

GREAT NORTHERN CASINO

POKER HOUSE RULES

1. Management reserves the right to make decisions in the spirit of fairness even if a strict interpretation of the rules may indicate a different ruling.
2. Staff and management make decisions based on poker rules of play, AGLC terms and conditions, and the TDA rules. Rules are interpreted in the spirit of fairness and common sense and in a way that maintains the integrity of the game.
3. English spoken only. This applies to spectators as well as players.
4. Players are expected to treat staff and other players with respect. You may be asked to leave the poker room if you are negatively affecting the atmosphere in any way. Management has no obligation to give an explanation or show cause.
5. Intoxicated persons are not permitted to play. Players identified as being intoxicated or in danger of qualifying as intoxicated may be refused to be bought into a game and/or asked to leave.
6. No side betting permitted.
7. Sunglasses or hoods may be worn in poker room only. Once you leave the poker room, they must come off.
8. Headphones will be allowed to be worn as long as they do not interfere with game play.
9. Anyone who is not playing poker may not sit at the tables.
10. House-person reserves the right to separate spouses or friends at the first available opportunity in the interest of maintaining the integrity of the game.
11. The rake in our poker room in open limit games is 10% to a max of \$7.00. When a table goes to 6 players or less then the rake is 10% to a max of \$3.00.
12. Cell phone use is allowed without active cards. Phone calls must be taken a table length away.
13. Cards and money/chips must always be visible to all players and the dealer. Higher denominations of chips must be in front of the stacks or easily visible.
14. Players may not sit without houseman's permission.
15. Players may top up to highest stack at the table.
16. One short buy per game per day allowed. Short buy must be at least half of initial buy in.
17. Players who are away from the table will not be dealt in.
18. A player joining the table between the button and small blind may super post.
19. Time bank: another player at the table may request to call "TIME". The House-person will give you 1 minute to act. If you still have not acted by this time, your hand will be declared dead and all money in the pot forfeited. Only the House-person will keep time and/or declare a dead hand.
20. Hand will be declared misdeal if first card dealt is flashed, or if two cards are flashed upon initial deal.
21. Verbal bets are binding. Players making irregular actions to check, call or raise do so at their own risk.
22. Players acting out of turn will get a warning, and their action stands. Players are responsible for acting in turn, and for protecting their own action.
23. Cards touching the muck pile are dead, unless 100% retrievable by the dealer or houseman. Players are responsible for protecting their cards.
24. All cards must be shown to win the pot.

25. No string bets are permitted.
26. No rabbit hunting permitted.
27. Players have the option to run the board twice, only when heads up, the pot is at least 300\$, and all the actions are complete. Players are responsible for informing dealer of their decision prior to burning and turning.
28. Chips may only be removed from play to make minor purchases such as drinks, food or tips.
29. Straddle and double straddle bets are permitted.
30. Tables are balanced at Houseman's discretion.
31. If a table is being broke and another table of the same game is being played the move list is void and all players wanting to move will draw cards. The remaining players will go on the wait list in order of cards drawn.
32. Any player moving to a new seat past 2 or more active players from the big blind must post the big blind. Any player moving into position where they will be closer to the blind can be dealt in without penalty.
33. Commitment line: ANY and ALL chips and/or cards that cross the line are committed. If you cross the line with chips in your hand they are pot committed following normal raise requirements. House-person reserves the right to declare cards live if they have crossed the line. Players must roll over their own cards. Dealer may roll over a hand only when requested by the player of those cards.
34. If you put a single chip in the pot that is larger than the bet, but do not announce raise, you are assumed to have only called. This is called an over-chip.
35. Meal markers are good for 1 hour. Players must inform dealer and houseman.
36. Money markers are good for 15 minutes. Players must inform dealer and houseman.
37. Angling is allowed:
 - a. Players in the hand are permitted to verbally influence other players in the hand. For example, while maintaining respect for other players in the hand, a player may misrepresent a hand, provoke another player to fold, call, or raise and/or otherwise lie about any aspect of the hand. However, once at the showdown, players may not misrepresent their cards. If you do not have cards you may not talk about hands, the board or comment in any way that may influence another player.
 - b. Cards are not to be turned face up until **ALL** action at the table is complete. Exposing your cards when there is still action may result in a dead hand.
 - c. While angling may occur during a hand, **players must not talk about a possible Bad Beat hand directly.** To be clear, players cannot collaborate, by any means, to increase the chance of a bad beat hand.
38. Showdown:
 - i. The player who made the last aggressive action must show first. If there was no bet on the river, the player who is left of the button will show their cards first.
39. Discrepancies:
 - i. Substantial action determines the time limit for error correction and is used to determine if a hand should proceed or if an error can be corrected. Two players acting in turn is considered substantial action and would require the error to stand and the hand to proceed as if no error has occurred. In situations where the dealer takes action on an error, the dealer's action will be considered when determining whether substantial action has taken place.
 - ii. The right to dispute a hand ends once the pot has been awarded.
40. If a player shows their cards to another player, we work on the "Show one Show all" rule.
 - i. If you show your hand to an *inactive player* then your cards may be shown to the entire table after the showdown.
 - ii. If you show your cards to another *active player* you will be given a warning, and your hand will be treated as an exposed hand and will be shown to the entire

table immediately. You will be given the option to check, call or fold but you will not be allowed to bet or raise (you lose aggressive action).

41. Bets and raises will be made in \$5 increments unless a player is all in, then all chips will play.
42. 50% Rule: If a player puts in 50% of the amount of a legal raise, it will be considered a raise. The player will be committed to the amount of a full raise.
43. Players will be warned about breaking house rules, and may receive penalties for multiple infractions.
44. Any situation not covered previously will be dealt with by Casino Management and shall be deemed final.

BAD BEAT

Qualifying Hands

Texas Hold' Em/Pineapple/Crazy Pineapple:

Full house Aces over Tens, beaten by Quads or better. Both hole cards must play.

Omaha:

Quad Sevens beaten. Must use 2 hole cards.

House Rules

- \$1 from every pot over \$50 goes towards the bad beat jackpot.
- Players away from table who have not been dealt in are still eligible to win the bad beat until they miss their big blind.
- Anyone on a meal marker, or money marker, will not receive a portion of the jackpot. The minimum number of players on a table in order to qualify for a Bad Beat is 6 players.

Winning Distribution

50% of the Bad Beat is awarded to losing hand.

25% of the Bad Beat is awarded to the winning hand.

25% of the Bad Beat is distributed evenly among the remaining players.

If a player chooses not to participate, they must fill out a non-participant form. No player may sign out and then decide to re-enter at a later time, unless a new jackpot has been started.

NOTE: if a player is a non participant and proceeds to have a qualifying hand to cause a bad beat, their share is divided equally among the remaining players dealt into that hand.

Bomb Pot Operating Procedures

A Bomb Pot is a hand in which each participating player contributes a predetermined amount to the pot before any cards are dealt. There is no pre-flop betting round. After the hole cards are dealt, the dealer immediately deals the flop and normal betting begins.

Frequency:

- Once per hour, on the hour eg. 5pm, 6pm, 7pm, etc.
- Final hand of the evening at the discretion of the Houseman

Participation:

- Participation is voluntary; players declining to participate will not receive cards for that Bomb Pot
- Only players seated and eligible to receive a hand may participate
- A minimum of 50% of the players seated must agree to participate, otherwise that hour's bomb pot will be skipped

Game Format:

- **NLH:** 2 hole card hands, Single Board bomb pot
- **Omaha & Dealer's Choice Games:** 4 hole card Omaha hand, Double Board bomb pots
 - ❖ **1-3 NLH:** \$15 pre-flop, then No Limit betting as normal post-flop
 - ❖ **2-5 NLH:** \$25 pre-flop, then No Limit betting as normal post-flop
 - ❖ **5 DC:** \$25 pre-flop, then Pot Limit betting as normal post-flop
 - ❖ **5-5 PLO:** \$50 pre-flop, then Pot Limit betting as normal post-flop
 - ❖ Any other games: betting structure will be determined by Houseman

General Rules:

- Houseman MUST supervise every Double Board Bomb Pot from start to finish
- The dealer button will remain with the same player following a Bomb Pot. The button will advance after the next regular hand
- Bomb Pot hands are NOT eligible to win the Bad Beat and no money will be taken for the Bad Beat pot
- Rake will still apply according to House rules
- Houseman has the right to refuse a Bomb Pot for any reason
- Any discrepancies will be handled by the Houseman, and the outcome will be final

WAIT LIST

1. Players will be allowed to sign up for scheduled games a day in advance by speaking with the **House-person once the poker room has opened.**
2. Any players who have signed up in advance must be present at the time of game opening to ensure their seat or spot on the waitlist. If you are not present at the time the game starts you must call the poker room to go on to the new waitlist.
3. Players on the waitlist are written down in the order they sign up. When your name reaches the top of the list and a seat opens up, you will be given two pages over the intercom. If you do not show up in a reasonable time frame, you forfeit your spot on the list and your name will be removed from the board. You may put your name back to the bottom of the list.
4. Call ins will go on the waitlist and be given two hours to check in with the houseman. Once you have checked in, the time by your name will be erased and regular waitlist rules apply. If you fail to check in with the House-person in your two hour time frame, you forfeit your spot and your name will be removed from the list.
5. In the event that your name reaches the top of the list and a seat opens up before your two hour window expires, your name will remain at the top until you have either checked in with your House-person or your time is up; in which case your name will be removed. In the meantime, the players below you on the list will be seated in turn.