



2026 Black Country Poker Club (BCPC) Official Tournament Rules

SECTION I – TOURNAMENT REGISTRATION AND ENTRY

- 1. As used herein, (a) “BCPC Event” or “Event” means any individual BCPC poker tournament event, (b) “Venue” as of 1/1/2026, this means the facilities at the Wheatsheaf, High Street West Bromwich, or any other venue that is announced as being used for a BCPC event, (c) “The Committee” means the BCPC Managing Committee, as elected by the players. (d) The “Membership” refers to all players playing or planning to play, at the BCPC. (e) The “TD” refers to the Tournament Director, who runs each tournament. (f) “Namecard” refers to a card placed on the table in each player’s seat to help him to identify where to sit.**
- 2. There is no age limit for entry into any BCPC Event, although the Venue may, acting in their sole and absolute discretion, prevent any player from playing**

there. All participants must comply with all BCPC rules and regulations. BCPC reserves the right to modify any and all Official Tournament Rules and/or procedures at any time and reserves the right to adopt and implement rules as it sees fit.

3. Fees: The payment required for participation in any BCPC Event is the full amount of the Event's Buy-In. For League fees, this can be 100% of the season's entry at the start of a season, or it can be split into 3 equal payments, payable prior to week's 1, 2 & 3. By the start of Week 3 ALL League fees must be paid up.

Anyone who does not pay full subs for a season is regarded as not having played that season and will not be included in the Final League Table, even if they have scored points. For record purposes, the games played will count but the points will not.

While the BCPC do accept cash payments, transfer of fees online is our preferred method of payment as it is easier to monitor. Prior to the start of each season, You **MUST send your initial payments **ONLINE**. No cash payments will be accepted on the night of each Week 1 game to ensure that all participants are actually entered into that season.**

Should anyone be in arrears to the BCPC in any way prior to any game, then they will not be allowed to participate until those arrears are cleared.

For each League game, Champion Of Champions, Deepstack, Super Summer Sizzler, Heads Up, Ho-Ho-Homaha & Stomaha Masters game, the BCPC will retain 10% of the entry fee and this will facilitate the prizepool for the Battle Of The Champions Memorial Game, which is played on the first Friday in January of each new year, with the winner being named as the BCPC Player Of The Year.

4. There is no late registration allowed in BCPC League games and only players who are registered & entered for each season may participate.

A “Sleeping” partner, i.e. a player who pays full subs for a season, may turn up and play any game during that season.

5. Non-members are allowed to participate in any other BCPC games that are not League games.

Re-entry is allowed in certain BCPC events.

Participants may re-enter these Events either via online transfer or cash. Participants must have zero (0) chips remaining to re-enter or be subject to disqualification. At the end of the registration period for all re-entry Events, Participants will be given the

option to forfeit their current stack and pay to re-enter. All Participants who re-enter will receive a full starting stack.

For all Re-entry events, only one entry per-player will be charged with a 10% rake.

6. In a tournament where late registration is permitted, this is open until the end of the level specified on the structure sheet for that applicable Event. If there is a scheduled break at the end of the registration period for any Event, registration will remain open until the Event resumes play.

7. No Show Policy: In all BCPC League games, a player's stack will be put "In-Play" from the first hand and he will post blinds as normal. From the beginning of Level 5 & he will then post both a Small AND Big blind, on EVERY HAND thereafter, until such time that he either sits down at the table, or is blinded-out of the game.

Should a player play one or more hands in a game, he cannot ever be considered a "No-Show", even if he then leaves the table and does not return.

8. Exclusion / Disqualification: In any BCPC Event, any individual may be excluded before, during or afterwards at the BCPC Committee's discretion for any reason (e.g., cheating, abusive behaviour). Any decision

made in one instance will not be deemed as “The Rule” & could be applied differently on another occasion at the discretion of The Committee.

SECTION II – BCPC EVENT SCHEDULING

9. The default date for all BCPC League games will be the 2nd Friday of each month, although these are always subject to external events. The Committee will discuss each Season’s dates and then agree on a schedule. This will then be put out to the Venue Management for approval, followed by the BCPC Membership for their approval. A reasonable amount of time will then be allowed, should anyone wish to ask for a date to be moved for any reason. If a request is submitted, it will be allowed provided there are no objections. If a single objection is received, for any reason, then the original date shall remain. While we will then attempt to stick to these agreed dates, all dates are subject to change by The Committee at any time after agreement, should the need arise.

10. BCPC Event times are approximate & the BCPC reserves the right to change Event times in its sole and absolute discretion.

SECTION III – PRIZES AND SEATING

11. Prizes and entries are non-transferable. Prize structures depend on the number of entrants and type of Event. Prizes are paid out as posted. Prizes can be monetary (cash equivalent) or non-monetary; for example, a direct seat into an event of their choice . If a prize pool is posted and contains erroneous information, BCPC Management reserves the right to correct the prize pool at any time during or after an Event concludes to reconcile any shortage or overage incurred as a result of an error.

BCPC games will pay as follows.... 1 to 10 players = 2 places. 11 to 20 players = 3 places. 21 to 30 players = 4 places. 31 to 40 players = 5 places. 41 or more players = 6 places.

For our Summer Deepstack events, 15% of the field will be paid, rounded upwards as follows.... 1 to 6 players = Winner Takes All. 7 to 13 players = 2 places. 14 to 20 players = 3 places. 21 to 26 players = 4 places. 27 to 33 players = 5 places. 34 to 40 players = 6 places.

12. Entrants will be assigned to a table and seat through a random computer selection or random manual system in event of computer failure or for late registrants. BCPC reserves the right, at its absolute discretion, to add an additional chair to any

tournament table to accommodate the demand for a particular event. For example, a nine-handed event may be played 10 handed.

The computer will be used to move all players randomly from seat to seat during a tournament. The TD will move that player's namecard to the new seat and the player will not then be dealt into a hand until he is seated. Any blinds and/or Antes due following the seat move must be posted once seated.

13. Bounty prizes paid out during the Week One League game and the Super Summer Sizzler are a "Progressive" Bounty, whereby you start with a set amount on your head and for every bounty won, half is kept by the winner and half added to their own bounty. These are added manually to each person's Namecard during the game to give all players a view of how much each player currently has active on their head. All bounties are checked the next day by the BCPC and published as correct and binding.

14. For the "Mystery" Bounty events, the top 18 players can win a bounty, which is made up of cash from the prizepool for that game, with unplayed seats that have been returned to the BCPC, also possibly included. The make-up of these prizes is always at the discretion of the BCPC.

15. For every BCPC season, we pay out 10 seats to the top 10 finishers in each League table, which is paid for using the subs received for that season. The minimum seat is £200, with the rest being at the discretion of the Committee. All seats are given an expiry date, which is normally 24 months and should a player not play this seat, or allow a fellow BCPC member to play it on his behalf, within that timeframe, then it is forfeited and returned to the BCPC to use as is deemed fit. However it is then used, the players active in the season in which it was won, will still be deemed as the beneficiaries for any cashes made at a later date, using this seat.

The payouts on any successful cash using a seat won at BCPC is 50/50, AFTER the entry fee (including rake) has been retained by the winning player. Should any player nominate a 3rd party to play on his behalf, that split then changes to 25/25/50, with both the seatwinner and the player taking 25% AFTER the entry fee (including rake) has been retained by the winning player. It is up to the seatwinner & the player to decide if they split this entry fee. Should a player decide to add to the value of a seat to play an event with a bigger buy-in, then that is factored into the split percentage. As an example, a player has a £300

seat, but decides to play in a £400 event, so adding £100 of his own money. The split is then calculated by taking the £300 seat as being £150 owned by the player & £150 by the Club, meaning that a £400 entry is staked as £150 by Club and £250 by the player.

Therefore, $\text{£}250 / \text{£}400 = 62.5\%$...so the split would be 62.5% to the player and 37.5% to the Club.

Should a player decide to split the value of his seat to play in two events instead of one, then the first split MUST be at least 50% of the seat value...eg a £500 seat being split would have to see a minimum of a £250 seat played on the first split.

Only live tournaments can be played using seats won, unless permission is given by the BCPC Committee & satellites are not permitted to be played using a BCPC seat.

All BCPC members upon joining the Club, agree to these splits.

SECTION IV – PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY

16. The competitive integrity of the BCPC Tournament is paramount. All Participants must adhere to the spirit and letter of these BCPC Official Tournament Rules that forbid play or any action that

is illegal, unethical or constitutes cheating or collusion in any form.

a. Cheating is defined as any such act engaged in by a Participant to break the established rules of play to gain an advantage. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; introducing chips not intended for an Event into that Event; card marking; card substitution; or the use of any kind of cheating device.

b. Collusion is defined as any agreement between or among two (2) or more Participants to engage in illegal or unethical acts against other Participants. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another Participant; sending or receiving signals from or to another Participant; the use of electronic communication with the intent to facilitate collusion; and any other act that the BCPC deem inappropriate.

c. Chip dumping is defined as any agreement between or among two (2) or more Participants for one or more of the Participants to bet chips with the intent of increasing another Participant's stack.

2. Soft play is defined as any agreement between or among two (2) or more Participants to not bet or raise each other to minimize the number of chips lost by

those Participants participating in the agreement. The only time where any sort of collusion will be tolerated, (to an extent) is in a Team Event, though this must be done away from the table & not be openly on show for everyone to see and / or hear.

All Participants are entitled to expect civility and courtesy from one another at every table and throughout every BCPC game. Any individual who encounters behavior that is not civil or courteous – or is abusive in any way – is encouraged to immediately contact a BCPC Committee member. Participants who violate this rule are subject to penalty in accordance with Rules **16, 17, 75, and/or **76**.**

The BCPC will penalize any act that, in the sole and absolute discretion of the Committee, is inconsistent with these BCPC Official Tournament Rules or the best interests of the BCPC Tournament.

Anyone found to have engaged in or attempted to engage in any act that the BCPC Committee believe in their sole and absolute discretion, compromises or could compromise the competitive integrity of the BCPC, will be subject to sanctions imposed by the BCPC Committee. The nature and extent of the sanctions imposed shall be in the sole and absolute

discretion of the BCPC and may include, but shall not be limited to, the following:

1. FORFEITURE OF CHIPS

2. FORFEITURE OF PRIZE MONEY AND / OR SEATS

3. EJECTION FROM AN EVENT OR THE ENTIRE BCPC TOURNAMENT

4. LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE BCPC EVENTS

5. EXCLUSION FROM ENTERING ANY PREMISES HOSTING BCPC EVENTS.

All violations of this Section or any other violation of the BCPC Official Tournament rules, as determined by BCPC at its sole discretion, may be publicly disclosed in an effort to deter future violations and to assist other poker tournaments in identifying Participants who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.

17. In addition to the penalties authorized in Rule 16, BCPC may impose penalties of any kind or nature upon any person who gives, makes, issues, authorizes, or endorses any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the BCPC as determined by the BCPC, acting in its sole and absolute discretion. This

may include, but shall not be limited to, expulsion from the Event and property, forfeiture of a Participant's entry fee(s) and/or loss of the right to participate in this and/or any other tournament hosted by BCPC. Additionally, BCPC may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in the view of the BCPC, engages in inappropriate conduct during Event play.

18. All decisions regarding the interpretation of the BCPC Official Tournament Rules, Event rules, Participant eligibility, scheduling and staging of any BCPC Tournament, and penalties for misconduct, lie solely with the BCPC Committee, whose decisions are final.

19. The BCPC will use reasonable efforts to consider the best interests of any BCPC Tournament and fairness as the top priority in the decision-making process, with the understanding that "best interests of the BCPC Tournament and fairness" shall be determined by BCPC, acting in its sole and absolute discretion. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. BCPC decisions are final and cannot be appealed and shall not give rise to any claim for monetary recompense, as

each Participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or Event is dependent on many factors, including, but not limited to, the cards dealt, the cards retained, and the actions of other Participants.

20. We at the BCPC understand that our game is run from a pub environment but we would ask that the use of any obscene or foul language while playing at the tables is kept to a bare minimum. Any Participant who decides to use such language or makes a foul, profane, obscene, or vulgar statement, or speaks abusively or in an intimidating manner to another Participant, dealer or member of the pub staff, will be penalized. These penalties will be levied based on Rules 16, 75, and 76.

21. Any Participant who taunts another Participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other Participants in an Event will be subject to penalty in accordance with Rules 16, 75, and 76.

22. Where a situation arises that is not covered by these rules, BCPC shall have the sole authority to render a judgment, including the imposition of a

penalty, in accordance with the best interests of the Tournament and the maintenance of its integrity.

SECTION V – POKER RULES

23. TOURNAMENT DIRECTOR: The TD will consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The highest BCPC authority on duty reserves the right to overrule any TD decision.

24. OFFICIAL LANGUAGE: The English-only rule will be enforced at all BCPC tables during Tournament while cards are in play. Participants who violate this rule are subject to penalty in accordance with Rules 16, 75, and 76.

25. 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. Regional terms may also meet this standard. The use of non standard language is at the Participant's risk because it may result in a ruling other than what the Participant intended. **It is the responsibility of all**

Participants to make their intentions clear. See Rules 26 and 52.

26. NON-STANDARD AND UNCLEAR BETTING:

Participants use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the Participant intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, the bet will be valued at the largest amount possible that does not exceed the value of the pot. Example: Blinds are 200-400 and the first Participant to act on the flop throws out a 5K chip and announces "Five". If the amount of the pot at this time is less than 5,000, the bet will be 500. If the amount of the pot is 5K or more, the bet will be 5,000.

27. CONDITIONAL STATEMENTS REGARDING

FUTURE ACTION are non-standard and strongly discouraged; they may be binding and/or subject to penalty at BCPC Personnel's discretion in accordance with Rules 16, 75, and 76. Example: "if - then" statements, such as "If you bet, then I will raise."

28. COUNT OF OPPONENT'S CHIP STACK:

Participants are entitled to a reasonable estimation of opponents' chip stacks. Participants may only request a more precise count if facing an all-in bet. The all-in

Participant is not required to count; if he opts not to, the dealer or floor will count it. Accepted action applies.

29. RANDOM CORRECT SEATING: Tournament seats will be randomly assigned by the computer. A Participant who started the Tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take their current total chip stack with them. Participants who start the Tournament in the wrong seat in a shootout or heads-up Event will be handled on a case-by-case basis. BCPC reserves the right to relocate Participants from their assigned seat to accommodate Participants based on special needs, and to balance tables at the start of the Tournament.

30. BREAKING ORDER: The breaking order for any Event will be determined by the computer. The table to which a Participant is moved will be specified by a predetermined procedure (see rule 12). Participants going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small blind and the button. BCPC reserves the right to alter the breaking order due to unusual circumstances.

31. DECLARATIONS: Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalling a hand may be penalized. Any Participant, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands. However, at BCPC discretion, any Participant deliberately miscalling his or her hand will be subject to penalty in accordance with Rules 16, 75, and 76.

32. FACE UP FOR ALL-INS: All cards will be turned face up once a Participant is all in and all betting action for the hand is complete. If a Participant accidentally folds/mucks their hand before cards are turned up, BCPC reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.

33. KILLING WINNING HAND: A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. A tabled hand is defined as a hand that a Participant places on the table such that the dealer and all Participants at the table can read. Participants are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

34. SHOWDOWN: During a showdown where no Participants are all-in and if cards are not spontaneously tabled, the TD may enforce an order of show. **The last aggressive Participant on the final betting round (final street where betting is possible) must table first. If there was no bet on the final betting round, then the Participant who would be first to act in a betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand showing in razz, etc.)** Participants not still in possession of their cards at showdown, or who have mucked face down without tabling their cards; lose any rights or privileges they may have to ask to see any hand. **The winning hand must be shown to claim the pot unless there are no other live hands at which point the pot can be awarded to the only live hand remaining.** If a Participant refuses to show their hand and intentionally mucks his or her hand, the Participant in violation will receive a penalty, in accordance with Rules **16, 75, and 76.**

35. AWARDED ODD CHIPS: Odd chips will be broken into the smallest denominations in play. In button games with 2 or more high or low hands, the odd chip goes to the first seat left of the button. In stud high,

razz, and if there are 2 or more high or low hands in stud/8; the odd chip goes to the high card by suit in the best 5-card hand displayed for showdown. In H/L split games, the odd chip in the total pot goes to the high side. If identical hands win both high and low (eg: 2 wheels in Omaha/8) the pot will be split as evenly as possible.

36. SIDE POTS: Each side pot will be split separately.

37. PLAYING THE BOARD AT SHOWDOWN: When playing the board, a Participant must table all hole cards to get part of the pot.

38. DISPUTED POTS: The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle of the deck. If an automatic shuffler is being used, a hand begins with the push of the green button to access the deck.

39. CHIP RACE AND SCHEDULED COLOR UPS:

a. At scheduled color-ups, odd chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a Participant. Participants cannot be raced out of an Event:

a Participant losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play.

b. Participants must have their chips fully visible and are encouraged to witness the chip race.

c. If after the race, a Participant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation. It is the participant's duty to ensure that their chips are raced off correctly.

40. DECK CHANGES : Participants may not ask for deck changes unless a card is damaged.

41. NEW HAND AND NEW LIMITS: When time has elapsed in a round and a new level is announced, the new level applies to the next hand. A new hand begins with the first riffle of the deck. If an automatic shuffler is used, the hand begins when the green button is pushed. **If a hand starts at the prior level by mistake, the hand will continue at the prior level if substantial action has occurred. The new level will then be played on the next hand.**

42. CALLING-FOR-CLOCK: Once a reasonable amount of time has passed and a clock is called, the TD may, in their sole discretion, give the Participant an additional 0 up to 60 seconds to make a decision. If action has not been taken when prompted by the TD, there will be a 10-second countdown followed by a declaration or stopwatch alarm. If a Participant has not acted before

the declaration or alarm sounds, the hand will be dead. BCPC, in its sole and absolute discretion, reserves the right, at any time, to invoke a clock or speed up the amount of time allotted for a clock. Any Participant intentionally stalling the progress of the game may be placed on a clock for all decisions moving forward. Participants unnecessarily calling the clock or stalling may incur a penalty in accordance with Rules 16, 75, and 76.

43. RABBIT HUNTING: No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.

44. AT YOUR SEAT: A Participant must be at his or her seat by the time he has been dealt his first card to have a live hand. Participants must be at their seats to call the clock as described in Rule 42. “At your seat” is defined as being within reach or touch of your chair.

45. ACTION PENDING: Participants must remain at the table if they still have action pending on a live hand. If a Participant leaves the table before they have acted on their hand, a penalty, in accordance with Rules 16, 75, and 76, could be enforced when the Participant in violation returns to the table.

46. NON-STANDARD FOLDS: Any time before the end of the last betting round of a hand, folding in turn when there's been no bet to you (eg: facing a check or first to act post-flop) or folding out of turn are both binding folds and may be subject to penalty in accordance with Rules 16 & 75. Once action has begun, a hand may be considered abandoned and mucked if a Participant is not at his seat.

47. BUTTON: At the start of an Event, the button will begin in Seat One, as defined by the Computer, irrespective of if the players have moved around the table to accommodate either a playing or non-playing dealer. Tournament play will use a dead button. Dead Button is defined as a button that cannot be advanced due to elimination of a Participant or the seating of a new Participant into a position between the small blind and the button.

48. DODGING BLINDS: A Participant who is deemed by the TD to have intentionally dodged his or her blind(s) when moving from an existing seat must forfeit both blinds (and BBA if applicable) and will receive a one (1) round penalty, in accordance with Rules 16, 75, and 76.

49. 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 last card is

dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure neither Participant has the big blind twice in a row.

50. MISDEALS, FOULED DECKS, AND SUBSTANTIAL ACTION:

a. Misdeals include but are not necessarily limited to:

- 1. Two or more boxed cards on the initial deal.**
- 2. Two or more extra cards incorrectly dealt during the initial deal.**
- 3. First card dealt to the wrong seat.**
- 4. Cards dealt to a seat not entitled to a hand.**
- 5. A seat entitled to a hand is dealt out.**
- 6. In stud, if either or both of a Participant's first 2 down cards are exposed by dealer error.**
- 7. In flop games, if either of the first 2 cards dealt off the deck or any other 2 down cards are exposed by dealer error.**

Participants may be dealt 2 consecutive cards on the button. House standards apply for draw games (eg: lowball).

b. If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new Participants are seated, and limits stay the same. Cards are dealt to Participants 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 Participant on penalty, not two.

c. If substantial action occurs, a misdeal cannot be declared, and the hand must proceed. "Substantial Action" is either:

1. Any two actions in turn, where at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds).

2. Any combination of three actions in turn (check, bet, raise, call, or fold).

3. If it is determined that a card was not properly burned from the top of the deck at the beginning of the round and at least one check has occurred, the actions will stand. The purpose of the burn card is to protect the stub and not preserve card order as randomness applies in this situation.

d. Fouled decks:

1. If a missing burn card is noticed on the flop and substantial action has not occurred, the 3 flop cards will be scrambled and 1 of these cards will be randomly chosen by the TD and used as the burn card. The next card off the deck will be used to complete the 3-card flop. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub but will not appear in any hand or on the board

and substantial action has taken place, all action stands.

2. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the Participants who wagered them.

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

51. FOUR-CARD FLOP: If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the four cards face down. The TD will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.

52. METHODS OF BETTING: Verbal and Chips

a. Bets are by verbal declaration and/or pushing out chips. If a Participant does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play. In unclear situations or where verbal and chips are contradictory, BCPC will determine the bet based on the circumstances and Rule 23.

b. Verbal declarations may be general (“call”, “raise”), a specific amount only (“one thousand”) or both (“raise, one thousand”).

Invalid Bet Declarations... If a Participant faces no bet and:

A) declares “call”, it is a check;

B) declares “raise”, the Participant must make at least a minimum bet. A Participant declaring “check” when facing a bet, may call or fold, but cannot raise.

c. For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Eg: Declaring “two hundred” is the same as silently pushing out 200 in chips.

d. Verbal Declarations / Action in Turn: Verbal declarations in turn regarding wagers are binding. Participants must always act in turn. Action out of turn will be binding if the action to that Participant has not changed. A check, call or fold is not considered action changing. If a Participant acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Participants may not intentionally act out of turn to influence play before them and may incur a penalty in accordance with Rules 16, 75, and 76.

A Participant skipped by out of turn action must defend his right to act. If the skipped Participant has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The TD will be called to render a decision on how to treat the skipped hand.

e. Incorrect Bets, Underbets & Underraises

1. In limit and no-limit, opening or raising less than the minimum legal amount is corrected anywhere on the current street (if on the river any time before showdown starts). Ex: NLHE 100-200, post-flop A opens for 600 and B raises to 800 (a 200 underraise). C and D call, E folds then the error is noticed. Increase the bet to 1200 total for all bettors any time before the turn is dealt. After the turn the error stands. For undercalls, see Rule [55.f.2](#).

2. In pot limit, if a Participant underbets the pot based on an inaccurate count, if the pot count is too high (an illegal bet), it will be corrected for all Participants anywhere on the current street; if too low, corrected until substantial action occurs after the bet. If the dealer prematurely deals a card before betting is complete for that round the below will apply:

a. **A premature flop: Leave the flop burn card as the burn. Return the premature board cards to the deck**

stub and reshuffle the entire stub. The flop is re-dealt from the reshuffled stub without another burn card.

b. A premature turn card: Leave the turn burn card as the burn for that round. Return the premature turn card to the deck stub and reshuffle the entire stub. The turn is re-dealt from the reshuffled stub without another burn card.

c. A premature river card: Leave the river burn card as the burn for that round. Return the premature river card to the deck stub and reshuffle the entire stub. The river is re-dealt from the reshuffled stub without another burn card.

d. A premature card in stud: Leave the burn card as is for that round and the premature card is immediately returned to the stub and reshuffled and that street is re-dealt from the newly shuffled stub without another burn.

53. All chips put into the pot in turn stay in the pot. If a Participant has raised and his or her hand is killed before the raise is called, the Participant may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn are governed by Rule 52.

54. When facing a bet, unless "raise" is declared first, a multiple-chip bet is a call if every chip is needed to

make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Example: preflop, 200-400 blinds: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200). If the single removal of just one of the smallest chips leaves the call amount or more, the bet is governed by the 50% standard in Rule 56.

55. It is the Participant's responsibility to make his/her intentions clear. Standard and acceptable forms of calling include:

- a. Verbally declaring "call".**
- b. Pushing out chips equal to a call.**
- c. Silently pushing out any single oversize chip.**
- d. Silently pushing out multiple chips equal to a call under Rule 54.**
- e. Silently betting a chip amount that is tiny relative to the bet faced is non-standard, strongly discouraged, subject to penalty, and will be interpreted at the TD's discretion.**

This may include being ruled a full call. (i.e. NLHE blinds 2k-4k. Participant A bets 50k, Participant B then silently puts out a single 1k chip)

f. Binding Declarations / Undercalls in Turn

1. General verbal declarations in turn (such as “call” or raise) commit a Participant to the full current action.

2. A Participant undercalls by declaring or pushing out less than the call amount without first declaring “call”.

An undercall is a mandatory full call if made in turn facing :-

1) any bet heads-up or

2) the opening bet on any round multi-way. In other situations, TD discretion applies. The opening bet is the first chip bet of each betting round (not a check).

In blind games the posted BB is the pre-flop opener.

All-in buttons reduce undercall frequency. This rule governs when Participants must make a full call and when, at TD discretion, they may forfeit the amount of the intended undercall and fold. For underbets and underraises, see Rule 52.

3. If two or more undercalls occur in sequence, play backs up to the first undercaller who must correct his or her bet per Rule 52. TD will determine how to treat the hands of the remaining bettors based on the circumstances.

56. As in Rule 55, it is the Participant’s responsibility to make his/her intentions clear. Standard and acceptable forms of raising include:

a. Placing the full amount in the pot in one continuous motion without going back toward the Participant's stack.

b. Verbally declaring the full amount prior to the initial placement of chips into the pot.

57. If a Participant puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. If a Participant puts in a raise of less than 50% of the previous bet, he or she will be forced to call instead.

58. In no-limit and pot-limit, all raises must be equal to or greater than the size of the previous bet or raise on that betting round. An all-in wager of less than a full raise does not reopen the betting to a Participant who has already acted. Exception – two or more consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, Participant A - bets 500, Participant B - raises to 1,000, Participant C - calls 1,000, Participant D - moves all-in for 1,300, Participant E - moves all-in for 1,700. If Participant A calls or folds, then Participants B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore,

Participants B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. Also, Participants B or C could raise more than 500. (The half-the-size rule for reopening the betting is for limit poker only.)

59. OVERSIZED CHIP BETTING: Putting a single oversized chip into the pot will be considered a call if the Participant doesn't announce a raise. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. If a Participant says "Raise" as an oversized chip is placed into the pot (with the word Raise being announced prior to the chip landing on the table surface), but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.

60. PRIOR BET CHIPS NOT PULLED IN: If a Participant with prior-bet chips not yet pulled in faces a raise and bets silently, the bet is ruled as follows:

a. If prior-bet chips don't cover the call:

1. if the prior chips are not disturbed:

i. merely dropping a new overchip onto the prior chip(s) is a call.

ii. dropping multiple new chips is a call only if all new chips are needed to call.

2. If all prior chips are pulled back: an overchip is a call; multiple chips constitute a multi-chip bet.

3. If some but not all prior chips are pulled back, adding any new chip(s) is a multi-chip bet (see Rule 54). b. If all prior-bet chips cover the call:

1. Adding any new chip(s) is a multi-chip bet (see Rule 54).

2. If all prior chips are pulled back, an overchip is a bet of the full chip value

c. In any situation above, the gesture of combining new and prior-bet chips and pushing or tossing them forward is a multi-chip bet.

d. Example scenario: The level is 25-50, the BB posts two 25's. The button raises to 600 total (550 more to the BB)

1. Prior chips are not disturbed and do not cover the call.

i. Merely dropping an overchip is a call (drop a 1k chip onto the two 25's).

ii. Adding multiple new chips is a call under Rule 54 if all new chips are needed to call

1. Drop two 500's onto the two 25's

2. Drop a 100 and 500 chip onto the two 25's.

iii. Adding multiple new chips is a Rule 54 multi-chip bet if one of the new chips is not needed to call (drop a 1k and 500 chip onto the two 25's is a total bet of 1550). Per Rule 54, a silent multi-chip bet is a raise if it hits the 50% raise threshold.

2. If prior chips do not cover the call and are disturbed:

i Removing all prior chips & adding an overchip is a call (pull back the two 25's, add a 1k chip).

ii. Removing all prior chips and adding new multiple chips is governed by Rule 54 (pull back both 25's, add two or more new chips).

iii. Partial removal of prior chips (pull back one 25, leave the other 25 out): adding any new chip(s), is governed by Rule 54.

e. Example scenario: The level is 50-100, BB posts one 1k chip. Pre-flop raise to 700 (600 more to BB). 1. If prior chip(s) cover the call amount, adding any new chip(s) is governed by Rule 54. The 1k prior chip covers the raise, thus adding any new chip(s) is a Rule 50 bet of all chips.

2. The gesture of combining prior-bet and new chips and pushing them forward is a bet of all chips under Rule 54. i.e. participant mixes two new 500's with the two prior-bet 25's and pushes or tosses them all forward this is a total bet of 1050.

61. OVER-BETTING EXPECTING CHANGE. Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under rule 54. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.

62. NUMBER OF RAISES:

a. There is no cap on the number of raises in no-limit and pot-limit games.

b. In limit Events there will be a maximum of one bet and four raises, even if there are only two Participants remaining in the hand. Once the Tournament becomes heads-up (that is, only two Participants remain in the entire Tournament), this rule does not apply. There may be unlimited raises at the heads-up level.

63. POT SIZE AND POT LIMIT BETS: Participants are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. If requested, dealers may spread the pot so that a Participant can count it. In games without a shot clock, dealers should announce any change in action i.e. (bet, raise, all-in). If there is an "all-in," dealers will not count the bet unless requested

by the Participant whose turn it is to act. When a shot clock is in play, dealers should count and announce all bets prior to starting the shot clock.

64. Declaring, "I bet the pot" is not a valid bet in limit or no-limit poker but it does bind a Participant to make at least the minimum bet. If the Participant is facing a bet and makes this declaration, the Participant will be required to make at least a minimum raise.

65. STRING BETS AND RAISES: Dealers will be responsible for calling string bets/raises. All Participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. A floor person must verify string bets/raises called by a Participant. A string bet/raise is defined as attempting a bet or raise in multiple movements that can include a return to a Participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a Participant's action is complete.

66. ACCEPTED ACTION: Poker is a game of alert & continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or Participants. If a caller requests a count but

receives incorrect information from the dealer or Participants, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount.

67. ALL-IN WITH CHIPS FOUND BEHIND LATER: If player A bets all-in and a hidden chip is found behind after a Participant has called, BCPC Personnel will determine if the chip behind is part of accepted action or not. If not part of the action, A will not be paid off for the chip(s) if he wins. If A loses he is not saved by the chip(s) and the BCPC Personnel may award the chip(s) to the winning caller.

68. CARDS AND CHIP STACKS KEPT VISIBLE, COUNTABLE, AND MANAGEABLE. Discretionary Color-Ups: Participants, dealers, and BCPC are entitled to a reasonable estimation of a participant's chip count; therefore, chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must always keep their higher denomination chips visible and identifiable. The TD will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Participants with live hands must keep their cards in plain view at all times.

69. LOST AND FOUND CHIPS: Lost and found chips for which ownership cannot be determined will be taken out of play and returned to tournament inventory.

70. PROTECT YOUR HAND: Participants must always protect their own hands. A protected hand is defined as a hand sitting on the table surface with a card cap (see Rule 74) placed on top of the cards. If a dealer or Participant kills or fouls an unprotected hand, the Participant will have no redress and will not be entitled to his or her chips back that were wagered in the hand. If the Participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the Participant. **Your hand is declared dead if:**

i. You fold or announce that you are folding when facing a bet or a raise.

ii. You throw your hand away in a forward motion causing another Participant to act behind you even if not facing a bet.

Discarding non-tabled cards face down does not automatically kill them; a Participant may still table the cards if they remain 100% identifiable. Cards are killed by the dealer when pushed into the muck.

iii. In stud, when facing a bet, you pick your up-cards off the table, turn your up-cards facedown, or mix your up-cards and down-cards together.

iv. The hand does not contain the proper number of cards for that game, except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live. In button games, the button may receive his or her final card, even if substantial action has occurred, unless he or she acts on the hand prior to receiving the final card. If he or she acts before receiving the final card, the hand is dead.

v. You act on a hand with a joker as a hole-card in a game not using a joker. A Participant who acts on a hand without looking at a card assumes the liability of finding an improper card.

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

71. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at BCPC discretion, if doing so is in the best interest of the game.

72. An extra effort will be made to rule a hand retrievable if it was folded because of dealer error or incorrect information given to/by a Participant.

73. Cards thrown into another Participant's hand are dead, whether they are face-up or facedown. A Participant throwing hole cards into the hole-cards of a blind may cause a re-deal. The offending Participant will receive a hand, but it will be dealt dead.

74. FOREIGN OBJECTS: There will be no foreign objects on the table except for a maximum of one card protector.

75. PENALTIES: In its sole and absolute discretion, BCPC may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Game and / or Club. Penalties will be invoked in cases of soft-play, abuse, or disruptive behavior, and cheating or collusion. A penalty can also be imposed if a Participant throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-participant-to-a-hand rule or engages in similar behavior. One-participant-to-a-hand means a Participant may not receive advice from anyone while in a hand and may not provide advice to any Participant while that Participant is in a hand.

a. The TD can assess a verbal warning, a missed hand, or one-round, two-round, three-round, or four round penalties and disqualification.

b. A missed-hand penalty will be assessed as follows: The offender can miss one hand or one to four rounds of hands away from the table. The offender's missed hand is counted as part of the round when a penalty is given.

c. Participants who receive a missed-hand penalty must remain away from the tables for the length of their penalty. The TD will notify the Participant when they can return to their seat. Repeat infractions are subject to escalating penalties up to disqualification.

d. It should be noted that penalties may not always be imposed in successive manner. BCPC in their sole discretion, for example, can disqualify a person for a first offense if action of Participant is deemed worthy. Or a Participant, for example, may forego a warning and be assessed a three-round penalty. Participants should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.

76. DISQUALIFICATION: A Participant who is disqualified for any reason shall have his or her chips removed from play and no refund will be provided to that disqualified Participant. Any Participant who forfeits play for health or other personal reasons after

the start of an Event will have his or her chips blinded off accordingly.

77. TABLE TALK / DISCLOSURE: Participants are obligated to always protect the other Participants in the Tournament. Therefore, whether in a hand or not, Participants may not:

- a. Disclose contents of live or folded hands.**
- b. Advise or criticize play at any time.**
- c. Read a hand that hasn't been tabled.**
- d. Discuss strategy with an outside source at any time while the tournament clock is running, and participants are not on break.**
- e. The one-Participant-to-a-hand rule mentioned in Rule 75 will be enforced. Special Exceptions:**
 - 1. A Participant is allowed to mention the strength or content of his/her hand if no other Participant in the hand will have a decision to make.**
 - 2. In heads-up Events or when down to the last two Participants in a Tournament, Participants may speak freely regarding the contents of their hands.**
 - 3. The Floor Person reserves the right to use his/her judgment to determine if one Participant intentionally helped another Participant. Participants who violate this rule are subject to penalty in accordance with**

Rules 16, 75, and 76. Non-Participants who violate this rule will be asked to leave the tournament area.

78. EXPOSING CARDS AND PROPER FOLDING: A Participant exposing his or her cards with action pending will incur a penalty but will not have a dead hand. The penalty will begin at the end of the hand. All Participants at the table are entitled to see the exposed card(s). When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high (“helicoptered”).

79. ETHICAL PLAY: Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

80. ETIQUETTE VIOLATIONS: Repeated etiquette violations will result in the imposition of penalties assessed by BCPC. Examples include, but are not limited to, unnecessarily touching other Participants’ cards or chips, body, or clothing, delay of the game, repeatedly acting out of turn, betting out of reach of the dealer, or excessive chatter. Excessive chatter includes, but is not limited to, talking or conversation that causes a disruption of Participants who are in a hand.

SECTION VI - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES

81. The break for League games will occur after the first stoppage to fully break a table. During this break, all BAPWAG & any other associated draws will take place before the game is restarted.

82. BCPC may modify the schedule of play for any Event for any reason.

83. Prior to all games, the BCPC will ask if any player at the table would like to deal. Should a dealer be found, then the table seats will be “Moved around” in order for the dealer to be seated in the centre of the table. These seat-positions must never be altered to accommodate any dealer. For a Final Table, a non-playing dealer will always take precedence over one who is still playing.

84. Payouts for Dealers in League games come from a fee collected by the BCPC from each participant. These are paid out as one equal share for each complete table dealt, up until & including such a time when there are only two tables remaining. The Final Table dealer gets a separate “Set payment” & a non-playing dealer takes precedence at this stage, over a player.

A “Complete Table” is defined as dealing from the start until the table breaks. If a dealer fails to deal a complete table, then the player who takes over will receive that share. The exception to this rule is if a dealer gets moved off the table by the computer. If this arises, then both the original dealer and the player who takes over and deals to the end, will both get an equal share.

85. If a tournament situation arises that is not covered in the Official BCPC Tournament Rules, BCPC Personnel will follow Rule 22.

SECTION VII – TOURNAMENT BETTING FORMATS **LIMIT**

a. Restricts Participants to betting and raising to a set amount on each betting round according to the structure for the Event.

b. All limit Events are played with a bet and a maximum of four raises unless heads-up at the final table.

NO - LIMIT

a. The maximum amount a Participant can bet or raise is only limited by the amount of chips they have in their possession.

b. The minimum bet is equal to the amount of the Big Blind.

c. The Dealer WILL NOT tell a Participant the total amount of the pot at any time. The dealer may spread the pot for viewing by the Participant with action pending, upon request.

POT LIMIT

a. The maximum amount a Participant can bet or raise is limited to the amount of the pot.

b. The minimum bet is equal to the amount of the Big Blind.

c. The Dealer MUST tell a Participant the total of the pot when asked by the Participant facing action. When a dealer is asked for the amount of the pot, the dealer will answer with the amount of the current “pot-sized” bet.

d. If a Participant “over-bets” the pot, the Dealer MUST announce the correct bet amount immediately. An accurate pot total should be always maintained. 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.

SECTION VIII – TOURNAMENT GAME FORMATS

FLOP GAMES (As played at BCPC)

a. Played with 2-9 Participants.

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

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

1. TEXAS HOLD'EM. In Texas Hold'Em, each Participant receives two down cards as their personal hand, or hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the "flop", are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the "turn", is placed out on the board followed by a betting round. Another card is burnt and the final card, "the river", is placed out on the board followed by the final betting round. The board cards are community cards, and a Participant may use any five-card combination from among the board and personal cards to make the best possible five-card poker hand. A Participant may use all of the board cards and no personal cards to form a hand playing the board. A dealer button is used. The

usual structure is to use two blinds, plus a Big-Blind ante, which is also equal to the amount of the Big Blind, except when 5-handed or less, when a Half-Ante is posted by the Big Blind.

2. OMAHA (PLO). In Omaha, 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 dealer burns a card and three board cards, the “flop”, are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the “turn”, is placed out on the board followed by a betting round. Another card is burnt and the final card, “the river”, is placed out on the board followed by the final betting round. The five 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. A dealer button is used along with a small blind and big blind. This game may also be played with 5 or 6 cards as their personal hand.

3. OMAHA HI/LOW 8 or BETTER (PLO8) Omaha can be played as a high-low split pot game. The Participant must use any combination of two hole cards and three board cards for the high hand and either a different or

the same combination of two hole cards and three board cards for the low hand. All the rules of Omaha apply to Omaha high-low split. This game is played with a split-pot format. Half of the pot is awarded to the Participant or Participants with the highest 5-card poker hand. The other half of the pot is awarded to the Participant or Participants holding the lowest 5-card poker hand. A qualifier of 8-or-better for the low hand is used. This means to win the low half of the pot, a Participant's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. An ace can be played as either high or low. Straights and flushes do not count against a low hand, so the best possible low hand is 5-4-3-2-A, also known as a WHEEL. The best high poker hand wins the entire pot if there is no qualifying hand for low. This game may also be played with 5 or 6 cards as their personal hand.

MIXED GAMES

At BCPC we play a series of Mixed Games in a Tournament known as the "Stomaha Masters" Here are the full list of rules for this event...

BCPC STOMAHA MASTERS TOURNAMENT RULES

ENTRY - £20 (Unlimited re-buys for the first 5 levels, 125 minutes)

STARTING STACK - 10,000

TABLE SIZE - 6-Max throughout

CLOCK - 25 Minutes throughout, using standard BCPC structure, but with ANTES are only in play in **STUD, RAZZ & STUD 8 OR BETTER**.

ALL GAMES are **FIXED LIMIT**.

ALL GAMES are **ROUND** of each (NOT Level). Each **ROUND** is completed when the Button reaches the seat to the right of where the Level began.

There will be 12 different games played. The order that each game is played is determined by the drawing of a **GAMECARD**, of which there will be 12 on each table. **ONE GAMECARD** is drawn for each **ROUND** of play and once used, it is placed in the **DISCARD** box.

If a table uses up all 12 cards, then those in the Discard Box are shuffled and returned back into play.

When two tables are merged, all cards **NOT** in the discard boxes are combined and these then become the first cards used on the Final Table. Once used, all 24 cards from both tables are shuffled together and returned back into play.

BLINDS / LIMITS - In **ALL** games (using blinds of 50/100 as an example) in betting rounds 1 & 2, bets could go 100/200/300/400 (**SMALL** bets) and in subsequent rounds, they can go 200/400/600/800 (**BIG** Bets). If this differs in any way, it will be stated on each **GAMECARD**.

BUTTON - Each game uses a button to determine the dealer, with Small Blind & Big Blind to his immediate left. He will have the option in each game to add a twist to the game **IF HE WISHES**. These are listed on each **GAMECARD** and are as follows...

BADUGI - You need to make the worst 4-card hand possible, using 4 different suits (a "BADUGI") & Ace is **LOW**. There are **THREE** draws available, where you may replace any number of your cards on each draw, or make no draws ("Stand **PAT**")

Betting is **SMALL** bets pre-draw & after the first draw & **BIG** bets after 2nd & 3rd draws.

Dealer **MAY** instigate **ONE** of the following options **IF REQUIRED**....

1 - First card is dealt FACE-UP to each player

2 - Each player, starting with the Small Blind, chooses a card from the player to his left, to be exposed.

If choosing either of the above, each player still has the option to change the exposed card, though it will stay face-up throughout the game.

OMAHA - (Default hand is 4 cards). You must make the best 5-card poker hand, using EXACTLY two cards in your hand.

Dealer **MAY** instigate **ONE** of the following options **IF REQUIRED**....

1 - play using 5 or 6 cards

2 - STOMAHA...one suit is exposed pre-flop & throughout the game

3 - 3-2-1 ... Triple flop, 2 turns, one river

4 - Add a LAKE (6th street)

5 - Add a LAKE and an OCEAN (7th street)

When adding a LAKE and/or OCEAN, the BIG-BET rule applies.

STUD - You must make the best 5-card poker hand. You are dealt 2 cards face down and one card face up. You are then dealt one card face up on 4th, 5th & 6th street with your final (7th street) card being face down.

The Button ALWAYS pays the Ante, which is equal to two Big Blinds. The Lowest card on show then "Brings-in" for the Small Blind. After that, the best hand on show is first to act throughout. For this game, a raise is Small bets on 3rd and 4th street, with big bets on 5th, 6th & 7th street.

Dealer **MAY** instigate the following option **IF REQUIRED**....

STOMAHA...one suit is exposed throughout the game (effectively your 1st, 2nd & 7th card).

COURCHEVAL - (Default hand is 5 cards). This game is Omaha 8 or better (Hi-Lo), but with the first flop card always exposed face up. You must make the best 5-card poker hand, using EXACTLY two cards in your hand, & the lowest hand, also using EXACTLY two cards in your hand, though these can be a different two than are used for your high hand. High hand wins half the pot & low wins the other half, unless there are less than 3 community cards of 8 or lower, in which case the high hand "scoops" the pot.

Dealer **MAY** instigate **ONE** of the following options **IF REQUIRED**....

1 - play using 4 or 6 cards

2 - STOMAHA...one suit is exposed pre-flop & throughout the game

3 - 3-2-1 ... Triple flop, 2 turns, one river (If using this option, then one card is exposed on ALL THREE flops).

4 - Add a LAKE (6th street)

5 - Add a LAKE and an OCEAN (7th street)

When adding a LAKE and/or OCEAN, the BIG-BET rule applies.

THE BORG - (4-card only) This game is Omaha 8 or better (Hi-Lo). You must make the best 5-card poker hand, using EXACTLY two cards in your hand, & the lowest hand, also using EXACTLY two cards in your hand, though these can be a different two than are used for your high hand. High hand wins half the pot & low wins the other half, unless there are less than 3 community cards of 8 or lower on any board, in which case only a high hand could win on that board.

Dealer deals 3 flops, then 7 turns (to the right and below the 3 flops, beginning at the top right), then 9 rivers (to the right and below the 7 turns, beginning at the top right). This gives 10 boards, read horizontally and vertically & you use one board for your high hand and one for your low hand.

Dealer MAY instigate a DICE option IF HE SO CHOOSES, where all players, beginning with the small blind, roll a dice before any betting has taken place on both the flop and turn. If a 5 or 6 is rolled, they may then, if they wish, turn any one card FACE DOWN, putting this card out of the game. If three or more cards are turned face down in the same row, on any hand, then that row is out of the game, as a 5-card hand cannot be made IN THAT DIRECTION.

SVITEN SPECIAL - (5 card only) This is a split pot game, where half the pot goes to the best 5-card Omaha hand on the board, and the other half to the best 5-card hand held IN your hand. A round of betting takes place pre-flop, then the flop is dealt. You may then exchange any amount of cards, but if you swap just one, you receive a card FACE-UP. If you do NOT wish to keep that card it goes into the muck. You then replace it with a second one, which is given FACE-DOWN. A second round of betting then takes place before the turn is dealt and again before and after the river. No cards are burnt in this game and if the dealer runs out of draw-cards, the mucked cards are then re-shuffled and used for the final draws.

2 TO 7 TRIPLE DRAW - (5-card only) Lowball game, where you need to make the WORST HAND, that is NOT a straight or a flush (Nuts is 7-5-4-3-2, Ace is HIGH). Players may draw any number of cards on each of three draws. Betting is prior to first draw, then after 1st, 2nd & 3rd draws.

Dealer MAY instigate the following option IF REQUIRED....

STOMAHA...one suit is exposed pre-flop & throughout the game

RAZZ - (5-card only) Lowball game, where you need to make the WORST HAND, but straights & flushes ARE allowed (Nuts is 5-4-3-2-A, Ace is LOW). You are dealt 2 cards face down and one card face up. You are then dealt one card face up on 4th, 5th & 6th street with your final (7th street) card being face down.

The Button ALWAYS pays the Ante, which is equal to two Big Blinds. The Highest card on show then “Brings-in” for the Small Blind. After that, the best low hand on show is first to act throughout. For this game, it is Small bets on 3rd and 4th street, with big bets on 5th, 6th & 7th street.

Dealer **MAY** instigate the following option **IF REQUIRED**....

STOMAHA...one suit is exposed throughout the game (effectively your 1st, 2nd & 7th card).

STUD 8 OR BETTER - You must make the best 5-card poker hand, & the lowest hand using 5 cards 8 or below. High hand wins half the pot & low wins the other half. You are dealt 2 cards face down and one card face up. You are then dealt one card face up on 4th, 5th & 6th street with your final (7th street) card being face down.

The Button ALWAYS pays the Ante, which is equal to two Big Blinds. The Lowest card on show then “Brings-in” for the Small Blind. After that, the best hand on show is first to act throughout. For this game, it is Small bets on 3rd and 4th street, with big bets on 5th, 6th & 7th street.

Dealer **MAY** instigate the following option **IF REQUIRED**....

STOMAHA...one suit is exposed throughout the game (effectively your 1st, 2nd & 7th card).

A TO 5 TRIPLE DRAW - (5-card only) Lowball game, where you need to make the WORST HAND, but straights & flushes ARE allowed (Nuts is 5-4-3-2-A, Ace is LOW). Bets are made before drawing & then after the 1st, 2nd & 3rd draws. Any amount of cards can be drawn on each draw.

Dealer **MAY** instigate the following option **IF REQUIRED**....

STOMAHA...one suit is exposed throughout the game.

OMAHA 8 OR BETTER - (4 card default) This game is Omaha 8 or better (Hi-Lo). You must make the best 5-card poker hand, using EXACTLY two cards in your hand, & the lowest hand, also using EXACTLY two cards in your hand, though these can be a different two than are used for your high hand. High hand wins half the pot & low wins the other half, unless there are less than 3 community cards of 8 or lower, in which case the high hand “scoops” the pot. Dealer **MAY** instigate **ONE** of the following options **IF REQUIRED**....

1 - play using 5 or 6 cards

2 - STOMAHA....one suit is exposed pre-flop & throughout the game

3 - 3-2-1 ... Triple flop, 2 turns, one river

4 - Add a LAKE (6th street)

5 - Add a LAKE and an OCEAN (7th street)

When adding a LAKE and/or OCEAN, the BIG-BET rule applies.

PINEAPPLE - (3-card default) This is Hold-Em, but you start with 3 cards instead of 2. One card is discarded on the flop. Betting is made pre-flop, then AFTER discarding on the flop, then on turn and on river.

Dealer **MAY** instigate **ONE** of the following options **IF REQUIRED**....

1 - play using 4 cards, discarding on flop AND turn (betting after discard).

2 - STOMAHA....one suit is exposed pre-flop & throughout the game

3 - 3-2-1 ... Triple flop, 2 turns, one river

4 - Add a LAKE (6th street)

5 - Add a LAKE and an OCEAN (7th street)

When adding a LAKE and/or OCEAN, the BIG-BET rule applies.

IMPORTANT! ...For ANY GAME in which a STOMAHA option, to expose a suit, is chosen, that suit MUST BE EXPOSED THROUGHOUT THE GAME, INCLUDING POST-FLOP! If at any time you are holding a card of that suit and action has taken place, even if this is someone announcing “Check”, then YOUR HAND IS IMMEDIATELY DEAD !it is always YOUR RESPONSIBILITY to expose the required suit. Players will always be given time to look at their hand though...so please, no Angle-Shooting on this one (e.g. if the final player to act draws a card that needs exposing, but as soon as he draws, the first player to act

post-draw, announces “Check”, then that will be ruled as not having enough time to act.

ALPHABETICAL GLOSSARY OF TERMS

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