



2015 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**)

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

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).

“**NEVER**” miss an 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 in the pot. 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 **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. 11)

♦ 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 them.

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.

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.

♦ 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 ”, “ Winner ”, 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.

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.

♦ 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.

♦ BLIND CHECK

There is no “ BLIND CHECK ” in tournament play. Direct the action to the proper player as appropriate.

♦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**DIRECT****THE****" ACTION "****NOT****THE****" BETS "**

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. "

♦ 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 High Games, there will be instances when you have matching winning hands at Showdown. When this occurs the pot is split evenly amongst the winners. Example: Two players with an A 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 main pot and all side pots will be split as separate pots, 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.

♦ ODD CHIPS:

Stud Games: Seven Card Stud, Seven Card Stud Eight or Better, 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.

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.

♦ 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.

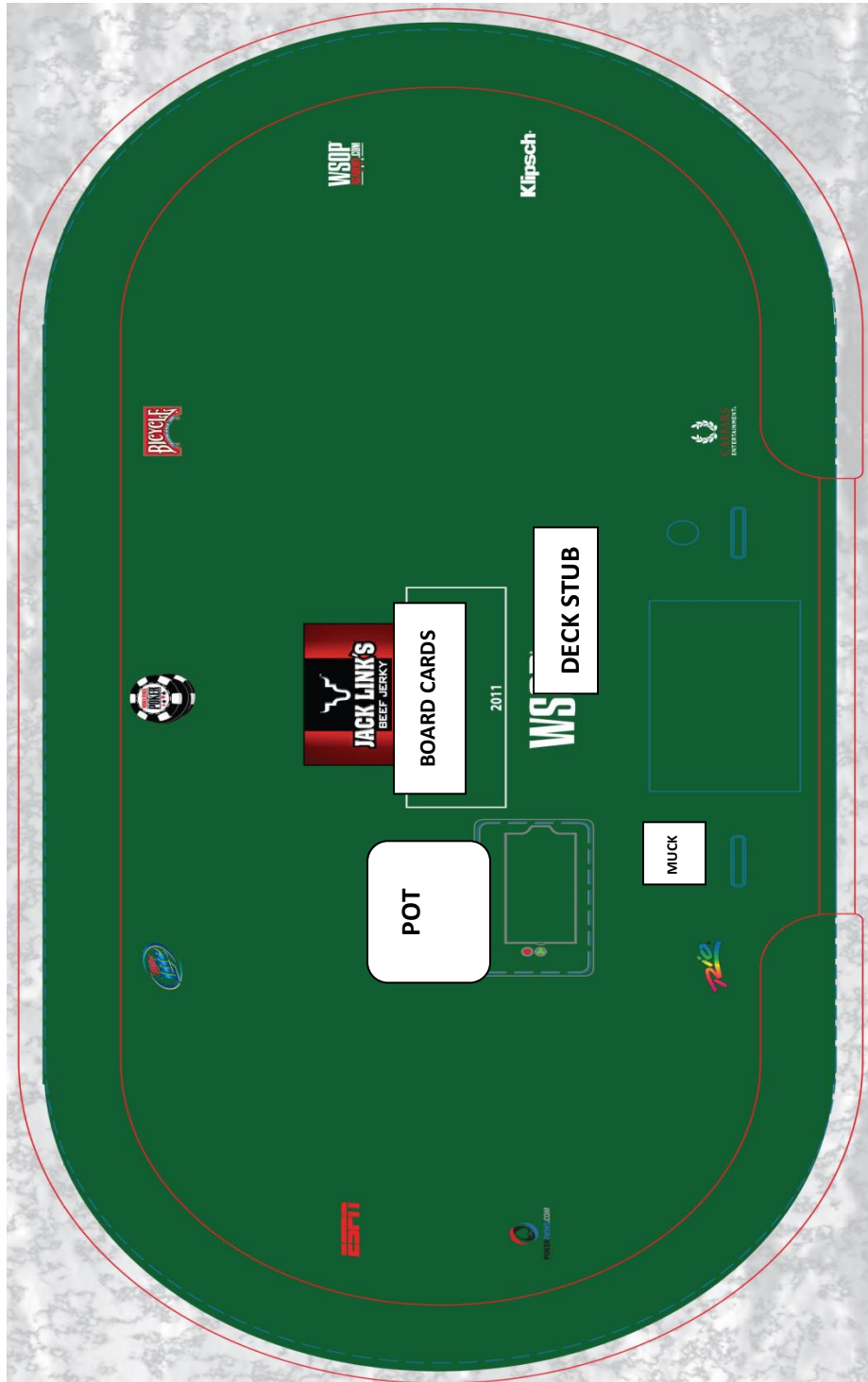
♦ OFFICIAL LANGUAGE:

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.

♦ **SECTION 1**

WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION
TABLE LAYOUT & CARD PLACEMENT



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

" SOUVENIERS "

* * * **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 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: The Dealer **MUST** not use the chips in the table bank to make change, color-up or color-down the pot or a player's chips.

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.

♣ 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 chipmaster 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.

♣ SECTION 2

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

2011 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
EVENT 057 \$10000 NO-LIMIT HOLD'EM CHAMPIONSHIP, 12 NOON

EDGAR HOWARD - 0017700853562

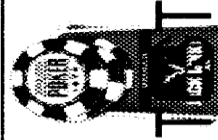
Area Table Seat

Amazon Tan 260 6

Cash: \$10,000.00 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: \$ 10,000.00
 ten thousand and xx / 100
Tournament Date: 03/30/2011

T Test

Received By: May 17, 2011 12:03 pm



TEST
 Dealer Copy
www.riopoker.com



2011 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
EVENT 057 \$10000 NO-LIMIT HOLD'EM CHAMPIONSHIP, 12 NOON

EDGAR HOWARD - 0017700853562

Area Table Seat

Amazon Tan 260 6

Cash: \$10,000.00 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: \$ 10,000.00
 ten thousand and xx / 100
Tournament Date: 03/30/2011

T Test

Received By: May 17, 2011 12:03 pm



TEST
 Customer Copy
www.riopoker.com



" 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.

♣ SECTION 2

WSOP: MULTI TABLE TOURNAMENT PROCEDURES

♣ ABSENT PLAYERS

In Flop games and Draw games:

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 bet, if any, into the pot.

In Stud games:

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)

- 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 reached their seat. The up card is mucked when facing action or at the end of the betting round
" 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.

♣ ALL-IN

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.

SECTION 2**WSOP: MULTI TOURNAMENT TOURNAMENT PROCEDURES****EXAMPLE of a DEALER DOWN CARD****" PROPERLY COMPLETED "**

Event # 58 No Limit Championship – Day 6
7/17/11 – Noon

EVENT	EMP #	TABLE #
11:30	762147	Smith, EDWARD
12:00	494003	FOSTER, SUSAN
12:30	990416	Lee, JOHN
1:00	531422	Miller, THOMAS
1:30	839294	STOKES, BONNIE
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		
8:30		
9:00		
9:30		
10:00		
10:30		
11:00		

LVRI000003

♣ 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.

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.

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.

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.

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; 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,
- Give the WHITE copy to the Dealer,
- Place the YELLOW copy inside the bag and seal it,
- Retain the PINK copy for their restart seat location

It is the **DEALER'S** responsibility to:

- Collect the WHITE copy from each player,
- 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, etc.
- 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*.

Dealers should **NOT** count and/or verify a player's chips.

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.

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

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.

♣ **SECTION 2****WSOP: MULTI TABLE TOURNAMENT PROCEDURES****EXAMPLE of a TOURNAMENT RE-DRAW SLIP**

WORLD SERIES OF POKER RE-DRAW SLIP INFORMATION				CL <input type="checkbox"/>
Event # _____		Date MM / DD / YYYY _____		
Seat Assignment	Color	Table	Seat	
Player Name <small>AS IT APPEARS ON TOTAL REWARDS CARD</small> _____				
City	State	Country		
Chip Count		Official reports available on WSOP <small>.COM</small>		
Signature				
White: Dealer Yellow: Bag Pink: Player				

♣ 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.

♣ ANTE ONLY NO - LIMIT TEXAS HOLD 'EM TOURNAMENTS

- All players will post the required ante before each hand of play.

Pre-Flop: Action will start with the first live player to the left of the Dealer Button.

- Players will act in turn having the option to fold, bring in for the amount posted (which is equal to the ante amount) or raise. A raise may be up to and including “ ALL-IN ”
- The remaining players in the hand will have the option to fold, call or raise.

Post-Flop: Action will start with the first live player to the left of the Dealer Button.

- Players will act in turn having the option to check or bet the minimum bring in up to and including all-in.
- The remaining players in the hand will have the option to fold, call or raise.

♣ 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

Any two down cards are exposed by dealer error. The first exposed card is replaced after all players receive their initial starting hand.

“ **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 3

WSOP: TOURNAMENT GAME RULES - "SEVEN CARD"

♥ SEVEN CARD GAMES

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

A "completion" of the Bring-In does "NOT" count as a raise; do not call a "COMPLETION" as a "RAISE".

♥ SHORT STUB

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.

♥ 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.

The dealer should provide the player who receives seventh street "FACE UP" the proper options.

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

Return the exposed card to the front of the dealer tray – **"DO NOT MUCK"**; Complete Action

Deal one card, face down, for each player remaining in the hand; Combine the additional cards with the one above.

Burn, then deal remaining streets as normal. Prior to dealing seventh street, Burn, scramble the cards from the top of the tray to form a new stub. Deliver a down card to each remaining player.

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

♥ SECTION 3

WSOP: TOURNAMENT GAME RULES - "SEVEN CARD"

♥ 7 - CARD STUD

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.

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.

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

♥ 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

7-Card Stud Hi / Low Split without the " 8 or Better " qualifier for the LOW hand; " **NO LOW HAND QUALIFIER** "

The winning hand may be Aces and Queens for a two pair high hand with a " 10, 8, 6, 3, A " for the low hand.

" 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.

♥ 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.

♥ SECTION 3

WSOP: TOURNAMENT GAME RULES - " FLOP GAMES "

♥ FLOP GAMES

Played with 2-10 players. In “ **HEADS – UP** ” play, the small blind is on the “ **BUTTON** ”

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 the big blind twice in a row.

♥ SECTION 3

WSOP: TOURNAMENT GAME RULES - " FLOP GAMES "

♥ BETTING STRUCTURES

LIMIT:

Restricts players to betting and raising to a set amount on each betting round.

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.

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 the correct 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.

♥ STRADDLE BETS - FOR ALL BETTING STRUCTURES:

Straddle bets are " **NOT PERMITTED** " in tournaments.

See Live Action Rules for allowed straddle bets.

♥ SECTION 3

WSOP: TOURNAMENT GAME RULES - " FLOP GAMES "

♥ **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.

♥ **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

Usually 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

Usually 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

Usually 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.

" 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.

In all "SEVEN CARD GAMES"; the last card delivered is "SEVENTH STREET". Example: Seven Card Stud 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.

♥ 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

Will 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 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 an exchange of discards 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 **tournament play**, 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:

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.

REMEMBER: 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.

♥ TRIPLE DRAW LOWBALL (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.

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.

♥ SECTION 3

WSOP: TOURNAMENT GAME RULES - " DRAW GAMES "

♥ 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.

♥ 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 4

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

♠ 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 and button).

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 both of the decks;
- Separate the players' chips into even stacks (the larger denominations on the bottom) and place the color-up chips in the table bank.
- 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.

♠ PLAYER SEATING

A player will receive a card at the podium that indicates the table to play for the specific price point's STS.

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 seat 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.

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

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

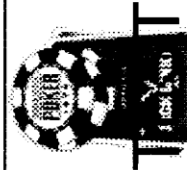
EDGAR HOWARD - 0017700853562

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



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TEST
 Dealer Copy
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2011 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
\$ 125 STS
SINGLE TABLE SATELLITE

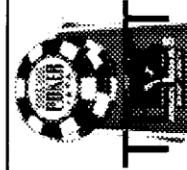
EDGAR HOWARD - 0017700853562

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



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♦ SECTION 5

WSOP: LIVE ACTION INFORMATION

♦ TABLE BANKS

Examples of Low/Medium & High Limit Table Banks, next 2 pages

The Dealer should tap the shoulder of the Dealer being pushed, announcing their presence, and 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. Immediately upon sitting, the Dealer will 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 FIRST hand dealt for the outgoing Dealer to maintain responsibility for the variance. After the FIRST 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.

♦ 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.

Cash should be secured under a deck of cards in the card well so that it is not easily removed.

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.

♦ **SECTION 5****WSOP: LIVE ACTION INFORMATION**

LOW & MIDDLE LIMIT TABLE BANKS - \$500							
10 \$1 White	10 \$1 White		CLEAR LAMMERS & BUTTONS	CLEAR LAMMERS & BUTTONS		10 \$2 Blue	10 \$2 Blue
20 \$1 White	20 \$1 White		CLEAR LAMMERS & BUTTONS	CLEAR LAMMERS & BUTTONS		20 \$2 Blue	20 \$2 Blue
20 \$1 White	20 \$1 White	20 \$5 Red	CARD WELL PAPER MONEY UNDER CARDS	CARD WELL PAPER MONEY UNDER CARDS	20 \$5 Red	20 \$2 Blue	20 \$2 Blue

Low and Middle Limit rack inventory is:

\$ 100 of White \$1 chips

\$ 200 of Red \$5 chips

\$ 200 of Blue \$2 chips

During the push, while standing behind the outgoing dealer, count as much of the bank as possible before taking the dealer chair. This procedure will expediate the table bank verification process without using excess player 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.

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

HIGH LIMIT TABLE BANKS - \$500							
			CLEAR LAMMERS & BUTTONS	CLEAR LAMMERS & BUTTONS		10 \$1 White	10 \$1 White
		20 \$5 Red			20 \$5 Red	20 \$1 White	20 \$1 White
		20 \$5 Red	CARD WELL PAPER MONEY UNDER CARDS	CARD WELL PAPER MONEY UNDER CARDS	20 \$5 Red	20 \$1 White	20 \$1 White

High Limit rack inventory is:

\$ 400 of Red \$5 chips

\$ 100 of White \$5 chips

In some games, the players will choose a table captain to act as the banker.

With a table captain, the bank will be changed to \$ 500 of Red \$5 chips.

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 players including those seats with an absent player multiplied by the time collection rate on the table plaque.

♦ 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 players are acting on their hands, the Dealer will remove the appropriate amount (in chips) from the pot and place it on the rake slide.

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 "

There is NOT a "no flop, no drop" procedure, however, you will not rake "blind steals".

Examples:

\$5 small blind, \$10 big blind, raise to \$100 and ALL players fold. - " NO RAKE "

\$5 small blind, \$10 big blind, \$10 caller, raise to \$100. \$3 RAKE

(4th player called the \$10 and raised \$90 – even if all players fold at this time, there is an accumulated pot of \$35).

♦ HIGH LIMIT: " Time Collection "

When the Floor person makes the announcement for Dealers to collect time:

The Dealer will collect the appropriate amount from each player at the table " BEFORE " the next hand is dealt, including from absent players.

If a player has been designated as a table captain, the Dealer is allowed to deal while the specified player collects the rake.

The amount to be collected will be stated on the table plaque.

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 plaque.

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 " PLAYERS " time.

♦ " Color – Up " - PROCEDURE for TIME COLLECTION

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

♦ PLAYER SEATING

When a player's seat is available they will be called to the live action podium to pick up a table card. The player will give that card to the Dealer when they arrive at the table and take the open seat available. Any existing player at the table may request or have a seat change button and move into the newly opened seat. The new player coming to the table will take the remaining open seat position. Dealers will not allow any player(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 numbers.

When a player 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.

♦ MAKING CHANGE

Chip change for a player'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 player'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 a "**CAESARS**" property. Caesar's Properties: Caesars Palace, RIO, Planet Hollywood, Paris, Bally's, Cromwell, Flamingo, Harrah's and Flamingo

Caesar's property chips may be exchanged at the table or by a Supervisor up to a \$500 value. Supervisors will exchange larger denomination Caesars property chips with the player's I.D. and other information. Chips from all other casinos are considered "**FOREIGN CHIPS**"

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

" All FOREIGN CHIPS must be exchanged at the chip cage by the PLAYER. "

♦ SECTION 5

WSOP: LIVE ACTION INFORMATION

♦ SELLING CHIPS

When a player enters the game, they should have or receive chips that match or exceed the minimum buy-in for that particular game. If the player does not have chips when they enter the game, the Dealer will request chips by calling out " Player chips on Table # ".

When the amount of chips a player would like to purchase is small enough that it won't seriously deplete the table bank, the Dealer should sell the player chips from the table bank in the following manner:

- Place the cash money or chip received from the player in the center of the table "FACE DOWN"
- If there is more than one cash bill, spread the bills on the table so that they are all visible
- State the total amount of cash or chip – out loud.

Calling the amount out loud may prevent a dealer from completing an incorrect transaction; too much or too little

- Cut out the amount of chips to be sold and distribute to the player, if you are selling more than one stack of chips, do not pass the chips until all stacks have been cut and verified in front of the rack; then push all stacks to the player at one time, repeating the total amount.

" IMPORTANT "

You "**MAY NOT**" sell chips to a player while you are dealing a hand.

You must wait until the completion of the hand in play.

Do not ask the player if they would like a soft break when you receive a large bill; assume that the player wants the total in chips unless they notify you differently.

Dealers may never remove cash from the table bank to make change for a player.

If the player wants a partial amount in chips, you "**MUST**" call for a soft break.

The dealer should not deal cards to a player until they have chips. The only exception to this is when chips are in transit and the amount in play is verified and verbally announced to the players.

♦ DECK CHANGES

The deck may only be changed on Live Action tables for one of three reasons:

- Player request.
- Dealer or player 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 reference)

♦ **COLLUSION:**

A player may only request to see a hand if collusion is suspected, and then so, only in the presence of a floor person. If a hand has been exposed to one or more players, the hand must be shown to all players.

♦ **MISSED BLINDS:**

A player 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 player is making up one blind bet, that bet is live.

If the player 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 player 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).

Blind positions return to normal on the next hand with the players due to be Big Blind and Small Blind posting and the player who bought the Button in the Dealer position.

The player cannot make up the blind bets and begin play in between the Small Blind position and the Button. The player must wait for the Button to pass.

♦ **INCOMING PLAYERS:**

A player entering the game can begin play by waiting for the Big Blind position or by posting a big blind bet.

An incoming player can enter the game by posting a Big Blind between the Small Blind and the Button.

(Live Action ONLY - NEVER in Tournaments)

With the above option, on the next hand, the button will pass over the player who previously posted to enter and be placed in front of the player who previously paid the Small Blind.

♦ **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.

♦ **STRADDLE BETS:**

Straddle bets are permitted and must be posted before any cards are dealt.

In No-Limit and Pot-Limit games, the player with the Dealer Button has first option to straddle.

The player in third position (“under the gun”) has second option.

In Limit games, button straddles are not permitted; “UNDER the GUN” straddle bets only.

♦ **KILL games:** In all games, the player with the Kill button will post the blind bet and will act in turn.

♦ **RUNNING IT TWICE:**

Running it twice is an agreement between the players 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

See Live Action Rules for further details.

♣ **SECTION 6****WSOP: LIVE ACTION GAME INFORMATION****" MEXICAN POKER "**

Refer to WSOP LIVE ACTION RULES for Complete Information

Mexican Poker is similar to 5-card stud and is played with a standard 52-card deck that has been reduced to 41 cards. The 8's, 9's and 10's are removed, and one Joker is added to make 41 cards. To receive a hand, each player posts an ante before the dealer begins dealing the hand. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete. Each player receives a total of 5 cards, of which 1 and only one card must be face down during all betting rounds. After the first two cards are dealt (first card is dealt down and the second one up), a betting round begins. The player with the high card clockwise of the dealer button is obligated to post a "bring-in" bet, of either the smaller or larger betting limit, to start the action. After the betting round is complete, each player still remaining in the hand has to decide whether or not to expose his/her down card. These decisions must be complete prior to the deal of the third card and follow the same order-of-action as the betting. Each player then receives his/her next card, which may be delivered up or down depending on whether or not previously dealt down cards have been opened. If a player already has a down card, the dealer then deals the player's next card up. If a player has no down card, the dealer will deal the next card facedown. When the third card has been delivered, betting then occurs. The fourth and fifth cards are dealt and played according to the same format described above. At showdown, the player with the highest ranking hand wins the pot.

1. The Joker is " wild ". If a player has a joker as a down card, the joker can assume any value needed to make that player's best possible five-card poker hand. In the instance that the Joker is an up card, it can assume the value of an Ace or any card needed, by the player holding the Joker, to complete a Flush or Straight.
2. The player with the high card clockwise of the dealer button is obligated to post a " bring-in " bet, of either the smaller or larger betting limit, to start the action. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.)
3. The highest poker hand will start the action on all subsequent rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer, in a clockwise order, acts first.
4. If any down card is exposed by the dealer, that player will receive his next card down and will be permitted to declare " all-in " for that hand or remain active in the remaining betting rounds. If the Joker is inadvertently exposed, it will play as if it had been dealt face down, for determining it's wild " value ", and the player will have the option of declaring " all-in ".
5. Before dealing 5th street, the dealer will count the number of players remaining and add two to that number. This is the number of cards needed in the stub to finish dealing the hand. The dealer will then count the stub, taking care not to expose any cards to the players. If there are a sufficient number of cards, the dealer will complete the hand. If there are not enough cards, the dealer will determine if adding the two burn cards will allow for a sufficient number of cards. If the answer is yes, then the dealer will scramble the stub and the two burn cards together and finish the hand without burning a card on the final round after the re-shuffle.

♣ **SECTION 6****WSOP: LIVE ACTION GAME INFORMATION****" MEXICAN POKER "**

Refer to WSOP LIVE ACTION RULES for Complete Information

The "**8's, 9's, and 10's**" are removed from the deck, the 7's and J's become consecutive; "**5-6-7-J-Q**" is a straight.

A flush beats a full house (with fewer cards of each suit, they are harder to get). The standard ranking of all other poker hands are the same. A five-of-a-kind is the highest hand in Mexican Poker/Mexican Stud.

If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Substantial action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled. Because cards on 3rd, 4th or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.

If a player exposes a card, at any point other than at prescribed times, it is not considered an exposed card and will be required to play it as a down card.

A card will be burned after the completion of betting each round and before the first player remaining in the hand has his/her next card delivered.

After the last round of betting, any remaining players will go to showdown to determine the winner of the pot.

The previous mentioned rules concerning the Joker still apply at showdown. The player with the highest poker hand at showdown will win the pot.

" DEALER CONCERNS "

Dealers may be delivering both " UP " and " DOWN " cards in the same round. Extreme caution is necessary.

The " J " and " 7 " are consecutive cards as the " 8, 9 and 10 " have been stripped from the deck;

Therefore a " 5, 6, 7, J, Q " is a straight.

A " FLUSH " beats a " FULL HOUSE "

A " JOKER " is WILD if dealt face down.

If dealt face up, a " JOKER " can be used as an ACE, or in a straight or flush.

" CALL the FLOOR " for a decision should an incident occur.

♣ 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 players.

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

When the players 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 player directly following the Dealer button (clockwise),

The next player receives the second stack,

The player following him gets the third stack, and

The player with the Dealer button gets the fourth stack.

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

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

3 players: Fourth stack is mucked.

5 players: Player in the Dealer Button position does not receive a hand.

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

Players 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 player receives 14 cards and another only receives 12, the player with 14 cards will spread his hand face down on the table and the player with 12 will select one randomly and play will continue. There is no misdeal.

♣ 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 players 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 player setting one or two hands each), three, four or five players in live action. With five players, the button will sit out.

Tournaments will most often be set with three players.

Thirteen cards complete each player hand.

Dealing

All players 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 player. It is very important that the cards are pitched low and without exposure.

Each player, 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 players have set their initial hand, the dealer will deliver one card, face down, to the player in first position. The player will set the card into his top, middle or back hand. The dealer will then deliver a card, face down, to the next player until all players have received and set their sixth card. This procedure continues until all players 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 players will determine point values and royalties. If disagreement occurs while players determine either the point values or royalties, the dealer should call the floor for a decision.

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

In tournaments, each level consists of nine (9) hands. To track the number of hands dealt and to control the game, the dealer will move a marker from left to right in the table tray.

Clock

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

Final Table

When going from five players to four, a four-handed unofficial final table will be set.

♥ SECTION 7

WORLD SERIES of POKER DEALER AUDITIONS

♥ **APPLICATION:**

The World Series of Poker Dealer Application will be posted no later than January 1st, 2015.

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: RIO Las Vegas

Box # 4: World Series of Poker

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, 2012 - 2013 or 2014 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 games is required.**

♥ **F. Y. I:** Visit the website at: 2015wsopdealersandstaff.com

You will find a hot link to the: WSOP Dealer Application

2015 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 in February, 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 dealt in the " [DEALERS CHOICE](#) " WSOP Bracelet Event 2015.

No-Limit Texas Hold-Em (All Candidates)

Pot Limit Texas Hold-Em

Limit Texas Hold-Em

Pot-Limit Omaha

Seven Card Razz

Pot-Limit Omaha Hi-Low Split 8 or Better

Seven Card Stud

No-Limit 5 Card Draw High

Seven Card Stud Hi-Low Split 8 or Better

Omaha Hi-Low Split 8 or Better (Limit)

Seven Card Stud Hi-Low Split Regular

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

Badugi - Baducy - Badacy (Limit)

Ace to 5 Triple Draw Lowball (Limit)

2 to Seven Triple Draw Lowball (Limit)

2 to Seven Draw Lowball (No-Limit)

Basics of Live Action Audition - topics such as.....

Counting the Table Bank

Making Change from the Table Bank

Taking a Rake

Time Collection

Running it Twice

Side Pot Collection and Split

Question for Comprehension

During the Game Knowledge session, the candidate will select from random game plaques: a Draw Game (1 hand), a Seven Card Game (1 hand) and a Mixed Game (1 hand).

♥ **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 9 hours to audition and complete processing with H/R.

For locals with a schedule conflict, a return date to process will be allowed.

♠ SECTION 8

GLOSSARY of POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
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. 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. 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. An All-In for some amount greater than 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 player to his right completing action. 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. A " BETTING ROUND " may complete one or more times around the table based on subsequent action, raises, all-ins, etc.

♠ SECTION 8

GLOSSARY of POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
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. The purpose of the burn card is to protect the top of the deck from exposure to the players. 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
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. At the time of the Buy-in, a table number and seat will be assigned. 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.

♠ SECTION 8

GLOSSARY of POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
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; " ONE PLAYER to a HAND "
CHECK	A player's option of not initiating a bet but retaining all rights to call or raise if faced with a future action. 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. A player will be provided a Tournament Re-Draw Slip with a new table and seat number selected at random. A self-sealing plastic bag will be provided to the players to contain and protect his/her chips until the re-start. The player will write his/her name and chip count on the outside of the bag before placing chips inside. 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	The container attached to a gaming table used for the deposit of chips collected as the house commission. 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
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. 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.

♠ SECTION 8

GLOSSARY of POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
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	<p>A game that consists of several games to be determined by the players in rotation.</p> <p>The series of games will be determined by the structure of the event or live action game supervisors.</p> <p>A group of plaques will be placed on the table with a plaque for each game as per above.</p> <p>As the Dealer Button moves around the table, the player position will make a game selection from the group of plaques. 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.</p>
DEALER BUTTON (A.K.A.) " The Button "	<p>A button placed to indicate the designated player who will receive the last cards in each round of play.</p> <p>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.</p>
" DEALT - OUT " 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.
DEFECTIVE DECK	<p>A deck that is damaged in some fashion, contains too many cards for the game in progress, duplicate cards, 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.</p> <p>Defective Decks must be replaced to maintain the security and integrity of the game.</p> <p>Should the dealer determine a defective deck; the floor should be called to initiate replacement.</p>
DOWN CARD	<p>A card that is dealt face down without exposure to the players.</p> <p>A down card may also be the card signed by each dealer as they rotate through the tournament table.</p>
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

<u>TERM</u>	<u>DEFINITION</u>
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 Hotel and Casino or World Series of Poker. LIVE ACTION: All FOREIGN CHIPS must be exchanged at the chip cage by the PLAYER. TOURNAMENT: " All FOREIGN CHIPS " will be removed from play along with the player who introduced the chips into play. The player will be removed and banned from future events without a return of tournament entry fees.
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 " 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. 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 - " 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: Two or more boxed cards 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, and A seat entitled to a hand is skipped and dealt out. Please refer to the various forms of MISDEALS in the tournament or live action rules.
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. The player's chips are removed from the table and secured until his/her return to the poker room.

SECTION 8

GLOSSARY of POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
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 "
	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.
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-sysbol 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 "

Revisions: February 3, 2015

Section 1, Pg. 3: " SHOWDOWN " - (Paragraph) In Tournaments...

Section 2, Pg. 11: " ABSENT PLAYERS " STUD GAMES – Muck the absent players UP card....

Section 2, Pg. 11: " LATE REGISTRATIONS " – Ante-Only events eliminated for 2015.

Section 2, Pg. 18: " ANTE-ONLY " – Events eliminated for 2015.

Section 2, Pg. 19: " MISDEALS " – DRAW GAMES.

Section 3, Pg. 22: " BUTTON in HEADS-UP PLAY (Removed from FLOP GAMES above to clarify)

Section 3, Pg. 25: " DRAW GAMES " – Tournaments...

Section 3, Pg. 25: " SHORT STUB " – Header inserted for identification.

Section 3, Pg. 27: " BADACI " and " BADUCI " – Alternate spellings

♣ **SECTION 10****INDEX: SECTIONS: 1 thru 4 - PAGES: 1 thru 30****** SECTION 1 - Pages 1 thru 8 ******WSOP: DEALING PROCEDURES - TOURNAMENTS & LIVE ACTION**

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