

POKER RULES

— T H E —



— DUBLIN ♦ IRELAND —

CODE OF CONDUCT

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any one individual player.

We have established a code of conduct, and may deny the use of our Card Room to those who don't follow this code.

The following are not permitted:

- Collusion with another player or any other form of cheating
- Verbally or physically threatening any patron or employee
- Use of profanity or obscene language
- Creating a disturbance by arguing, shouting or making excessive noise
- Throwing, tearing, bending or crumpling cards
- Destroying or defacing property of the club

POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

- Deliberately acting out of turn
- Deliberately splashing chips into the pot

HOUSE POLICIES

Decision Making

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the shift supervisor are final.
3. The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
4. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.

Procedures

1. Only one person may play a hand.
2. No one is allowed to play another players chips
3. Money and chips may be removed for security purposes when leaving the table. The club is not responsible for any shortage or removal of chips left on the table during a players absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.
4. If you return to the same game within 12 hours of cashing out, your buy-in must be equal to the amount removed when leaving that game.
5. Playing out of a rack is not allowed
6. Permission is required before taking a seat in a game.
7. Pushing bets ("saving" or "potting out" is not allowed).
8. Splitting post will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.
9. The games betting limit will not be changed if two or more players object. Raising the limit is subject to management approval.
10. Players must keep their cards in full view. This means above table level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
11. Any player is entitled to a clear view of an opponents chips. Higher denomination chips should be easily visible.

12. Your chips may be picked up if you are away from the table for more than 30 minutes. Your absence may be extended if you notify a floor person in advance. Frequent or continuous absences may cause your chips to be picked up from the table.

Seating

- The house reserves the right to require that any two players not play in the same game. (husband and wife, relatives, business partners and so forth)
- To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit and cannot play in the must-move game or get on that list for one hour.
- A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.

GENERAL POKER RULES

THE BUY-IN

- You are allowed to make only one short buy-in for a game. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands.

MIS-DEALS

- Once action begins, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.
- The following circumstances cause a misdeal, provided attention is called to the error before the players have acted on their hands. The first or second card of the hand has been exposed by a dealer error.

DEAD HANDS

Your hand is declared dead if:

- You fold or announce that you are folding when facing a bet or a raise
- You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet)
- If you have the clock on you when facing a bet or raise and exceed the specified time limit.
- Cards thrown into a muck may be ruled dead. However, a hand that is clearly identifiable

IRREGULARITIES

- You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you have no redress if it becomes fouled or the dealer accidentally kills it.
- If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them.

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

BETTING AND RAISING

- To retain the right to act, a player must stop the action by calling “time” (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act.
- String raises are not allowed. The dealer should enforce obvious infractions to this string-raise law without being asked. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
- If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a €3-€6 game, when a player bets €6 and the next player puts a €25 chip in the pot without saying anything, that player has merely called the €6 bet.
- All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not , and must be

corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

THE SHOWDOWN

- To win any part of a pot, a player must show all of his cards faceup on the table, whether they were used in the final hand played or not.
- Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared.
- All losing hands will be killed by the dealer before a pot is awarded.
- Any player who has been dealt in may request to see any hand that was eligible to participate in the showdown, even if the opponents' hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
- Show one, Show All. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wager decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.
- If there is a side pot, the winner of that pot should be decided and awarded by having the pot with the players starting the deal with the greatest number of chips settled first, and so forth.
- If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round,

the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because some is all-in), players are asked to aid in determining the pot winner by not showing their cards until the pot they are in is being settled. A player may opt to throw his hand away after all the betting for the deal is over, rather than compete to win the pot. However, the other players do not lose the right to request the hand be shown if he does so.