or Better * " BIG-O "
35. Draw Games ( Lowball ) General Rules * Short Stub * Burn Cards
36. Single Draw Lowball * 5 Card High N/L Single Draw * Triple Draw Lowball * Badugi
36cont Lowball Hybrids * Badaci ( Badacey ) * Baduci ( Badeucy )
37. DRAW GAMES - QUICK REFERENCE
38. Example: No-Limit with Minimum Raise
39. Example: No-Limit Tournament Rule 93 Exception w/ Incomplete " All-Ins "
40. Example: Pot Limit
41. Example: Pot Limit Extreme " POST FLOP "
42. Example: Limit with Bet and 4 Raises
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## WSOP: SINGLE TABLE SATELLITES

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45. S.T.S.: Dealing * Deck Changes * Completion of Satellite
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49. Photo of Low & Middle Limit Table Bank - $350
50. High Limit Table Banks - $350
51. Photo of High Limit Table Bank - $350
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53. Participant Seating * Posting * Making Change * Foreign Chips * NO CASH on TABLE
54. No Selling Chips at Table * Deck Changes
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55cont Straddle Bets * Kill Games * Running It Twice
56. Kill Games
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58 thru 62.. F.A.Q's - Live Action

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## WSOP: LIVE ACTION GAME INFORMATION

63. " Chinese Poker "
64. " Open Face Chinese Poker " ( O.F.C. )
65. " Drawhama " (Omaha High Only and Badugi – Split Pot Game)

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## WSOP DEALER AUDITIONS

66. Application * Students * F.Y.I. * Dealer Hotline
67. Dealing Skills Required * Audition Total Score
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## WSOP: GLOSSARY of POKER TERMS

69. " Action " thru " Button "
70. " Button " thru " Color-Up "
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## SECTION 9
## WSOP: CHANGES after SHUFFLE – UP & DEAL

74. Changes listed by Section, Page Number and Title

## SECTION 10
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| 1 | Deck Introduction |
| 5 | Direct the Action - Not the Bets |
| 2 | Dropping the Stub |
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| 35 | Burn Cards in Draw Games |
| 32 | Button in Heads-Up Play |
| | Flop Games - examples |
| 28 | Card Exposed with Action Incomplete |
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| 28 | Dead Hands and Mucking in Stud |
| 37 | Draw Game – “ QUICK REFERENCE “ |
| 35 | Draw Games ( Lowball ) General Rules |
| 27 | Exposed 7th Street |
| 32 | Flop Games - Button Rule Chart |
| 33 | Flop Games: Limit Structure |
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| 34 | Omaha High |
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