

**HORSESHOE BALTIMORE STANDARD OPERATING PROCEDURES
POKER**

**THIS IS THE OFFICIAL RULEBOOK AND STANDARD OPERATING
PROCEDURES FOR THE
HORSESHOE BALTIMORE POKER ROOM**

Welcome to the Horseshoe Baltimore Poker Room. Your presence in our establishment means that you agree to abide by our rules and procedures. By taking a seat in one of our card games, you are accepting our management to be the final authority on all matters relating to that game.

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Submission Date: 06/11/18

MLGCA Approval Date: 06/18/18

Submission Date: xx/xx/xx

MLGCA Approval Date: xx/xx/xx

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SECTION 1 - PROPER BEHAVIOR

CONDUCT CODE

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our cardroom to violators. The following are not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any patron or employee.
- General disrespect of patrons or employees
- Slow rolling
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.

Submission Date: 06/11/18

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- Using an illegal substance.
- Carrying a weapon.
- Sleeping

POKER ETIQUETTE

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

- Deliberately acting out of turn.
- Deliberately splashing chips into the pot.
- Agreeing to check a hand out when a third player is all-in.
- Reading a hand for another player at the showdown before it has been placed face up on the table.
- Telling anyone to turn a hand face up at the showdown.
- Revealing the contents of a live hand in a multi handed pot before the betting is complete. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
- Needlessly stalling the action of a game.
- Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
- Stacking chips in a manner that interferes with dealing or viewing cards.
- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

TOBACCO USE

- The use of any form of tobacco is strictly prohibited excluding electronic cigarettes

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SECTION 2 - HOUSE POLICIES

DECISION-MAKING

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the lead supervisor are final.
3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle or the push of the green button on the shuffler marks the start for a deal.
5. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
6. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check the overhead camera tape, get the lead supervisor to give the ruling, or some other good reason. In such circumstances, a pot or portion thereof may be impounded by the house while the decision is pending.

PROCEDURES

1. Management will decide when to start or close any game.
2. A Poker Supervisor or Assistant Table Games Shift Manager or above may be designated to act as the Poker Manager to supervise all open poker tables in the absence of the Poker Manager.
3. Collections (seat rental fees) are paid in advance. In all time-collection games, the dealer is required to pick up the collection from each player before dealing.

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4. Cash is permitted on the table. Only \$100 bills will be permitted to play. When cash is actively being wagered it must be converted to chips.
5. Money and chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.
6. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
7. All games are table stakes (except "playing behind" as given in the next rule). Only the chips in front of a player at the start of a deal may play for that hand, except for chips not yet received that a player has purchased. The amount bought must be announced to the table, or only the amount of the minimum buy-in plays. Awareness of the amount being in play for each opponent is an important part of poker. All chips and money must be kept in plain view.
8. "Playing behind" is allowed only for the amount of purchased chips while awaiting their arrival. The amount in play must be announced to the table, or only the amount of the minimum buy-in plays.
9. Players may rack up until their Big Blind. The player must un-rack if they want to continue playing.
10. Only one person may play a hand.
11. No one is allowed to play another player's chips.
12. Permission is required before taking a seat in a game.
13. Playing over without permission from the floorperson is not allowed. A playover box is required and will only be used in time rake games. Permission from the absent player is not necessary.
14. Pushing bets ("saving" or "potting out") is not allowed.
15. Pushing an ante or posting for another person is permitted in stud games only.
16. Splitting pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.
17. Insurance propositions are not allowed. Running the community cards up to three times if there are enough cards remaining in the deck when it is heads up and players are all-in. This is only permitted in pot limit Omaha games and hold'em games that are paying a timed rake.

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18. The game's betting limit will not be changed if two or more players object. Provided, there is a game of equal stake spread. If the objecting player is required to be placed on a waiting list, that player shall move to the top of the list. Raising the limit is subject to management approval.
19. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
20. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
21. Your chips may be picked up if you are away from the table for more than 60 minutes. Frequent or continuous absences may cause your chips to be picked up from the table.
22. A lock-up in a new game will be picked up after ten minutes if someone is waiting to play. Player already established in the game and has been felted will be given 10 minutes to return to his seat.
23. Looking through the discards or deck stub is not allowed.
24. After a deal ends, dealers are asked to not show what card would have been dealt.
25. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
26. A non-player may not sit at the table.
27. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.
28. Speaking a language other than English while seated at the table is not allowed.

SEATING

1. Phone in's are permitted. Player's names will remain on the waiting list for one hour, after one hour they name will be made active and treated as a live player.
2. It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the list-person.
3. When there is more than one game of the same stakes and poker form, and a must-move is not being used, the house will control the seating of new players to best

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preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.

4. A player may not hold a seat in more than one game.
5. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
6. When a button game starts, the dealer will draw for the button position.
7. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games.
8. Players with a Total Rewards status of Seven Star only will be placed at the top of an initial wait list. Must move lists or other possible lists in the poker room they will be in order of seating. Seven Star cards will also be checked to verify name and expiration date. Seven Star companion cards will receive same treatment.
9. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.
10. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.
11. To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit, and cannot play in the must-move game or get on that list for one hour.
12. When 4 or 5 handed on a "must move", players who do not want to play will get rolled to the bottom of the "must move", and cannot return to the game for one hour. When 3 handed or less players will maintain their order on the list.
13. You must play in a new game or must-move game to retain your place on the list, if by your playing there would be four or fewer empty seats.
14. In all button games, a player going from a must-move game to the main game may play his button if he has already paid a blind. If a player has missed a blind they must

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move to the main game and pay their blinds at that game. This money will be considered dead.

15. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.
16. In all button games, a player voluntarily locking up a seat in another game must move immediately if there is a waiting list of two or more names for the seat being vacated, except that the player is entitled to play the button if a blind has already been taken. Otherwise, a player may play up to the blind before moving. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.
17. When a game breaks, each player may draw a card to determine the seating order for a similar game. Absent players will be drawn for when a table breaks and there are not enough seats for all the players. However, the absent player cannot get a seat. The absent player will be drawn for their place on the list.

Electronic Devices

1. Cell phones that are classified as "Smart Phones" (Ex. iPhone, Blackberry, etc...) are permitted at the table and can be used in any way other than two way communication.
2. If a player is on their phone at the beginning of a new hand and is still on their phone after the last card is dealt, that player's hand will be dead
3. All forms of music listening devices are permitted.
4. Lap Top and Tablets are permitted as long as they do not interfere with the flow of the game.

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SECTION 3 - GENERAL POKER RULES

POKER TABLE

1. Cash game that is jackpot eligible - Must have drop box and bad beat drop box attached to table.
2. Cash game that is not jackpot eligible - May be allowed to operate without bad beat drop box attached to the table.
3. Tables used for tournaments only (using non-value tournament chips) - May be allowed to operate without a drop box or bad beat drop box attached to the table.

THE BUY-IN

1. When you enter a game, you must make at least a minimum buy-in. At limit poker, a full buy-in is at least ten times the small bet for the game being played, unless designated otherwise.
2. A player who is forced to transfer from a broken game or must-move game to a game of the same limit **must** continue to play the same amount of money, even if it is less than the minimum buy-in. A player switching games voluntarily must have the proper buy-in size for the table change or continue to play the same amount of money from the previous game, whichever is more.
3. Players from existing games with more than the max buy-in are not permitted to join a new game for at least one hour.
4. Cash does not play on the table. All bills will be exchanged for chips at the earliest possible opportunity. Any player already seated at a table with cash must request a chip purchase from the dealer, supervisor, or other staff member. Once this amount has been verified by a staff member and announced to the table, the amount will be in play if the player chooses to receive a hand while waiting for the chips to arrive.

THE RAKE

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1. The standard rake structure is 10% of the pot up to six dollars max.
2. At management's discretion the rake structure of a game can be altered when a game becomes shorthanded. When lowering the rake it will be according to the following guidelines; when a game has six or less players in flop games and five or less players in stud type games will be considered available for half rake and granted upon player request.
3. At management's discretion the rake when opening a table that is shorthanded may be reduced.
4. All rakes are taken as the hand proceeds, not at the end of the hand or when the pot size calls for the maximum rake. The rake for a round of betting should happen as soon as the cards are delivered for the next round.

1. TIME COLLECTION

- a. In limit games 20-40 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- b. In no limit/ pot limit games 5-10 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- c. In games when each player pays time, it is collected on the hour and the half-hour. When a new dealer sits down he is to announce "time" and collect the time before dealing the first hand.
- d. Time is collected from any locked up seats.
 - e. The first dealer down of a brand new time rake game may be considered rake free at managements discretion.

MISDEALS

1. The following circumstances cause a misdeal, provided attention is called to the error before significant action has taken place. (Significant action is considered to be any three actions, or two actions of money being placed in the pot. Significant action is also at the discretion of the supervisor)
 - (a) The first or second card of the hand has been dealt face up or exposed through dealer error.

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- (b) Two or more cards have been exposed by the dealer.
 - (c) If 2 or more boxed cards are discovered on the initial deal, that hand will be a misdeal. However, after the initial deal is complete then the hand will continue regardless the amount of boxed cards discovered from that point on
 - (d) Two or more extra cards have been dealt in the starting hands of a game.
 - (e) An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - (f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn card).
 - (g) The button was out of position.
 - (h) The first card was dealt to the wrong position.
 - (i) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.
 - (j) Two card dealt face up to the same player in the opening round of stud
2. If at any time during a round of play missing cards are discovered or additional cards are found, the round of play is void, all value chips, tournament chips and plaques in the pot shall be returned to the appropriate player and the deck shall be replaced.
3. Once significant action occurs, a misdeal can no longer be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.

DEAD HANDS

1. Your hand is declared dead if:
- (a) Release your cards in a forward motion or announce that you are folding when facing a bet or a raise.
 - (b) If a player who is Big Blind pushes their cards forward without their blind being posted, the player may retrieve their hand and call the bet they are facing or check. However, if their blind is posted it will be considered a fold.
 - (c) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).

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- (d) In stud, when facing a bet, you pick your upcards off the table, turn your upcards facedown, or mix your upcards and downcards together.
 - (e) The hand does not contain the proper number of cards for that particular game (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live). [See Section 16 "Explanations," discussion #4, for more information on the stud portion of this rule.]
 - (f) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
 - (g) You have the clock on you when facing a bet or raise and exceed the specified time limit.
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
 3. Cards thrown into another player's hand facedown are dead.

IRREGULARITIES

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.

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4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a free roll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
7. A card discovered face up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.
8. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
10. One or more cards missing from the deck does not invalidate the results of a hand.
11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.
12. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card.
13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.
14. If a player drops cards off the table and a player retrieves those cards, the hand that the cards came from will be considered dead. However, if a supervisor retrieves the cards, those cards may be considered live by that supervisor.

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15. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

BETTING AND RAISING

1. Check-raise is permitted in all games, except in certain forms of lowball.
2. In no-limit and pot-limit games, unlimited raising is allowed.
3. In limit poker, for a pot involving three or more players who are not all-in, a maximum of a bet and four raises shall be permitted.
4. Unlimited raising is allowed in heads-up play. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up.
5. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (An example of a full raise is on a \$20 betting round, raising a \$15 all-in bet to \$35).
6. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all-in.
7. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
8. The smallest chip that may be wagered in a game is the smallest chip used in the antes and blinds, (Certain games may use a special rule that does not allow those chips to be used. Unless for house revenue or a split pot.) Smaller chips than this do play in quantity. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.
9. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action.
10. Rapping the table with your hand is a check. Any hand motion that can be interpreted as a check will be a check.

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11. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if there is no bet, or raise by an intervening player acting after the infraction has been committed.
12. To retain the right to act, a player must stop the action by calling "time" (or an equivalent word). Failure to stop the action before two or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and two or more players act behind you, this still does not hinder your right to act.
13. In limit poker, if you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action. Incidental wagers may limit your right to act again during that round of betting.
14. A player who bets or calls in turn, by releasing chips into the pot without verbalization is bound by that action. The player must make the wager correct, if aware of the bet they were facing. (This also applies right before the showdown when putting a large percentage of the chips needed to call into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.)
 - (a) Player facing no bet comes across the courtesy line or uses a forward betting motion with a stack of chips will a) be required to make at least a minimum wager. b) Only be permitted to wager the amount that has been released into the pot in a nonstop betting motion with no verbalization or may verbalize an amount while still in nonstop betting motion.
 - (b) A player facing a wager who may not know they are facing a wager comes across the courtesy line releasing chips into the pot will have the option to a) forfeit the chips he placed in the pot or b) call the remainder of the wager.
 - (c) The betting line is considered a courtesy line, but the forward motion act of betting may also be declared bet also.
15. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)

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16. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
17. When a player has a single chip in play that is equal to or greater than another bet being made, and the same player releases an additional single chip into play that is more than 50% of the bet they are facing it will be considered a raise. The play will either have to make the proper raise or the raise will be equal to the total value of all chips in play.
18. All wagers and calls of an improperly low amount must be forfeited or brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed. The only player required to make the bet correct is the original better who made the initial error. All others may forfeit their bets or call the remainder.

THE SHOWDOWN

1. To win any part of a pot, a player must show all of his cards by releasing them face up on the table, whether they were used in the final hand played or not. Any hands that have been concealed prior to the tabling of winning hand, the winning hand will not have to show.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalcating a hand with the intent of causing another player to discard a

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winning hand is unethical and may result in forfeiture of the pot. (For more information on miscalling a hand see "Section 11 - Lowball," Rule 15 and Rule 16.)

3. Any player, dealer, or floor person who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help us keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.
5. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.
6. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot.

TIES

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank (no redeal or redraw).
2. Dealing a card to each player is used to determine things like who moves to another table. If the cards are dealt, the order is clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine

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things like who gets the button in a new game, or seating order coming from a broken game.

3. An odd chip will be broken down to the dollar in every game.
4. No player may receive more than one odd chip per pot.
5. If two or more hands tie, an odd chip will be awarded as follows:
 - (a) In a button game, the first hand clockwise from the button gets the odd chip.
 - (b) In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. (When making this determination, all cards are used, not just the five cards that constitute the player's hand.)
 - (c) In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker form, and the odd chip between tied low hands is awarded as in a low game of that poker form. If two players have identical hands, the pot will be split as evenly as possible. If a player is in the position to receive a odd chip from both the high and the low, the player shall receive the chip from the high portion of the pot, but not the low.
 - (d) All side pots and the main pot will be split as separate pots, not mixed together.

SECTION 4 – TABLE INVENTORY OPENING/CLOSING PROCEDURE

1. *Horseshoe Baltimore* shall keep all poker table inventories as an impress bank.
2. The poker dealer will be responsible for all funds in the table inventory.
3. Poker dealers will be subject to a variance and disciplinary policy for any discrepancies to the table inventory.
4. When a poker game is opened for gaming, poker operations shall commence with the table inventory.
5. *Horseshoe Baltimore* may not cause or permit gaming chips, coins, or plaques to be added to, or removed from, a table inventory during the gaming day except:
 - (1) In exchange for cash;

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- (2) In exchange for a gaming chip or plaque received from a player having an equal aggregate face value;
- 6. When a poker game is not open for gaming activity, the table inventory and a Table Inventory Slip shall:
 - (1) Be stored in a locked container that is clearly marked on the outside with the game and the gaming table number to which it corresponds;
 - (2) Have the information on the Table Inventory Slip be visible from the outside of the container; and
 - (3) Be stored either in the cage or secured to the gaming table, in a manner consistent with *Horseshoe Baltimore's* approved internal controls.
- 7. The keys to the locked containers containing the table inventories shall be maintained and controlled by the gaming operations department and may not be made accessible to cage personnel or to any employee responsible for transporting the table inventories to or from the gaming tables.
- 8. Table Inventory Slips shall be two-part forms upon which the following is recorded:
 - (1) The date and identification of the shift ended;
 - (2) The game and table number;
 - (3) The total value of each denomination of value chips, coins and plaques remaining at the gaming table;
 - (4) The total value of all denominations of value chips, coins and plaques remaining at the gaming table; and
 - (5) The signatures of the dealer and floorperson, assigned to the gaming table who conducted the count of the table inventory when the gaming table was closed and when the gaming table was opened.

SECTION 5 – FILL PROCEDURE AND RACK MAINTENANCE

- 1. The funds for a fill must be counted in full view on the table surface, with the Lead Supervisor, Floor Supervisor, or Poker Clerk present.
- 2. The Lead Supervisor, Floor Supervisor or Poker Clerk will proceed to the poker cage with the funds to be exchanged.

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3. After receiving the even exchange from the poker cage the funds will be returned to the table.
4. Funds will remain in plain view at all times.
5. The use of a poker chip cart may be used by a poker clerk or above.
6. The poker chip cart will maintain an impressed amount of up to \$60,000.
7. The poker chip cart will be used for the following transactions.
 - (a) Player buy-ins including:
 - i. Cash for Chips
 - ii. Chips for Chips
 - iii. Chips for cash must be done at the cage
 - (b) Poker Table Fills
 - i. Poker clerk and dealer will verify the amount to be exchanged
 - ii. The exchange will be performed with the Poker Chip Cart.
8. Fills must be counted before being put into the rack. Chips must be broken down (cut in stacks of five (5) chips) on the table to verify the amount. For stacks of twenty (20) chips, break down one (1) stack and verify by height with others, then break down all uneven stacks.
9. The chips are to be kept in uniform order with the chips on the outside of the racks used first. Separate each stack of twenty (20) with designated spacers.
 - (a) When you have a row of 15 - \$1 chips in the left side of your rack use those first, then work down your tubes (outside – in)
10. Chips of a denomination of \$5 and higher are to be separated into stacks of 5.

With the exception of \$25 and \$500 Chips, which are to be separated in stacks of 4.

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11. The poker table rack will be an impress bank.
12. There will be a predetermined amount set in each bank.
13. Dealers must count the rack before their first hand.
14. If the poker bank is over/short a supervisor or above must be notified immediately.
15. All rack variances will be subject to a variance policy.

SECTION 6 - CARD – RECIEPT, STORAGE, INSPECTION AND REMOVAL

1. All unused poker cards will be kept in the New Card Drawer of the podium.
2. All used cards removed from a poker table after 24 hours of play will be placed in the Used Card Drawer after being.
 - a. Suited
 - b. Bagged
 - c. Labelled
3. An inventory log of all cards currently in poker room for use will be kept in the podium.
4. Before a set of cards is put in play a Poker Supervisor and Dealer will inspect the cards.
5. When a set of cards are being introduced for the first time a log sticker will be placed on the card box and will contain:
 - a. Opening Date
 - b. Table Assignment
 - c. Table Assignment Date
 - d. Supervisor Signature

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6. If a damaged card is found the poker supervisor will retrieve a replacement card from the replacement decks and replace the damaged card only.
7. Once a replacement deck has been exhausted the replacement deck will be bagged and labelled for destruction.

SECTION 7 – ACCEPTANCE OF TIPS AND GRATUITIES

1. Poker Dealers will be permitted to cash out and take their cash game tokens with them at the completion of their shift.
2. All cash games tokens will be placed in a transparent token box during their shift.
3. Dealers will only be allowed to cash out in the middle of their shift if their token box is completely full.
4. At the completion of their shift they will proceed to the team member cage to have a cage cashier verify their cash game tokens and exchange any gaming chips and TITO tickets for cash.
5. Poker Dealers will be represented by a tip compliance for tax purposes with the Internal Revenue Service.
6. All monies that are brought in for the tournament for the purposes of staffing will be distributed to all members of the Poker Room.
7. The Poker Room Staff includes and will not be restricted to:
 - a. Poker Supervisors
 - b. Poker Dual Rates
 - c. Poker Dealers
 - d. Poker Clerk/Host/Chip Runners

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- e. Cage Personnel
- 8. Staffing monies will include:
 - a. Staffing fees as part of the tournament buy-in
 - b. Hand ins at the completion of a tournament
 - c. Bonus Buys from players for extra starting chips.
- 9. Poker Tournaments. All tournament staffing monies will be pooled and distributed in the following manner:
 - a. Poker Dealers will receive sixty-seven percent (67%) of all monies collected. This amount will be handled and allocated as follows:
 - i. For every half hour dealt a poker dealer will receive one (1) tournament down. No other breakdown of hours will be adjusted.
 - ii. Poker Dealers will sign a tournament down card to track their tournament downs for a specific tournament.
 - iii. All monies will be collected and pooled for the pay period.
 - iv. All tournament downs for the pay period will be tracked on a down tracker spreadsheet.
 - v. Tournament down rates will be calculated by dividing the total amount of monies collected for the pay period by the total amount of tournament downs tallied for the pay period.
 - vi. An individual Poker Dealer's tournament downs worked for the pay period will be multiplied by the down rate for the pay period to determine the amount owed to that individual Poker Dealer.
 - vii. All Poker Dealers' tournament downs will be paid in the Poker Dealers' paychecks.

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- b. Non-Poker Dealers will receive thirty-three **percent** (33%) of all monies collected. The non-Poker Dealer pool will be broken down into three (3)categories and allocated as follows:
 - i. Poker Supervisors – **Seventy five percent (75%) of the non-Poker Dealer pool will be allocated to the supervisors and dual rates and will be**

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distributed based on their total shares for each pay period. All hourly Poker supervisors will be given shares of this category based on the job being performed for that day. Shares will be assigned for each hour worked. A half hour of work will be assigned half of the appropriate share. No other breakdown of hours will be adjusted.

1. An hourly Poker Supervisor will receive one and a half (1.5) shares per hour.
 2. A Dual Rate Poker Dealer will receive one and one quarter (1.25) shares per hour.
 3. All tournament downs paid to hourly Poker Supervisors and Dual Rate Poker Supervisors will be paid in their paychecks.
- ii. Poker Clerks – **Twenty five percent (25%) of the non-Poker Dealer pool will be allocated to the Poker Clerks and will be distributed based on their total shares for each pay period.** A Poker Clerk will receive one (1) share for every hour worked. A half hour of work will be assigned half of the appropriate share. No other breakdown of hours will be adjusted. All tournament downs paid to Poker Clerks will be paid in their paychecks.
- iii. Cage Cashiers - The Cage monies will be added to the Cage Cashier token pool and split and paid based on the Cage Cashier token procedures. The amount the Cage Cashiers earn is up to two percent (2%) six percent (6%) of the Admin Fees non-Poker Dealer pool and will be evenly deducted from both the Poker Clerk and Supervisor' allocations, three percent (3%) each. Cage Cashiers may only receive this amount from each Poker Tournament collected during each tournament in which one (1) or more Cage Cashiers perform tournament-related work. In the event Cage Cashiers do not perform tournament-related work during a particular tournament, Cage Cashiers will not receive any amount of the Admin Fees collected during that tournament.

SECTION 8 - RULES FOR USING BLINDS

In button games, a non-playing dealer normally does the actual dealing. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards

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on the initial deal and has the right of last action after the first betting round. The button moves clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. With two blinds, the small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. With more than two blinds, the little blind is normally left of the button (not on it). Action is initiated on the first betting round by the first player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

1. The minimum bring-in and allowable raise sizes for the opener are specified by the poker form used and blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.
2. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
 - (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
 - (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands. [See "Section 16 – Explanations," discussion #1, for more information on this rule.]

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3. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. Although chips posted by the big blind are considered a bet, this option to raise is retained if someone goes all-in with a wager of less than the minimum raise.
4. In heads-up play with two blinds, the small blind is on the button.
5. A new player entering the game has the following options:
 - (a) Wait for the big blind.
 - (b) In games where a post is not required: A player may accept a hand immediately (provided he is not between the button and the big blind) or 7 the button to pass.
6. A new player who elects to let the button go by once without posting is not treated as a player in the game who has missed a blind, and needs to post only the big blind when entering the game.
7. A new player assuming a seat between the button and the small blind may elect to "buy the button" by posting his big blind and paying the small blind as dead money.
8. When you post the big blind, it serves as your opening bet. When it is your next turn to act, you have the option to raise.
9. A player who misses any or all blinds can resume play by either posting all the blinds missed or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live. The remainder is taken by the dealer to the center of the pot and is not part of your bet. When it is your next turn to act, you have the option to raise.
10. If a player who owes a blind (as a result of a missed blind) is dealt in without posting, the player must post regardless whether they have already folded.
11. A player who goes all-in and loses is not obligated to make up the blinds as long as they return prior to missing their second round of blinds.
12. These rules about blinds apply to a newly started game:
 - (a) Any player who drew for the button is considered active in the game and is required to make up any missed blinds.
 - (b) A player may change seats without penalty, provided a blind has not yet passed the new seat.
13. In all multiple-blind games, a player who changes seats by more than three active positions must either post or wait until the big blind reaches their new seat to receive a hand. (Three is free four is more)

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14. A player who "deals off" (by playing the button and then immediately getting up to change seats) can allow the blinds to pass the new seat one time and reenter the game behind the button without having to post a blind.
15. A live "Mississippi straddle bet" is permitted in all games (unless specified). The rules for a Mississippi straddle are as follows:
 - a. Any player from a non-blind position may straddle. The player with the latest position to act will have first priority.
 - b. A player may post a straddle up until they receive their first card. However, if someone already has a straddle posted and the first card of the hand has already been dealt, then no other player may straddle.
16. In a no-limit game the straddle is treated as the first raise. In pot limit and a limit game a straddle does not constitute the first raise. The amount permitted to straddle in any no-limit/pot limit game will be up to five (5) times the big blind, unless otherwise specified. In limit games it will be double the big blind.

SECTION 9 - HOLD'EM

In hold'em, players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

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RULES OF HOLD'EM

These rules deal only with irregularities. See the previous chapter, "Button and Blind Use," for rules on that subject.

1. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other hole card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card. If more than one hole card is exposed, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains too many cards, the cards flopped will be scrambled face down and the floor supervisor shall select one card that will become the burn card on the turn. The remaining three cards will become the flop.
4. If before dealing the flop, the dealer failed to burn a card, the cards flopped will be scrambled face down and the floor supervisor shall select one card to become the burn card. The two remaining cards and the top card on the stub shall become the flop.
5. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
6. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
7. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The

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dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner. [See "Section 16 – Explanations," discussion #2, for more information on this rule.]

SECTION 10 – OMAHA

Omaha is similar to hold'em in using a three-card flop on the board, a fourth boardcard, and then a fifth Board card. Each player is dealt four hole cards (instead of two) at the start. In order to make a hand, a player must use precisely two hole cards with three board cards. The betting is the same as in hold'em, using a preflop, flop, turn, and river betting rounds. At the showdown, the entire four-card hand should be shown to receive the pot.

RULES OF OMAHA

1. All the rules of hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha (because you must use two cards from your hand and three cards from the board).

SECTION 11 - OMAHA HIGH-LOW (OMAHA 8-OR-BETTER)

Omaha is often played high-low split. The player may use any combination of two holecards and three

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boardcards for the high hand and another (or the same) combination of two holecards and three

boardcards for the low hand.

The rules governing kill pots are listed in "Section 13 – Kill Pots."

RULES OF OMAHA HIGH-LOW

1. All the rules of Omaha apply to Omaha high-low split except as below.
2. A qualifier of 8-or-better for low is used. This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. (An ace is the highest card and also the lowest card.) If there is no qualifying hand for low, the best high hand wins the whole pot.

Rules of 5 Card Omaha (Big O)

1. All the rules of Omaha apply to 5 Card Omaha (Big O) except as below.
2. The game is played with a maximum of eight (8) players
3. All players in the opening deal are dealt five (5) hole cards

SECTION 12 - SEVEN-CARD STUD

Seven-card stud is played with a starting hand of two down cards and one upcard dealt before the first

betting round. There are then three more up cards and a final down card, with a betting round after each,

for a total of five betting rounds on a deal played to the showdown. The best five-card poker hand wins

the pot. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, and the larger

bet is wagered for the last three betting rounds (on the fifth, sixth, and seventh cards). If there is an open

pair on the fourth card, any player has the option of making the smaller or larger bet.

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changing the order of your up cards in a stud game is improper because it unfairly misleads the other players.

RULES OF SEVEN-CARD STUD

1. The first round of betting starts with a forced bet by the lowest up card by suit. On subsequent betting rounds, the high hand on board initiates the action (a tie is broken by position, with the player who received cards first acting first).
2. The player with the forced bet has the option of opening for a full bet.
3. Players must be able to place an ante bet and forced bet amount in order to receive a hand.
4. When the wrong person is designated as low and bets, if the next player has not yet acted, the action will be corrected to the real low card, who now must bet. The incorrect low card takes back the wager. If the next hand has acted after the incorrect low card wager, the wager stands, action continues from there, and the real low card has no obligations.
5. Increasing the amount wagered by the opening forced bet up to a full bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player increases the bet to \$15 (completes the bet), up to four raises are then allowed when using a four -raise limit.
6. In all fixed-limit games, when an open pair is showing on fourth street (second up card), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and are the high hand, you may bet either \$5 or \$10. If you bet \$5, any player then has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player high with the open pair on fourth street checks, then subsequent players have the same options that were given to the player who was high.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act, the hand will be killed when the betting reaches your seat. (In tournament play, the dealer is instructed to kill the hand of any absent player as soon as all the players have received their entire starting hands.)

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8. If a hand is folded when there is no wager, that seat will continue to receive cards until the hand is killed as a result of a bet (so the fold does not affect who gets the cards to come).
9. If you pick up your up cards without calling when facing a wager, this is a fold and your hand is dead. This act has no significance at the showdown because betting is over; the hand is live until discarded.
10. Any down cards dealt off the table is treated as an exposed card.
11. The dealer announces the low card, the high hand, all raises, and all pairs. Dealers do not announce possible straights or flushes.
12. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card, and either a card intermingles with a player's other hole cards or a player looks at the card, the player must accept that card.
13. If the dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play. After the betting for that round is completed, an additional card for each remaining player still active in the hand is also eliminated from play (to later deal the same cards to the players who would have received them without the error). After that round of betting has concluded, the dealer burns a card and play resumes. The removed cards are held off to the side in the event the dealer runs out of cards. If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other hole cards, the player must keep the card, and on sixth street betting may not bet or raise (because the player now has all seven cards).
14. If there are not enough cards (and burn cards) left in the deck for all players, all the cards are dealt except the last card, which is mixed with the burn cards (and any cards removed from the deck, as in the previous rule). The dealer then scrambles and cuts these cards, and delivers the remaining down cards, using the last card if necessary. If the dealer determines that there will not be enough fresh (and burn cards) cards for all of the remaining players, then the dealer announce to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table as a common card that plays in everyone's hand. The player who is now high using the common card initiates the action for the last round.

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15. An all-in player should receive hole cards dealt facedown, but if the final hole card to such a player is dealt face up, the card must be kept, and the other players receive their normal card.
16. If the dealer turns the last card face up to any player, the hand now high on the board using all the up cards will start the action. The following rules apply to the dealing of cards:
 - (a) If there are more than two players, all remaining players receive their last card facedown. A player whose last card is face up has the option of declaring all-in (before betting action starts).
 - (b) If there are only two players remaining and the first player's final down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the face up final card has the option of declaring all-in (before betting action starts).
17. A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live. [See "Section 16 Explanations," discussion #4, for more information on this rule.]
18. A player who calls a bet even though beaten by an opponent's up cards is not entitled to a refund. (The caller receives information about the opponent that is not available for free.)

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SECTION 13 - SEVEN-CARD STUD LOW (RAZZ)

The lowest-ranking hand wins the pot. Aces are low only, and two aces are the lowest pair. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

RULES OF RAZZ

1. All seven-card stud rules apply in razz except as otherwise noted.
2. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A .
3. The highest card by suit starts the action with a forced bet. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
4. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

SECTION 14 - SEVEN-CARD STUD HIGH-LOW (8-OR-BETTER)

Seven-card stud high-low split is a stud game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games (unless a specific posting to the contrary is displayed). This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. (An ace is the highest card and also the lowest card.) If there is no qualifying hand for low, the best high hand wins the whole pot. A player may use any five cards to

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make the best high hand, and the same or any other grouping of five cards to make the best low hand.

RULES OF SEVEN-CARD STUD HIGH-LOW

1. All rules for seven-card stud apply to seven-card stud high-low split, except as noted.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. An ace is the highest card and also the lowest card.
4. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player in the tie clockwise from the dealer acts first.
5. Straights and flushes do not affect the value of a low hand.
6. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair on fourth street does not affect the limit.
7. Splitting pots is determined only by the cards, and not by agreement among players.
8. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, and the player with the highest card by suit receives the odd chip. When making this determination, all cards are used, not just the five cards used for the final hand played.
9. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

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SECTION 15 – LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to open with a bet or fold. The players who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones. This is the draw. The game is normally played with one or more blinds, sometimes with an ante added. The most popular forms of lowball are ace-to-five lowball (also known as California lowball), and deuce-to-seven lowball (also known as Kansas City lowball). Ace-to-five lowball gets its name because the best hand at that form is 5-4-3-2-A. Deuce-to-seven lowball gets its name because the best hand at that form is 7-5-4-3-2 (not of the same suit). For a further description of the forms of lowball, please see the individual section for each game. All rules governing kill pots are listed in "Section 13 – Kill Pots."

RULES OF LOWBALL

1. The rules governing misdeals for hold'em and other button games will be used for lowball. [See "Section 16 – Explanations," discussion #7, for more information on this rule.] These rules governing misdeals are reprinted here for convenience. "The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands:
 - (a) The first or second card of the hand has been dealt face up or exposed through dealer error.
 - (b) Two or more cards have been exposed by the dealer.
 - (c) Two or more extra cards have been dealt in the starting hands of a game.
 - (d) An incorrect number of cards has been dealt to a player, except the button may receive one more card to complete a starting hand.
 - (e) The button was out of position.

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- (f) The first card was dealt to the wrong position.
 - (g) Cards have been dealt out of the proper sequence.
 - (h) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - (i) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante."
2. In limit play, a bet and four raises are allowed in multi handed pots. [See "Section 16 –Explanations," discussion #6, for more information on this rule.]
 3. As a new player, you must wait for the big blind. In a short handed game you may post.
 4. In a single-blind game, a player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. If the all-in player wins the pot or buys in again, that player will then be obligated to either take the blind on the next deal or sit out until due for the big blind.
 5. In single-blind games, half a blind or more constitutes a full blind.
 6. In single-blind games, if you fail to take the blind, you may only be dealt in on the blind.
 7. In multiple-blind games, if for any reason the big blind passes your seat, you must wait for the big blind or post in a short handed game. This does not apply if you have taken all of your blinds and changed seats. In this situation, you may be dealt in as soon as your position relative to the blinds entitles you to a hand (the button may go by you once without penalty).
 8. Before the draw, whether an exposed card must be taken depends on the form of lowball being played; see that form. (The player never has an option.)
 9. On the draw, an exposed wheel card must be taken.
 10. A player may draw up to five consecutive cards.
 11. Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act (unless that action occurs before the deal is completed). However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.
 12. You may change the number of cards you wish to draw, provided:

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- a. No card has been dealt off the deck in response to your request (including the burncard).
 - b. No player has acted, in either the betting or indicating the number of cards to be drawn, based on the number of cards you have requested.
 - c. A player may change which card they are drawing after a player has acted, but must draw the same number of cards.
13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
14. Rapping the table in turn constitutes either a pass or the declaration of a pat hand that does not want to draw any cards, depending on the situation.
15. Cards speak (cards read for themselves). However, you are not allowed to claim a better hand than you hold. (Example: If a player calls an "8", that player must produce at least an "8" low or better to win. But if a player erroneously calls the second card incorrectly, such as "8-6" when actually holding an 8-7, no penalty applies.) If a player deliberately miscalls his hand, it may be ruled dead, at the discretion of management.

ACE-TO-FIVE LOWBALL

In ace-to-five lowball, the wheel is any 5-4-3-2-A. Straights and flushes do not count against your hand.

- 1. If a joker is used, it becomes the lowest card not present in your hand. The joker is assumed to be in use unless the contrary is posted.
- 2. In limit ace-to-five lowball, before the draw, an exposed wheel card must be taken, and an exposed card higher than a six must be replaced after the deal has been completed. This first exposed card is used as the burn card. [See "Section 16 – Explanations," discussion #8, for more information on this rule.]

DEUCE-TO-SEVEN LOWBALL

In deuce-to-seven lowball (sometimes known as Kansas City lowball), in most respects, the worst

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conventional poker hand wins. Straights and flushes count against you, crippling the value of a hand. The ace is used only as a high card. Therefore, the best hand is 7-5-4-3-2, not all of the same suit. The hand 5-4-3-2-A is not considered to be a straight, but an ace-5 high, so it beats other ace-high hands and pairs, but loses to king-high. A pair of aces is the highest pair, so it loses to any other pair. The rules for deuce-to-seven lowball are the same as those for ace-to-five lowball, except for the following differences:

1. The best hand is 7-5-4-3-2 of at least two different suits. Straights and flushes count against you, and aces are considered high only.
2. Before the draw, an exposed card of 7, 5, 4, 3, or 2 must be taken. Any other exposed card must be replaced (including a 6).

NO-LIMIT AND POT-LIMIT LOWBALL

1. All the rules for no-limit and pot-limit poker (see Section 14 - No-limit and Pot-limit) apply to no limit and pot-limit lowball. All other lowball rules apply, except as noted.
2. A player is not entitled to know that an opponent does not hold the best possible hand, so these rules for exposed cards before the draw apply:
 - a. In ace-to-five lowball, a player must take an exposed card of A, 2, 3, 4, or 5, and any other card must be replaced.
 - b. In deuce-to-seven lowball, the player must take an exposed card of 2, 3, 4, 5, or 7, and any other card including a 6 must be replaced.
3. Check-raise is allowed.

SECTION 16 - DRAW HIGH

There are two betting rounds, one before the draw and one after the draw. The game is played with a

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button and an ante. Players in turn may check, open for the minimum, or open with a raise.

After the first

betting round the players have the opportunity to draw new cards to replace the ones they discard. Action

after the draw starts with the opener, or next player proceeding clockwise if the opener has folded. The

betting limit after the draw is twice the amount of the betting limit before the draw. Some draw high

games allow a player to open on anything; others require the opener to have a pair of jacks or better.

RULES OF DRAW HIGH

1. A maximum of a bet and four raises is permitted in multi handed pots. [See "Section 16 –Explanations," discussion #6, for more information on this rule.]
2. Check-raise is permitted both before and after the draw.
3. Any card that is exposed by the dealer before the draw must be replaced.
4. Five cards constitute a playing hand. Less than five cards for a player (other than the button) before action has been taken is a misdeal. If action has been taken, a player with fewer than five cards may draw the number of cards necessary to complete a five-card hand. The button may receive the fifth card even if action has taken place. More or fewer than five cards after the draw constitutes a fouled hand.
5. A player may draw up to four consecutive cards. If a player wishes to draw five new cards, four are dealt right away, and the fifth card after everyone else has drawn cards. If the last player wishes to draw five new cards, four are dealt right away, and a card is burned before the player receives a fifth card. [See "Section 16 – Explanations," discussion #9, for more information about this rule.]
6. You may change the number of cards you wish to draw, provided:
 - (a) No cards have been dealt off the deck in response to your request (including the burn card).
 - (b) No player has acted, in either the betting or indicating the number of cards to be drawn, based on the number of cards you have requested.
7. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also

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obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

8. On the draw, an exposed card cannot be taken. The draw is completed to each player in order, and then the exposed card is replaced.
9. Rapping the table in turn constitutes either a pass or the declaration of a pat hand that does not want to draw any cards, depending on the situation. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.
10. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
11. You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.
12. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.
13. If you have only a full ante and no other chips on the table, you may play for just the antes. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more money.

JACKS-OR-BETTER

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game. (Most games allow three consecutive deals before anteing stops.)
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.

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3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.
5. Even if you are all in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.
6. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains openers.
7. An opener may be allowed to retrieve a discarded hand to prove openers, at management's discretion.
8. Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.
9. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.
10. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace-joker for two aces).
11. After the draw, if you call the opener's bet and cannot beat openers, you will not get your bet back. (You have received information about opener's hand that is not free.)

THE JOKER

1. The players will be alerted as to whether the joker is in use.
2. The joker may be used only as an ace, or to complete a straight, flush, or straight flush. (Thus it is not a completely wild card.)

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3. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
4. Five aces is the best possible hand (four aces and joker).

SECTION 17 - KILL POTS

To kill a pot means to post an over blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill is one-and-a-half times the big blind, and increases the betting limits by that amount. A kill may be optional in a game. A kill may be required in a game for any time a specified event takes place. In high-low split games using a required kill, a player who scoops a pot bigger than a set size must kill the next pot. In other games using a required kill, a player who wins two consecutive pots must kill the next pot. In this type of kill game, a marker called a "kill button" indicates which player has won the pot, and the winner keeps this marker until the next hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot.

RULES OF KILL POTS

1. The kill button is neutral (belonging to no player) if:
 - (a) It is the first hand of a new game.
 - (b) The winner of the previous pot has quit the game.
 - (c) The previous pot was split.
 - (d) No Flop on the previous hand.
2. In a kill pot, the action starts to the left of the killer as if it was a straddle.

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3. There is no pot-size requirement for the first pot or "leg" of a kill granted a flop has been put out. For the second "leg" to qualify for a kill, you must win at least five times the big blind.
4. If a player with one "leg up" splits the next pot, that player will not have a "leg up" for the next hand.
5. If the player who split the pot was the kill in the previous hand, that player will not retain either the kill or leg up.
6. A person who leaves the table with a "leg up" toward a kill forfeits his right to the leg up upon his return.
7. A player who is required to post a kill must do so that same hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will be removed from the game. The offending player shall not be permitted to play in the room for the rest of the evening for the first offense and eviction time shall increase with multiple offenses.
8. Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again.
9. When a player wins both the high and the low pot ("scoops") in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least ten times the size of the upper limit of the game.
10. If you are unaware that the pot has been killed and put in a lesser amount, If it is a required kill pot with the kill button faceup, you must put in the correct amount, or forfeit the amount wagered.
11. In lowball, an optional rule is allowing players to look at their first two cards and then opt whether to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill. If this rule is used, it is in conjunction with having the killer act last on the first betting round rather than in proper order.
12. Only one kill is allowed per deal.
13. A new player is entitled to play in a killed pot.
14. Broken game status is allowed only for players of the same limit and game type. For this purpose, a game with a required kill is considered a different type of game than an otherwise similar game without a required kill.

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SECTION 18 - NO LIMIT AND POT-LIMIT

A no-limit or pot-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations. All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section. No-limit means that the amount of a wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the pot size. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250. For those rules that apply only to no-limit and pot-limit lowball, see the sub-section at the end of "Section 11 – Lowball."

NO-LIMIT RULES

1. The number of raises in any betting round is unlimited.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all-in. (A straddle is considered the first raise.)
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already acted and is not facing a full size wager may not subsequently raise an all-in bet that is less than the minimum bet (which is the amount of the minimum bring-in), or less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only.) Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100

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- raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)
4. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to whichever was done first. If done simultaneously the verbal declaration takes precedence.
 5. If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.
 6. Because the amount of a wager in no limit and pot limit has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered needs some protection. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct, or it is obvious that the caller understands the amount wagered. The decision-maker is allowed considerable discretion in ruling on this type of situation. The decision-maker may give the player the option to forfeit the amount placed in the pot, or call the remainder.
 7. A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)
 8. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size. The wager is brought up to the sufficient amount only, no greater size.
 9. All wagers may be required to be in the same denomination of chip (or larger) used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips do not play except in quantity, even when going all-in.
 10. In non-tournament games, one optional live straddle is allowed. The player who posts the straddle has last action for the first round of betting and is allowed to raise. Action starts to the left of the straddle
 11. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The clock may be put on someone by the dealer as directed by a floorperson, if a player requests it. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand.
 12. The cardroom does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be

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awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.

13. In \$2-5 Blind No Limit – All betting must be done in increments of \$5

POT-LIMIT RULES

1. If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable.
2. The dealer or any player in the game can and should call attention to a wager that appears to exceed the pot size (this also applies to heads-up pots). The oversize wager may be corrected at any point until all players have acted on it.
3. If an oversize wager has stood for a length of time with someone considering what action to take, that person has had to act on a wager that was thought to be a certain size. If the player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the floor person may rule that the oversize amount must stand (especially if the person now trying to reduce the amount is the person that made the wager).
4. In pot-limit play, all games are true pot amounts.
5. In pot-limit hold'em and pot-limit Omaha money games, many structures treat the little blind as if it were the same size of the big blind in computing pot size. In such a structure, a player can open for a maximum of four times the size of the big blind. For example, if the blinds are \$5 and \$10, a player may open with a raise to \$40. (The range of options is to either open with a call of \$10, or raise in increments of five dollars to any amount from \$20 to \$40.) Subsequent players also treat the \$5 as if it were \$10 in computing the pot size, until the big blind is through acting on the first betting round. This rule of treating the little blind as if it were the size of the big blind is especially desirable in a structure where the little blind uses a lower-denomination chip than the big blind, as in using blinds of \$10 and \$25 (two \$5 chips and a \$25 chip). At tournament play, strict pot-limit rules are normally used, so there the maximum opening wager is 3.5 times the size of the big blind.
6. In pot-limit, if a chip larger than the pot size is put into the pot without comment, it is considered to be a bet of the pot size.

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SECTION 19 – TOURNAMENTS

SECTION VI – WSOP TOURNAMENT RULES

1. Floor People: The Tournament Director, Managers, and Supervisors are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The Tournament Director ("TD") reserves the right to overrule any floor decision.
2. Horseshoe Baltimore reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its participants.
3. Official Language: The English-only rule will be enforced at all WSOP tables during Tournament play. Participants who violate this rule are subject to penalty in accordance with Rules 39, 107 and 108.
4. Official Terminology of Tournament Poker: Official terms are simple, unmistakable, time-honored declarations like: bet, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at participant's risk because it may result in a ruling other than what the participant intended. It is the responsibility of participants to make their intentions clear. See Rules 59 and 90.
5. Non-Standard and Unclear Betting: participants use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the participant intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, it will be ruled as the lesser value. For example, "I bet five." If it is unclear whether "five" means 500 or 5,000, the bet stands as 500.
6. Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to penalty at Tournament Director's discretion in accordance with Rules 39, 107 and 108. Example: "if – then" statements such as "If you bet, then I will raise."
7. Count of Opponent's Chip Stack: Players are entitled to a reasonable estimation of opponents' chip stacks. Players may only request a more precise count if facing an all-in bet. The all-in player is not required to count; if he opts not to, the dealer or floor will count it. Accepted action applies.
8. Communication: All cell phones and other voice-enabled and "ringing" electronic devices must be turned off during Tournament play. Participants not involved in a

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hand (cards in muck) shall be permitted to text/email at the table, but shall not be permitted to text/email any other participant at the table. If Horseshoe Baltimore, acting in its sole and absolute discretion, believes a participant is communicating with another participant at the table, both parties will be immediately disqualified from the Tournament and face imposition of additional penalties as described in Rule 39. All participants desiring to talk on a cell phone must be at least one table length away from their assigned table during all said communication. Those individuals who talk on a cell phone not at least one table length away from their assigned table shall be subject to a penalty to be determined by Tournament Staff. Participants at Televised Final and Feature tables must leave the tournament area to text, email or talk on a cell phone. No cell phones or other electronic communication device can be placed on a poker table.

9. Approved Electronic Devices: participants are allowed to use as approved electronic devices iPods, MP3 players and other music player or noise- reduction headsets during Tournament play until they have reached the money in any Tournament, so long as the approved electronic devices are not used to collude or cheat in any way. Once participants are in the money in any Tournament, all approved electronic devices must be removed. An announcement will be made to participants once they have reached the money to remove all such electronic devices. Failure to do so will results in penalties up to and including disqualification, in accordance with Rules 39, 107 and 108.
10. Random Correct Seating: Tournament and Satellite seats will be randomly assigned. A participant who started the Tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take their current total chip stack with them. Participants who start the Tournament in the wrong seat in a shootout or heads-up event will be handled on a case by case basis. Tournament staff reserves the right to relocate participants from their assigned seat to accommodate participants based on special needs, and to balance tables at the start of the Tournament.
11. Breaking Order: The breaking order for an event will be posted at the close of registration for that event. The table to which a participant is moved will be specified by a predetermined procedure. Participants going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small

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blind and the button. Horseshoe Baltimore reserves the right to alter the breaking order due to unusual circumstances.

12. Balancing Tables: In full-table events, play will halt on a table 3 or more players short of the table with the most players. Play will halt on other game formats (ex: 6-handed and turbos) at TDs discretion. Not halting play is not a cause for a misdeal and TDs may elect not to halt play at their discretion. In fields greater than 20 tables, participants will be moved from the next numerical table at full capacity to the short table. Once a Tournament is below 20 tables, participants will be moved from the next table in the breaking order that is at full capacity to the short table. Participants moving from a full table to a short table assume the same rights and responsibilities of the position.

- A. In flop and mixed events when balancing tables, the participant who will be the big blind next will be moved from the big blind to the worst position, including taking a single big blind. Worst position is never the small blind. In stud only events, participants will be moved by position (the last seat to open up at the short table is the seat to be filled).
- B. In mixed events (example: HORSE), when the game shifts from hold'em to stud, after the last hold'em hand the button is moved exactly to the position it would be if the next hand was hold'em and then frozen there during the stud round. The participant moved during stud is the participant who would be the big blind if the game was hold'em for that hand. When hold'em resumes the button for the first hand will be at the position where it was frozen.
- C. When the Tournament reaches 12 tables or when manageable as deemed appropriate by the tournament staff, the remaining tables will be balanced within one participant until the final table is reached. There will be a re-draw for seat assignments when play reaches three tables, again at two tables, and for the final table seat assignments for events that have 100 or more participants. For events with less than 100 participants but more than 50, there will be a re-draw at two tables and again for final table seat assignments.

13. Number of Participants at Final Table: Final tables will have the number of players at a full table for the event, plus one more player. (ex: 9-handed events seat 10 at the final

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- table, 8-handed stud seats 9, 6-handed seats 7, etc.). No final table should seat more than 10. This rule does not apply to heads-up events.
14. Declarations: Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalling a hand may be penalized. Any player, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands. However at Horseshoe Baltimore's discretion, any participant deliberately miscalling his or her hand will be subject to penalty.
 15. Face up for All-Ins: All cards will be turned face up once a participant is all in and all betting action for the hand is complete. If a participant accidentally folds/mucks their hand before cards are turned up, the Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
 16. Killing Winning Hand: A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. A tabled hand is defined as a hand that a participant places on the table such that the dealer and all participants at the table can read. Participants are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
 17. Showdown: In a non all-in showdown, if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no bet on the final street, then the player who would be first to act in a betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand showing in razz, etc.) Players not still in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand. The winning hand must be shown to claim the pot. If a participant refuses to show their hand and intentionally mucks his or her hand, the participant in violation will receive a penalty.
 18. Awarding Odd Chips: Odd chips will be broken into the smallest denominations possible. In board games with 2 or more high or low hands, the odd chip goes to the first seat left of the button. In high stud, razz, and if there are 2 or more high or low hands in stud/8; the odd chip goes to the high card by suit in the best 5-card hand. In H/L split, the odd chip in the total pot goes to the high side. If identical hands win both high and low (ex: 2 wheels in Omaha/8) the pot will be split as evenly as possible.

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19. Side Pots: Each side pot will be split separately.
20. Playing the Board at Showdown: When playing the board a player must table all hole cards in order to get part of the pot.
21. Disputed Pots: The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
22. Chip Race and Scheduled Color Ups : A: At scheduled color-ups, chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a player. Players cannot be raced out of an event: a player losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play. B: Players must have their chips fully visible and are encouraged to witness the chip race. C: If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.
23. Deck changes will be on the dealer push or limit changes or as prescribed by Horseshoe Baltimore. Participants may not ask for deck changes unless a card is damaged.
24. New Hand and New Limits: When time has elapsed in a round and a new level is announced, the new level applies to the next hand. A hand begins with the first riffle. If an automatic shuffler is used, the hand begins when the green button is pushed. A new hand begins with the first riffle or when an automatic shuffler is in use, the push of the green button.
25. Calling-for-clock: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a participant will be given 50 seconds to make a decision. If action has not been taken by the time the 50 seconds has expired, there will be a 10-second countdown followed by a declaration or stop-watch alarm. If a participant has not acted before the declaration or alarm sounds, the hand will be dead. Tournament Supervisors reserve the right to speed up the amount of time allotted for a clock if it appears that a participant is deliberately stalling. Any participant intentionally stalling the progress of the game will incur a penalty.
26. Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.
27. At Your Seat: A participant must be at his or her seat by the time all participants have been dealt complete initial hands to have a live hand. Participants must be at their

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- seats to call the clock "At your seat" is defined as being within reach or touch of your chair.
28. Action Pending: participants must remain at the table if they still have action pending on a live hand. If a participant leaves the table before they have acted on their hand, a penalty, will be enforced when the participant in violation returns to the table.
29. Non-Standard Folds: Anytime before the end of the last betting round of a hand, folding in turn when there's been no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are both binding folds and may be subject to penalty.
30. Dead Button: Tournament play will use the dead button rule. Dead Button is defined as a button that cannot be advanced due to elimination of a participant or the seating of a new participant into a position between the small blind and the button.
31. Dodging Blinds: A participant who intentionally dodges his or her blind(s) when moving from a broken table must forfeit both blinds and incur a penalty.
32. Button in Heads Play: In heads-up play, the small blind is on the button and acts first pre-flop and last on all other betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure neither player has the big blind twice in a row.
33. Misdeals: A: Misdeals include but are not necessarily limited to: 1) 2 or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out; 5) In stud, if any of the players' 2 down cards are exposed by dealer error; 6) In flop games, if either of the first 2 cards dealt off the deck or any other 2 downcards are exposed by dealer error. Players may be dealt 2 consecutive cards on the button. House standards apply for draw games (ex: lowball).
- B: If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a player on penalty, not two.
- C: If substantial action occurs, a misdeal cannot be declared and the hand must proceed. Substantial Action is either: A) any two actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR B) any combination of three actions in turn (check, bet, raise, call, or fold).

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34. Four-Card Flop: If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the four cards face down. A Tournament official will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.
35. Verbal Declarations / Action in Turn: Verbal declarations in turn regarding wagers are binding. Participants must act in turn at all times. Action out of turn will be binding if the action to that participant has not changed. A check, call or fold is not considered action changing. If a participant acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Participants may not intentionally act out of turn to influence play before them. A player skipped by out of turn action must defend his right to act. If the skipped player has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The Floor Person will be called to render a decision on how to treat the skipped hand. All-in buttons will be utilized in all WSOP Bracelet Events. Violators will receive a penalty.
36. All chips put into the pot in turn stay in the pot. If a participant has raised and his or her hand is killed before the raise is called, the participant may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding".
37. Methods of Calling: Standard and acceptable forms of calling include: A) verbally declaring "call"; B) pushing out chips equal to a call; C) silently pushing out an oversized chip; or D) silently pushing out multiple chips equal to a call under the multiple-chip betting rule (Rule 43). Silently betting chip(s) relatively tiny to the bet (ex: NLHE, blinds 2k-4k. A bets 50k, B then silently puts out a single 1k chip) is non-standard, strongly discouraged, subject to penalty, and will be interpreted at TDs discretion, including being ruled a full call.
38. Method of Raising: In no-limit or pot-limit, a raise must be made by a.) Placing the full amount in the pot in one or more continuous motion(s) without going back toward the participant's stack or b.) Verbally declaring the full amount prior to the initial placement of chips into the pot or c.) Verbally declaring "raise" prior to the placement of the exact amount to call into the pot and then completing the action with one additional motion back to the participant's stack. If other than the exact amount to call, but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the participant's responsibility to make their intentions clear.

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39. **Raises:** If a participant puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
- A. In no-limit and pot-limit, all raises must be equal to or greater than the size of the previous bet or raise on that betting round. An all-in wager of less than a full raise does not reopen the betting to a participant who has already acted. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, participant A - bets 500, participant B - raises to 1,000, participant C - calls 1,000, participant D - moves all-in for 1,300, participant E - moves all-in for 1,700. If participant A calls or folds, then participants B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, participants B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. Also, participants B or C could raise more than 500. (The half-the-size rule for reopening the betting is for limit poker only.)
40. **Oversized Chip Betting:** Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the participant doesn't announce a raise. For example, pre-flop, blinds are 200-400: A raises to 1,200 total (an 800 raise), B puts out two 1,000 chips without declaring raise. This is just a call because removing one 1,000 chip leaves less than the amount needed to call the 1,200 bet. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. If a participant says "Raise" as an oversized chip is placed into the pot (with the word Raise being announced prior to the chip landing on the table surface), but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
95. **Previous Bet Chips Not Pulled In:** If a player faces a raise and has chips in front of him not yet pulled in from a prior bet, those chips (and any change due) may affect whether his betting response to the raise is a call or re-raise. Because several possibilities exist, players are encouraged to verbally declare their bet before putting out new chips on top of chips from a prior bet not yet pulled in.
41. **Over-Betting Expecting Change.** Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one

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25), expecting 200 change. This is a raise to 650 under the multiple chip rule. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.

42. Number of Raises:

- A. There is no cap on the number of raises in no-limit games.
- B. In limit events there will be a maximum of one bet and four raises, even if there are only two participants remaining in the hand. Once the Tournament becomes heads-up (that is, only two participants remain in the entire Tournament), this rule does not apply. There may be unlimited raises at the heads-up level.

43. Pot Size and Pot Limit Bets: participants are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. If requested, dealers may spread the pot so that it can be counted by a participant. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind a participant to making at least the minimum bet. If the player is facing a bet he must make a valid raise.

44. Strings Bets and Raises: Dealers will be responsible for calling string bets/raises. All participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. String bets/raises called by a participant must be verified by a floor person. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a participant's action is complete.

45. Accepted Action: Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount.

46. All-In with Chips Found Behind Later: If A bets all-in and a hidden chip is found behind after a player has called, the TD will determine if the chip behind is part of accepted action or not. If not part of the action, A will not be paid off for the chip(s) if he wins. If A loses he is not saved by the chip(s) and the TD may award the chip(s) to the winning caller.

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47. Cards and Chipstacks Kept Visible, Countable, and Manageable. Discretionary Color-Ups: Participants are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must keep their higher denomination chips visible and identifiable at all times. Floor People will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Players with live hands must keep their cards in plain view at all times.
48. Chips in Transit: All chips must be visible at all times. Participants may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A participant who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play. It has never acceptable to conceal chips in any manner, whether in pockets, under clothing or in closed hands, etc. Chips must remain visible to floor staff, dealers and other participants at all times.
49. Protect Your Hand: participants must protect their own hands at all times. A protected hand is defined as a hand sitting on the table surface with a card cap (see Rule 106) placed on top of the hand. If a dealer or participant kills or fouls an unprotected hand, the participant will have no redress and will not be entitled to his or her money back. If the participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the participant.
50. Dead Hands and Mucking in Stud: In stud poker, if a player picks up the upcards while facing action, the hand is dead. Proper mucking in stud is turning down all up cards and pushing them all forward face down.
51. Foreign Objects: There will be no foreign objects on the table except for a maximum of one card cap (also known as a card protector). Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth. Participants may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.
52. Penalties: In its sole and absolute discretion, Horseshoe Baltimore may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Casino. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior, and cheating or collusion. A penalty will also be imposed if a participant throws a card off the table, forcefully mucks their cards

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causing one or all cards to turn over, violates the one-participant-to-a-hand rule or engages in similar behavior. One-participant-to-a-hand means a participant may not receive advice from anyone while in a hand and may not provide advice to any participant while that participant is in a hand.

- A. Tournament officials can assess a verbal warning, a missed hand, or one-round, two-round, three-round or four-round penalties and disqualification.
 - B. A missed-hand penalty will be assessed as follows: The offender can miss one hand or one to four rounds of hands away from the table. The offender's missed hand is counted as part of the round when a penalty is given.
 - C. Participants who receive a missed-hand penalty must remain outside the designated Tournament areas for the length of their penalty.
 - D. The participant must notify the Tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
 - E. It should be noted that penalties may not always be imposed in successive manner. Tournament staff in their sole discretion, for example, can disqualify a person for a first offense if action of participant is deemed worthy. Or a participant, for example, may forego a warning and be assessed a three round penalty. Participants should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
53. Disqualification: A participant who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified participant. Any participant who forfeits play for health or other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.
54. Table Talk / Disclosure: participants are obligated to protect the other participants in the Tournament at all times. Therefore, whether in a hand or not, participants may not:
- 1. Disclose contents of live or folded hands,
 - 2. Advise or criticize play at any time,
 - 3. Read a hand that hasn't been tabled,
 - 4. Discuss strategy with an outside source.
55. The one-participant-to-a-hand rule will be enforced.
56. Special Exceptions

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- 57. A participant is allowed to mention the strength or content of his/her hand if no other participant in the hand will have a decision to make. In heads-up events or when down to the last two participants in a Tournament, participants may speak freely regarding the contents of their hands. The Floor Person reserves the right use his/her judgment to determine if one participant intentionally helped another participant. Participants who violate this rule are subject to penalty in accordance with Rules 39, 107 and 108.
- 58. Exposing Cards and Proper Folding: A participant exposing his or her cards with action pending will incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. All participants at the table are entitled to see the exposed card(s), if requested. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high ("helicoptered").
- 59. Ethical Play: Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.
- 60. Etiquette Violations: Repeated etiquette violations will result in the imposition of penalties assessed by the Tournament Staff. Examples include, but are not limited to, unnecessarily touching other participants' cards or chips, body, or clothing, delay of the game, repeatedly acting out of turn, betting out of reach of the dealer, or excessive chatter. Excessive chatter includes, but is not limited to, talking or conversation that causes a disruption of participants who are in a hand.

Poker Tournament Standard Operating Procedure For Payouts

Participants in the Poker tournament event may receive a payout card from the tournament coordinator. Payout cards will be processed at the payout area to enable players to receive

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their prize. In order to receive payment, players must present their ID and Total Rewards® Card. Players will be required to sign for all prizes received on the Tournament Financial Report. Tax documents required will be presented at the time of payout. Prior to redeeming a prize, all players that fall into taxable criteria will have their identifying information typed into the intercept database by the tournament payout staff to determine if the guest has any value eligible to be withheld from the prize. Computers at the payout area will be equipped with the intercept application.

If there is no interceptable value, the payout will proceed as normal. The words "No Match" will be written on the Tournament Financial Report to document the search performed for the prize payout transaction.

If the Intercept page determines there is a value to be withheld, the tournament payout staff will print the document and complete the Intercept Paid In slip. The Paid In slip will include, at a minimum, the date, amount, claim reference number, reason and signatures of the Poker Manager and Patron. The supporting documentation for the paid-in shall be a copy of the Tournament Financial Report reflecting the patron's prize or W2G and the Jackpot Intercept Receipt.

The Poker Manager will notify Security Dispatch for an intercept escort and Surveillance for coverage. The Poker Manager or above will write the intercept "claim reference number" on the jackpot request slip along with his/her initials.

Once the documents are ready, the Poker Manager and Security escort will return to the guest for completion of the transaction.

The Poker Manager will inform the guest that his/her prize was subject to withholding under MD Family Law Code Title 10. The guest will then be asked to sign the W2-G and Intercept Paid In. The guest will be given a copy of the Paid In, Prize information including guest signature, and his/her copies of the W2-G form. Any remaining prize funds (if any) will also be presented to the patron.

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If the funds are collected from the Cage, the paperwork will be returned to the cashier when the transaction is complete.

If there were no funds paid to the guest, the jackpot paperwork will be returned to the Cage and the information shall be captured on the Jackpot Intercept Tracking Spreadsheet (JITS).

All Intercept documentation will be forwarded to Accounting on a daily basis.

Horseshoe Baltimore Poker Tournaments

1. Horseshoe shall operate poker tournaments on a daily and special event basis.
2. These tournaments will follow the guidelines listed below.
 - a. **Buy-ins**
 - i. All tournaments will have a buy-in range from \$50 minimum to a \$10,000 maximum
 - b. **Distribution**
 - i. All tournament buy-ins will be distributed in three ways

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1. Prize Pool – amount designated for the players to win according to prize pool percentage break down
2. Administration Fee – amount designated for all members of the poker room staff.
3. House Fee – amount designated for the casino as revenue
- ii. A minimum of 80% of all tournament buy-in funds will be designated for all tournament prize pools
- iii. The remaining 20% will be held and be allocated between the Administration Fee and House Fee at management's discretion.
- iv. Prize pool distribution will be assigned to each tournament.
- v. Distribution breakdowns are percentage based and the amount of players that are a part of the distribution will be based on the total amount of players entered.

c. Variations

- i. Poker tournaments can have multiple variations.
 1. Standard – Set buy-in, blind structure, blind length and pay out schedule
 2. Bounty – Set buy-in, blind structure, blind length, primary prize pool with pay out schedule and Bounty prize pool.
 - a. Bounty prize pool has a designated amount per player subtracted from the primary prize pool and added to the secondary prize pool.
 - b. Players win from the Bounty prize pool as they eliminate players from the tournament.

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- c. The payout chips that make up the Bounty Prize Pool to be paid to the players when they eliminate other players can come from:
 - i. The poker table impressment
 - ii. A temporary bank impressment supplied by the poker cage or cart.
 - d. Once all registration is complete then the funds taken in from registration will be used to re-impress the table impressment, poker cage or poker cart.
3. Survivor – Set buy-in, blind structure, blind length.
- a. Calculation of the prize pool is based off the equation of 1 in every 10 players entered will be paid.
 - b. In the case of less than a 10 player increment an additional payout will be added for a lesser value than the 1 in 10 ratio. See Example Below:
 - i. Buy-in = \$225
 - ii. Prize Pool per player = \$200
 - iii. Players = 106
 - iv. Total Prize Pool = \$21,200
 - v. 10 Players will receive \$2,000
 - vi. 1 Player will receive \$1,200
4. Cash Out – Set buy-in, blind structure, blind length.
- a. The primary prize pool will be calculated based off of the amount of entries. See example below:

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- i. Buy-in = \$225
 - ii. Prize pool per player = \$200
 - iii. Players = 100
 - iv. Total Prize Pool = \$20,000
- b. The secondary (Cash Out) prize can be up to 50% of the primary prize pool rounded up to the closest \$100 increments. The percentage of the Cash Out prize pool will be determined prior to the start of the tournament.
- c. After the percentage of the Cash Out prize pool has been determined, all players at designated times during the tournament will be able exchange their tournament chips for cash.
- d. To determine the price per chip the following calculation will be used.
 - i. Cash Out Prize Pool = \$5,000
 - ii. Starting tournament chips per player = 10,000
 - iii. Total Chip in play = 1,000,000
 - iv. Price per chip calculation = $\frac{\text{Cash Out Prize pool}}{\text{Total Chips in Play}}$
 - v. Price per Chip = \$.005
- e. A player may select any amount of chips up to 50% of their stack to exchange for cash.
- f. If a player had 50,000 in chips and chose to cash out 10,000 in chips he would receive \$50 cash from the

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Cash Out prize pool and the 10,000 in chips will be removed from play.

- g. After each Cash Out period the Price per Chip will be recalculated to account for any Cash Outs.
 - h. Once the final table has been reached no further Cash Outs will be permitted. Any remaining monies in the Cash Out prize pool at the end of the Cash Out period will be distributed back into the primary prize pool according to the payout schedule.
- 5. Single Table – Set buy-in, blind structure, blind length, payout schedule.
 - a. Single table tournaments are ran with 10 players only.
 - 6. Shootout – Set buy-in, blind structure, blind length.
 - a. A shootout is a group of Single Table tournaments that combine prize pools.
 - b. Players must win multiple Single Table tournaments to receive any parts of the payout schedule.
 - 7. Bracket – Set buy-in, blind structure, blind length, payout schedule.
 - a. A bracket style incorporates shootout tournaments with structured entries.
 - b. The minimum player field will start at 64.

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- c. Unlike a shootout or single table players do not have to win their table until the end of the tournament.
- 8. Heads-Up – Set buy-in, blind structure
- 9. Rebuy/Add-on – Standard blind structure, blind length, pay out schedule
 - a. A rebuy tournament has multiple buy-ins, these buy-ins can be of multiple value.
 - i. The initial buy-in which has the Prize Pool Funds, admin fee and House fee included
 - ii. The rebuy amount which is all dedicated to the prize pool
 - iii. The add-on amount which is all dedicated to the prize pool
 - iv. Rebuys may only be purchased based on a players chip stack amount
 - v. Add-ons can be purchased regardless of a players chip stack amount.
- 10. Satellite – Standard blind structure, blind length,
 - a. A Satellite is a smaller value tournament in which players earn a seat in a bigger value tournament.
 - b. Buy-ins for a satellite can follow standard tournament format or Rebuy/Add-on tournament format.

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- c. The payout schedules are dictated on the higher value tournament the player is trying to earn entry to. See example below
 - i. If a player is trying to earn their way into a tournament valued at \$500 by playing a \$50 satellite, then for every \$500 in prize pool money collected then one (1) entry into the \$500 tournament will be issued.
- 11. Reentry – Applies to all above variations except Rebuy/Add-on
 - a. For a designated time frame from the start of a tournament, if a player loses all of their chips they have the ability to reenter the tournament as if they were a new player.

d. Blind Structures

- i. Blind Structures have different variations
 - 1. Non-Ante
 - 2. Ante
 - 3. Pot-Limit
 - 4. Limit
 - 5. Three Blind
- ii. A blind structure may also have any amount time length attached to each level.
- iii. Each tournament will have its own blind structure attached to it.

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e. Tournament Chips

- i. Every tournament will assigned a starting amount of non-cash value tournament chips per player.
 - 1. Additional tournament chips can be purchase as part of a rebuy tournament.
- ii. Horseshoe Baltimore will have two (2) different styles of tournament chips and can choose to have more.
- iii. The same style of chips will used throughout the duration of the tournament. A different style will never be introduced into a tournament once it has begun.
- iv. Main chip inventory will be kept with the cage or storage area.
- v. Individual tournaments will also have a chip inventory kept.

f. Registration

- i. All tournament registration will be performed by a member of the poker room staff or designated special events team.
 - 1. The purchase of rebuys may be conducted at the table, cage or poker room chip cart.
- ii. All players must have a Total Rewards card.
- iii. Each tournament will have a predetermined time when registration will open and close.
- iv. Players will receive seat assignments at the time of registration.

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SECTION 20 – PROMOTIONAL FUNDS

If Horseshoe Baltimore chooses to utilize "PROMOTIONAL FUNDS" the following definitions will apply:

Definitions:

Bad Beat: A hand designated to be beat to receive prize money

Special Hands: Hands that win or lose that are designated to win predetermined amounts of prize money.

Promotions: Designated as poker related events.

BAD BEAT JACKPOTS

Bad Beat Fund Allocations:

1. Horseshoe Baltimore will seed the initial jackpots at a minimum of \$1,000 each. After the initial seed, the jackpots will be funded by a first Dollar collected from designated "Bad Beat" games when the pot reaches ten dollars (\$10) up to a second Dollar collected when the pot reaches twenty dollars (\$20) or more. No more than two dollars (\$2) will be collected from a single pot. Thirty (30) percent of the funds collected will go towards the primary Bad Beat jackpot fund and the remaining Seventy (70) percent, will be allocated to the special hands fund.

2. Tournaments will fund the Bad Beat Jackpot and/or the Special Hands Reserve for an amount specified on the structure sheet for that tournament.
- a. These funds can be tracked by the Bravo reports for each tournament.
 - b. These funds will be collected at the time of registration of the tournament on a per player basis.

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3. Any Tournament that funds the Bad Beat Jackpot and/or the Special Hands Reserve will be eligible for promotions, as long as the promotion and tournament structure sheet states that the tournament is eligible.
4. Any guaranteed tournament prize pools will be funded by the special hands reserve in the event that the total "buy-in" amount does not equal or exceed the posted guarantee for the prize pool.
5. Funds collected for the jackpot will be immediately placed into a color-up tube, colored-up when the chip total reaches \$5 and dropped by the dealer into the drop box on the table designated as the "Bad Beat" Jackpot box.
6. Funds collected, relative to each game type, will be counted by Soft Count. The count will be provided to Revenue Audit who will allocate a percentage to the bad beat jackpot and special hands jackpots.
7. If the Bad Beat is won before the previous day's count is completed and posted by Revenue Audit, the payouts to the winners will be calculated and distributed based on the previous gaming day's allocation.
8. A Bad Beat Daily Reconciliation Log will be maintained by Revenue Audit indicating the amount of each of these jackpots, relative to game type. The Poker Supervisor will be advised of the jackpot amounts each day.
9. The amount of the current jackpot for each game type will be posted in the poker room each day.
10. In the event that Horseshoe Baltimore chooses to discontinue the Bad Beat payouts all funds collected for the Bad Beat will be diverted to the Special Hands fund and paid out as a part of special hands and promotions
11. In the event that Horseshoe Baltimore chooses to discontinue Special Hands and Promotions all funds will be diverted to the Bad Beat Fund and be paid out as a part of the Bad Beat.

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RULES FOR SPECIAL HANDS AND PROMOTIONS

Special Hands will be considered part of the Bad Beat funds and will utilize Seventy (70) percent of the funds collected from designated "Bad Beat" games and all Bad Beat rules will apply. Therefore, any table that is not eligible for the bad beat and does not meet the pot requirements of the Bad Beat will not be eligible for the Special Hands payouts. Special Hands can consist of the following:

High Hands: During a designated qualifying time frame a player with the highest ranking hand while using both hole cards in a promotional funds qualified game will receive a predetermined amount of prize money.

Flop Pots: At any time during the gaming day any player in a promotional funds qualified game that flops four of a kind or higher while using both hole cards* will receive a predetermined amount of prize money.

*Four of a Kind must consist of the players hole cards being a pocket pair.

Football Squares: The first 100 players in a promotional funds qualified game during a designated time period before the start of a predetermined American Football game that makes a hand ranking as a straight or higher will receive be able to select any available square on the board.

The Football Squares Board will consist of 10 Rows of 10 Squares and 10 Columns of 10 Squares, for a total of 100 squares. Each Row will be numbered randomly from 0-9 and each Column will be numbered randomly from 0-9. (Please see sample below)

		H O M E									
V		2	5	7	3	4	6	0	9	8	1
	1										

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I	7										
S	6										
I	3										
T	5										
O	2										
R	8										
S	4										
	9										
	0										

When a player receives a straight or higher they will select an available square. The rows are represented by the Visiting Football Team and the Columns are represented by the Home Football Team. The Row and Column numbering is represented by final digit in the Home and Visiting teams score at the end of the first quarter, second quarter, third quarter and final score. The name that is in the square that intersects the Row and Column number will receive a predetermined amount of prize money at the end of each quarter of the Football Game.

Aces Cracked: Any player on a special hand qualified game during a designated time frame, that receives Pocket Aces and loses with them will receive a predetermined amount of prize money.

Splash Pots: During a designated time frame a random promotional funds qualified game will be selected to receive a predetermined amount of prize money added to the pot of the next hand to be played.

Ultimate Poker Bankroll: All players playing in promotional fund qualified games during a designated time frame will receive entry tickets based on hours played into drawings for predetermined amounts of money.

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Freeroll Tournaments: All players playing in promotional fund qualified games during a designated time frame, will be given the opportunity to earn free entry into a tournament with a predetermined prize pool by reaching a predetermined level of hours played.

Guaranteed Prize Pools: A minimum amount of funds in the total amount of a tournament prize pool.

RULES FOR BAD BEAT QUALIFICATIONS

1. In Texas Hold'Em, the Bad Beat Hand and the winning hand must use both hole cards as a part of their best 5-card hand. If 4-of-a-kind is a hand triggering the bad beat, it must be a pocket pair (two cards of the same rank). Four tens or better beaten by a higher ranked hand using both hole cards will trigger a bad beat payout.
2. Posted "Bad Beat" hand must be beat by another hand on a table designated for the Bad Beat Promotion. Some tournaments may be eligible for the Bad Beat, however they will only be eligible for 25% of the payout. Tournaments that qualify for the Bad Beat will be specified in the structure sheet for that tournament. In any event, a tournament must be a Texas Hold'em format in order to qualify, regardless of what is posted in the structure sheet.
3. Bad Beat distributions are as follows:

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- a. Any bad beat won will be worth 50% of the accumulated Bad Beat Fund from 3 days prior. For example, if won on a Friday, the total amount that was in the fund from the previous Tuesday will be the amount that will be awarded. The other 50% of the accumulated Bad Beat fund will remain in the fund as a reserve.

i. The distribution of any Bad Beat will be as follows:

- 1. 50% to the Losing Hand (rounded down to the nearest dollar)
 - a. In the event there are two or more qualifying losing hands, the 50% will be split evenly amongst those players.
- 2. 25% to the winning hand (rounded down to the nearest dollar)
 - a. In the event there is a tie for the winning hand, all players will split the 25% evenly amongst those players.
- 3. 25% Split evenly (rounded down to the nearest dollar) to all other players dealt in, or who have a seat and have been dealt in prior hands, but have not missed any blinds.
- 4. Claimed Bad Beat
 - a. After a bad beat had been claimed, 50% of the reserve fund from 3 days prior will be eligible immediately for a bad beat. This bad beat submitted will start the following day at 06:00am from when the current bad beat is claimed or when approved.
- 5. There must be at least the posted minimum of ten dollars (\$10) in the pot for all bad beat giveaways in a cash game.
- 6. There must be a specific number of players per game before the jackpot can be awarded:

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- a. There must be at least four players at the start of the hand.
 - b. There must be two (2) or more players at the end of the hand.
 - c. Players must have played a minimum of one hand and do not have a missed blind button.
7. The decision of the Poker Supervisor or above is final.

MULTIPLE QUALIFYING HANDS

In the event that multiple "Bad Beat" or "Special Hands" jackpot winners are called at the same time on different games surveillance will be notified and the hands will be paid in the order they were commenced. Pushing the green light button on the shuffler will constitute the beginning of a hand or if allowed to hand shuffle, it will be determined by the cutting of the cards. Guidelines for the paying of multiple qualifying hands are as follows:

1. Paying multiple qualifying "Special Hands" hands:
 - a. The first hand to begin will be eligible for their applicable prize payment.
2. Multiple qualifying "Bad Beat" hands:

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- a. If two qualifying Bad Beats are tabled at the same time (or similar times) surveillance will be used in determining if either one was tabled first. A tabled Bad Beat must have all hands either tabled or mucked to be considered tabled. The moment the last hand is either completely tabled or mucked (depending on which is the last to happen) will determine the time of the Bad Beat. In the event of a Tie in time tabled or if Surveillance is inconclusive, the amount of the Bad Beat that would have been paid to the winning table will be split amongst the tied tables, being distributed to the table as normal.

SECTION 21 - EXPLANATIONS

1. The only place in this set of rules that an alternative is mentioned other than in this section is in the method of button and blind placement. That rule (the first rule in "Section 4 – Button and Blind Use") is repeated below for convenience. "Each round all participating players must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
 - (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
 - (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands."

Poker tradition has a lot to do with the fact that both of these methods are in widespread use, but neither method is superior in all situations. The moving button makes sure no player gets the advantage of last action twice on a round (a big advantage at no-limit or pot-limit play). On the other hand, a player may get to post a blind when on the button, which is more advantageous than posting in front of the

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button. The moving button creates a situation where two big blinds may be posted on a deal, which speeds up the action. At tournament play this speed-up can be undesirable, as when dealing is being done hand-for-hand to balance the pace of play between two remaining tables. A cardroom may either decide for the sake of simplicity to use only one method, or decide to tailor the method to the game and situation.

2. The rules given for rectifying a Hold'em situation where the dealer has dealt the flop or another board card before all the betting action on a round are inferior, because the dealer is told to not burn a card on a redeal. Since the "no burn" rule is so common, there was no choice but to use it here. But at some point it would be good for poker for some major cardrooms to get together and agree to use the better rule, or a gaming commission to require the better rule be used. Here are the rules in question (the third rule and fourth rule in "Section 5 – Hold'em"). "If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card." "If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. (If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.)" The portion of this rule saying the dealer does not burn a card on the redeal is misguided. It is much harder for the dealer to control the card to be dealt if a burn is required. The applicable sentence in the rule should read, "The dealer then cuts the deck, burns a card, and turns the final card."
3. Rule seven in "Section 4 – Button and Blind Use" says, "A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes." This rule is standard practice, but allowing a new player or player making up blinds to come in between the blinds is better (if dealers are trained how to handle the resulting situations), because it gets players eager to join or rejoin the game into action faster.

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4. Most poker rule sets say you have a dead hand at the showdown if you do not have the proper number of cards for that game. At stud, this rule is too strict. An inexperienced player sometimes does not pay sufficient attention to the final card when holding a big hand like a flush or full house (where improvement is neither likely to happen nor be needed), and fails to protect that card. If the dealer erroneously puts that final card into the muck after the player fails to take it in, the rules should give the decision-maker an option to rule such a hand live. Rule 18 in "Section 8 Seven-card Stud" reads as below: "A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live."
5. This rulebook requires all cash to be changed into chips. In some cardrooms this can be a bit impractical for various reasons. If the cardroom chooses to allow cash, only \$100 bills should be permitted.
6. Most poker rulebooks follow the usual California practice in multihanded pots at limit poker of allowing a bet and six raises for lowball and draw high. The number of allowable raises for those games is given in this rulebook as a bet and four raises because this cuts down on the effect of collusion between players, and more raises than four are hardly ever needed to define the strength of two hands when another player is calling.
7. Lowball has historically had less stringent demands on the order of cards or acceptability of exposed cards than in most other poker forms. This rulebook follows the modern trend at lowball regarding misdeals of requiring the cards to be dealt facedown and in proper order.
8. At ace-to-five limit lowball, an exposed card rule used less often, but probably a superior rule, is to not let a player take an exposed six or seven (the rule for no-limit ace-to-five lowball). If a player gets to keep only a card that might make a perfect hand, having a card exposed is less advantageous, and the opponent must reckon with the possibility of a perfect hand.
9. At lowball and draw high, some rule sets allow a player to draw five consecutive cards. The rule used here disallowing this makes cheating more difficult. Our rule #10 in lowball and rule #5 in draw high says, "A player may draw up to four consecutive cards. If a player wishes to draw five new cards, four are dealt right away, and the fifth card after everyone else has drawn cards. If the last player wishes to draw five

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new cards, four are dealt right away, and a card is burned before the player receives a fifth card."

GLOSSARY

ACTION: A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown; a bet or raise.

ALL-IN: When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all-in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest regular blind in a game.

BLIND: A required bet made before any cards are dealt.

BLIND GAME: A game which utilizes a blind.

BOARD: (1) The board on which a waiting list is kept for players wanting seats in specific games. (2) Cards faceup on the table common to each of the hands.

BOARDCARD: A community card in the center of the table, as in hold'em or Omaha .

BOXED CARD: A card that appears faceup in the deck where all other cards are facedown.

BROKEN GAME: A game no longer in action.

BURNCARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burncard.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUTTON GAMES: Games in which a dealer button is used.

BUY-IN: The minimum amount of money required to enter any game.

CALIFORNIA LOWBALL: Ace-to-five lowball with a joker.

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- CARDS SPEAK:** The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.
- CAPPED :** Describes the situation in limit poker in which the maximum number of raises on the betting round have been reached.
- CHECK:** To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
- CHECK-RAISE:** To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.
- COLLECTION:** The fee charged in a game (taken either out of the pot or from each player).
- COLLECTION DROP:** A fee charged for each hand dealt.
- COLOR CHANGE:** A request to change the chips from one denomination to another.
- COMMON CARD:** A card dealt faceup to be used by all players at the showdown in the games of stud poker whenever there are insufficient cards left in the deck to deal each player a card individually.
- COMMUNITY CARDS:** The cards dealt faceup in the center of the table that can be used by all players to form their best hand in the games of hold'em and Omaha .
- COMPLETE THE BET:** To increase an all-in bet or forced bet to a full bet in limit poker.
- CUT:** To divide the deck into two sections in such a manner as to change the order of the cards.
- CUT-CARD:** Another term for the card used to shield the bottom of the deck.
- DEAD CARD:** A card that is not legally playable.
- DEAD COLLECTION BLIND:** A fee posted by the player having the dealer button, used in some games as an alternative method of seat rental.
- DEAD HAND:** A hand that is not legally playable.
- DEAD MONEY:** Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
- DEAL:** To give each player cards, or put cards on the board. As used in these rules, each deal refers to the entire process from the shuffling and dealing of cards until the pot is awarded to the winner.
- DEALER BUTTON:** A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Normally just called "the button."
- DEAL OFF:** To take all the blinds and the button before changing seats or leaving the table. That is, participate through all the blind positions and the dealer position.

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DEAL TWICE: When there is no more betting, agreeing to have the rest of the cards to come determine only half the pot, removing those cards, and dealing again for the other half of the pot. **DECK:** A set of playing-cards. In these games, the deck consists of either: (1) 52 cards in seven-card stud, hold'em, and Omaha . (2) 53 cards (including the joker), often used in ace-to-five lowball and draw high.

DISCARD(S): In a draw game, to throw cards out of your hand to make room for replacements, or the card(s) thrown away; the muck.

DOWNCARDS: Cards that are dealt facedown in a stud game.

DRAW: (1) The poker form where players are given the opportunity to replace cards in the hand. In some places like California , the word "draw" is used referring to draw high, and draw low is called "lowball." (2) The act of replacing cards in the hand. (3) The point in the deal where replacing is done is called "the draw."

FACECARD: A king, queen, or jack.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is pre-set.

FLASHED CARD: A card that is partially exposed.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In hold'em or Omaha , the three community cards that are turned simultaneously after the first round of betting is complete.

FLUSH: A poker hand consisting of five cards of the same suit.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET : The second upcard in seven-card stud or the first boardcard after the flop in hold'em (also called the turn card).

FOULED HAND: A dead hand.

FORCED BET: A required wager to start the action on the first betting round (the normal way action begins in a stud game).

FREEROLL: A chance to win something at no risk or cost.

FULL BUY: A buy-in of at least the minimum requirement of chips needed for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: (1) All a player's personal cards. (2) The five cards determining the poker ranking. (3) A single poker deal.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

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Submission Date: xx/xx/xx

MLGCA Approval Date: 06/18/18

MLGCA Approval Date: xx/xx/xx

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POKER

INSURANCE: A side agreement when someone is all-in for a player in a pot to put up money that guarantees a payoff of a set amount in case the opponent wins the pot.

JOKER: The joker is a "partly wild card" in high draw poker and ace-to-five lowball. In high, it is used for aces, straights, and flushes. In lowball, it is the lowest unmatched rank in a hand.

KANSAS CITY LOWBALL: A form of draw poker low also known as deuce-to-seven, in which the best hand is 7-5-4-3-2 and straights and flushes count against you.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

KILL (OR KILL BLIND): An oversize blind, usually twice the size of the big blind and doubling the limit. Sometimes a "half-kill" increasing the blind and limits by fifty percent is used. A kill can be either voluntary or mandatory. The most common requirements of a mandatory kill are for winning two pots in a row, or for scooping a pot in high-low split.

KILL BUTTON: A button used in a lowball game to indicate a player who has won two pots in a row and is required to kill the pot.

KILL POT: A pot with a forced kill by the winner of the two previous pots, or the winner of an entire pot of sufficient size in a high-low split game. (Some pots can be voluntarily killed.)

LEG UP: Being in a situation equivalent to having won the previous pot, and thus liable to have to kill the following pot if you win the current pot.

LIVE BLIND: A blind bet giving a player the option of raising if no one else has raised.

LIST: The ordered roster of players waiting for a game.

LOCK-UP: A chip marker that holds a seat for a player.

LOWBALL: A draw game where the lowest hand wins.

LOWCARD: At seven-card stud, the lowest upcard, which is required to bet.

MISCALL: An incorrect verbal declaration of the ranking of a hand.

MISDEAL: A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.

MISSED BLIND: A required bet that is not posted when it is your turn to do so. **MUCK:** (1) The pile of discards gathered facedown in the center of the table by the dealer. (2) To discard a hand.

MUST-MOVE: In order to protect the main game, a situation where the players of a second game must move into the first game as openings occur.

NO-LIMIT: A betting structure allowing players to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPENER BUTTON: A button used to indicate who opened a particular pot in a draw game.

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OPENERS: In jacks-or-better draw, the cards held by the player who opens the pot that show the hand qualifies to be opened. Example: You are first to bet and have a pair of kings; the kings are called your openers.

OPTION: The choice to raise a bet given to a player with a blind.

OVERBLIND: Also called oversize blind. A blind used in some pots that is bigger than the regular big blind, and usually increases the stakes proportionally.

PASS: (1) Decline to bet. In a pass-and-out game, this differs from a check, because a player who passes must fold. (2) Decline to call a wager, at which point you must discard your hand and have no further interest in the pot.

PAT: Not drawing any cards in a draw game.

PLAY BEHIND: Have chips in play that are not in front of you (allowed only when waiting for chips that are already purchased). This differs from table stakes.

PLAY THE BOARD: Using all five community cards for your hand in hold'em.

PLAY OVER: To play in a seat when the occupant is absent.

PLAYOVER BOX: A clear plastic box used to cover and protect the chips of an absent player when someone plays over that seat.

POSITION: (1) The relation of a player's seat to the blinds or the button. (2) The order of acting on a betting round or deal.

POT-LIMIT: The betting structure of a game in which you are allowed to bet up to the amount of the pot.

POTTING OUT: Agreeing with another player to take money out of a pot, often to buy food, cigarettes, or drinks, or to make side bets.

PROPOSITION BET: A side bet not related to the outcome of the hand.

PROTECTED HAND: A hand of cards that the player is physically holding, or has topped with a chip or some other object to prevent a fouled hand.

PUSH: When a new dealer replaces an existing dealer at a particular table.

PUSHING BETS: The situation in which two or more players make an agreement to return bets to each other when one of them wins a pot in which the other or others play. Also called saving bets.

RACK: (1) A container in which chips are stored while being transported. (2) A tray in front of the dealer, used to hold chips and cards.

RAISE: To increase the amount of a previous wager. This increase must meet certain specifications, depending on the game, to reopen the betting and count toward a limit on the number of raises allowed.

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RERAISE: To raise someone's raise.

SAVING BETS: Same as pushing bets.

SCOOP: To win both the high and the low portions of a pot in a split-pot game.

SCRAMBLE: A facedown mixing of the cards.

SETUP: Two new decks, each with different colored backs, to replace the current decks.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The showing of cards to determine the pot-winner after all the betting is over.

SHUFFLE: The act of mixing the cards before a hand.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

SPLITTING BLINDS: When no one else has entered the pot, an agreement between the big blind and small blind to each take back their blind bets instead of playing the deal (chopping).

SPLITTING OPENERS: In high draw jacks-or-better poker, dividing openers in hopes of making a different type of hand (such as breaking aces to draw at a flush).

STACK: Chips in front of a player.

STRADDLE: An additional blind bet placed after the forced blinds, usually double the big blind in size or in lowball, a multiple blind game.

STRAIGHT: Five cards in consecutive rank.

STRAIGHT FLUSH: Five cards in consecutive rank of the same suit.

STREET: Cards dealt on a particular round in stud games. For instance, the fourth card in a player's hand is often known as fourth street, the sixth card as sixth street, and so on.

STRING RAISE: A wager made in more than one motion, without announcing a raise before going back to your stack for more chips (not allowed).

STUB: The portion of the deck which has not been dealt.

SUPERVISOR: A cardroom employee qualified to make rulings, such as a floorperson, lead supervisor, or the cardroom manager.

TABLE STAKES: (1) The amount of money you have on the table. This is the maximum amount that you can win or lose on a hand. (2) The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

"TIME": An expression used to stop the action on a hand. Equivalent to "Hold it."

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TIME COLLECTION: A fee for a seat rental, paid in advance.

TURNCARD: The fourth street card in hold'em or Omaha .

UPCARDS: Cards that are dealt faceup for opponents to see in stud games.

WAGER: (1) To bet or raise. (2) The chips used for betting or raising.

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Amendments 6-7-2010

- Section 2 Decision-Making Rule #7, has been removed from the rulebook. "The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record."
- Section 3 Betting and Raising Rule #11 has been changed from "three or more players" to "two or more players" both times the phrase appeared in the rule.
- Section 3 Betting and Raising Rule #13 has had numerous changes to make the rule clearer. The rule previously read "A player who bets or calls by releasing chips into the pot without verbalization is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.)"
 - o Player facing no bet comes across the betting line with a stack of chips will a) be required to make at least a minimum wager. b) Only be permitted to wager up to the amount in his hand, after he touches the felt in any way.
 - o Player facing a bet comes across the betting line with a stack of chips greater than the amount wagered will a) be required to at least call b) Only be permitted to raise up to the amount in his hand.
 - o If a player is facing a wager but does not realize the amount and comes across the betting line with less chips than needed for the call. He will be required to put in the amount of chips in his

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hand. He has the option to a) forfeit the chips he placed in the pot b) call the remainder."

- Section 4 Rules for Using Blinds Rule # 14 has been changed from "In all multiple-blind games, a player who changes seats will be dealt in on the first available hand in the same relative position. Example: If you move two active positions away from the big blind, you must wait two hands before being dealt in again. If you move closer to the big blind, you can be dealt in without any penalty. If you do not wish to wait and have not yet missed a blind, then you can post an amount equal to the big blind and receive a hand. (Exception: At lowball you must kill the pot, wait for the same relative position, or wait for the big blind; see "Section 11 –Lowball," rule #7.) If more than 3 players change seats the button may be redrawn." It now states "In all multiple-blind games, a player who changes seats by more than two active positions must either post or wait until the big blind reaches their new seat to receive a hand."
- Section 4 Rules for Using Blinds Rule # 16 the second sentence has been changed from "In a no-limit game the opening raise must be double the straddle amount.", to "In a no-limit game the straddle is treated as a minimum raise and the minimum re-raise is equal to the size of the big blind."
- Section 14 No-Limit Rules Rule #2 has been changed from "(A straddle bet sets a new minimum bring-in, and is not treated as a raise.)", to "(A straddle is treated as a minimum raise and the minimum re-raise is equal to the size of the big blind.)"
- Section 14 No-Limit Rules Rule #7 "big-bet poker" has been changed to read "no-limit and pot limit."

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- Added 6/14/2010: Rake

1. The standard rake structure is 10% of the pot up to four dollars max.
2. At managements discretion the rake structure of a game can be altered when a game becomes short handed. When lowering the rake it will be according to the following guidelines; six players or more is a full game and will have a full rake taken, five players no less than a three dollar rake, four players no less than a two dollar rake, three players no less than a one dollar rake.
3. At managements discretion the rake when opening a table that is short handed may be reduced.
4. All rakes are taken as the hand proceeds, not at the end of the hand or when the pot size calls for the maximum rake. The rake for a round of betting should happen as soon as the cards are delivered for the next round.

- TIME COLLECTION

- o In limit games 20–40 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- o In no limit/ pot limit games 5-10 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- o In games when each player pays time, it is collected on the hour and the half-hour. When a new dealer sits down he is to announce "time" and collect the time before dealing the first hand.
- o If there are "players-overs" in the game, time is collected from both the players playing over and the absent player. The extra money collected is left in the pot and not dropped. Example: In a nine handed 30-60 Hold'em game one person is playing over so \$50 is collected (10 player times \$5 per person). However only \$45 dollars is put in the drop slot and the extra \$5 is left in the pot.
- o Time is collected from any locked up seats.

Added: 7/4/10 Pot Limit Games Rule 6.a

- a. In \$1-\$2 Pot Limit Omaha – Pre Flop: The small blind will be rounded up to the value of the big blind when calculating the pot size. All pot size bets are done to the exact dollar amount. For example: If the first player to act wants

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to bet "pot" the size of the bet shall be \$8. Post Flop: All betting is done in \$5 increments and a pot size bet shall be rounded up to the nearest \$5. For example if the pot contains \$21 the pot size bet shall be \$25.

Added: 7/4/10 No Limit Games Rule 7

14. In \$2-5 Blind No Limit – All betting must be done in increments of \$5

Removed 11/23/2010: Rake

1. The standard rake structure is 10% of the pot up to four dollars max.
2. At managements discretion the rake structure of a game can be altered when a game becomes short handed. When lowering the rake it will be according to the following guidelines; six players or more is a full game and will have a full rake taken, five players no less than a three dollar rake, four players no less than a two dollar rake, three players no less than a one dollar rake.
3. At managements discretion the rake when opening a table that is short handed may be reduced.
4. All rakes are taken as the hand proceeds, not at the end of the hand or when the pot size calls for the maximum rake. The rake for a round of betting should happen as soon as the cards are delivered for the next round.

• TIME COLLECTION

- o In limit games 20–40 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- o In no limit/ pot limit games 5-10 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- o In games when each player pays time, it is collected on the hour and the half-hour. When a new dealer sits down he is to announce "time" and collect the time before dealing the first hand.
- o If there are "players-overs" in the game, time is collected from both the players playing over and the absent player. The extra money collected is left in the pot and not dropped. Example: In a nine handed 30-60 Hold'em game one person is playing over so \$50 is collected (10 player times \$5 per person). However only \$45 dollars is put in the drop slot and the extra \$5 is left in the pot.
- o Time is collected from any locked up seats.

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Added 11/23/2010 Rake:

1. The standard rake structure is 10% of the pot up to four dollars max.
2. At managements discretion the rake structure of a game can be altered when a game becomes short handed. When lowering the rake it will be according to the following guidelines; four open seats in flop game and three open seats in stud type games will be considered available for half rake and granted upon player request, five or more open seats active in flop games and four or more open seats in stud games upon player request can be considered for \$1 on percentage rake games, but remain at half rake on time collection games.
3. At managements discretion the rake when opening a table that is short handed may be reduced.
4. All rakes are taken as the hand proceeds, not at the end of the hand or when the pot size calls for the maximum rake. The rake for a round of betting should happen as soon as the cards are delivered for the next round.

2. TIME COLLECTION

- a. In limit games 20–40 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- b. In no limit/ pot limit games 5-10 and higher "Time" is collected in lieu of rake. The amount and when to take the time is printed on each game plaque.
- c. In games when each player pays time, it is collected on the hour and the half-hour. When a new dealer sits down he is to announce "time" and collect the time before dealing the first hand.
- d. If there are "players-overs" in the game, time is collected from both the players playing over and the absent player. The extra money collected is left in the pot and not dropped. Example: In a nine handed 30-60 Hold'em game one person is playing over so \$50 is collected (10 player times \$5 per person). However only \$45 dollars is put in the drop slot and the extra \$5 is left in the pot.
- e. Time is collected from any locked up seats.

Added 11/24/2010 – Electronic Devices

Electronic Devices

Submission Date: 06/11/18

Submission Date: xx/xx/xx

MLGCA Approval Date: 06/18/18

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1. Cell Phone usage at the table in the form of talking or text messaging is prohibited.
2. Cell phones that are classified as "Smart Phones" (Ex. iPhone, Blackberry, etc...) are permitted at the table and can be used in any way other than two way communication.
3. All forms of music listening devices are permitted.
4. Lap Top computers are not permitted at the table.

Removed 1/21/11 – Betting and Raising

13. A player who bets or calls in turn, by releasing chips into the pot without verbalization is bound by that action. The player must make the wager correct, if aware of the bet they were facing. (This also applies right before the showdown when putting a large percentage of the chips needed to call into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.)
 - a. Player facing no bet comes across the betting line with a stack of chips will a) be required to make at least a minimum wager. b) Only be permitted to wager up to the amount in his hand, after he touches the felt in any way.
 - b. A player facing a wager who does not realize the amount and comes across the betting line releasing chips into the pot will have the option to a) forfeit the chips he placed in the pot or b) call the remainder of the wager

Removed 1-23-10 – The Buy-In

02. You are allowed to make only one short buy-in for a game. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands. A short buy must be at least half of the minimum buy in.

Added 1-23-10 – The Buy-In

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02. A player who is forced to transfer from a broken game or must-move game to a game of the same limit may continue to play the same amount of money, even if it is less than the minimum buy-in. A player switching games voluntarily must have the proper buy-in size for the new game or continue to play the same amount of money from the previous game.