



2011 World Series of Poker® Official Dealer Guide

Rio All-Suite Hotel & Casino, Las Vegas, Nevada

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2011 WSOP Dealer Reference Guide

GENERAL DEALING PROCEDURES

DECK INTRODUCTION

New decks should be spread face up, spread face down and then scrambled (washed).

- ♠ It is vital for the Dealer to truly check the completeness and consistency of each deck of cards; not just go through the motions.

Used decks should be spread face down and then scrambled before being dealt.

All cards should face away from the Dealer while being squared up.

COUNTING THE DECK STUB

The Dealer must count the deck stub after the first hand dealt on each table.

- ♣ Exception: If the Dealer just introduced a new deck.

The Dealer should count the deck stub again at least once during the down.

If the Dealer doesn't count 52 cards, they should not bring this to the attention of the players!

- ♣ The Dealer should simply switch decks and call for a new setup, then notify the Floorperson that the cards are "STICKY".

SHUFFLING

The only proper procedure is "Shuffle – Shuffle – Box – Shuffle" (SSBS).

- ♦ Overshuffling and undershuffling are not permitted.
- ♦ If you lose track or expose a card during the routine, drop the deck, wash it quickly and start over.
- ♦ The cards must be boxed into four or more equal sections (at least three strips).

CUTTING

When the shuffle is complete:

- ♠ Release the deck and place cut card on table directly in front of the deck.
- ♠ Collect the antes, if applicable.
- ♠ Cut the deck with ONE HAND and release the deck again.
 - Make sure your free hand doesn't block anyone's view of the deck.
- ♠ Place the deck in your hand without capping, butting or tapping the deck.
 - Your free hand should not come in contact with the deck unless pitching a card.

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GENERAL DEALING PROCEDURES

HANDLING THE DECK

The deck shall be held parallel to the table at all times; the Dealer should not roll the deck sideways or upside down for any reason.

The top of the deck should never be obscured from the view of any player; the Dealer should not cap or palm the deck.

BURN CARDS

Before burning a card, the Dealer should lightly tap the table letting the players know that round is over and they are about to deal.

♥ This enables the player to stop the action in case the betting is incomplete.

Burn cards should be placed straight down onto the table and tucked under the pot.

♥ It is important for the Dealer to burn the card quickly without flashing or exposing the card.

All subsequent burn cards should be placed above or beneath the first burn card.

Burn cards must remain on the table until the pot is actually pushed to the winner(s).

♥ The Dealer may NOT look at the burn cards or show them to the players.

♥ At the completion of the hand, they should be mucked without being exposed.

THE MUCK

When a player folds their hand, the Dealer must immediately muck the player's cards.

♦ The muck should be placed near the top left corner of the table bank and should be protected by the Dealer's left hand whenever possible.

♦ A Dealer or player may NEVER retrieve cards out of the muck.

DROPPING THE DECK STUB

The Dealer should drop the deck immediately after dealing the last card.

The deck should be dropped and spread above the top right corner of the table bank with the cut card placed on top.

♠ The top of the deck should be retrievable in case there is an irregularity on the deal.

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GENERAL DEALING PROCEDURES

SHOWDOWN

The dealer **MUST** read all hands exposed at Showdown out loud to the table.

- ♣ This enables the players to protect their hands from being mucked if read incorrectly.

The dealer is **NOT** permitted to turn a player's cards face up for them.

The dealer should not touch a player's hand while reading the cards unless absolutely necessary.

- ♣ Moving the cards around to put them in order (also known as "sautéing") is not acceptable.
- ♣ You may only reach out to move a card if it is impeding your view of other cards.

If no players respond by revealing their cards when the dealer announces Showdown, the last aggressive bettor is required to show his hand first.

- ♦ Exception: If all players check during the final betting round, the player in first acting position is required to show his hand first.

In Live Action, unless a hand is exposed, a player may only request to see a hand if collusion is suspected and then so only in the presence of a floor person.

In Tournament, any player at the table may request to see a called hand. The dealer should take the hand, tap it on top of the muck to officially "kill" it and then turn it face up on the table.

SETUPS

Whenever the Dealer starts a new game (Live or Tournament) or receives a new setup, they must verify the front and back of BOTH decks!

When a new setup arrives at the table to be exchanged, the Dealer will take both existing decks in their left hand and raise them over their left shoulder.

- ♠ The Floorperson will place the new setup on the table and retrieve the used decks from the Dealer's left hand.
- ♠ There should **NEVER** be more than two decks of cards on a gaming table at one time!!

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GENERAL DEALING PROCEDURES

SPLIT POTS:

In High Games, there will be instances when you have matching winning hands at Showdown. When this occurs the pot is split evenly amongst the winners.

In High-Low Games, the pot often must be split in half; then the first half of the pot awarded to the high hand winner(s) and the second half of the pot awarded to the low hand winner(s).

To split the pot quickly, always start with the highest denomination of chips and work towards the lowest denomination of chips.

All side pots and the main pot will be split as separate pots, never mixed together.

ODD CHIPS:

Stud Games:

The odd chip will be given to the highest card, by rank and suit, in high games and the lowest card, by rank and suit, in low games.

♥ This selection is made from the entire hand of cards the player received during the game, not just the cards played at Showdown.

If more than two players tie, and there is more than one odd chip, no player may receive more than one extra chip.

♥ The player with the second-highest card in his hand, by rank and suit, gets the second chip, etc.

Button Games:

High only games - the first hand clockwise from the Button receives the odd chip.

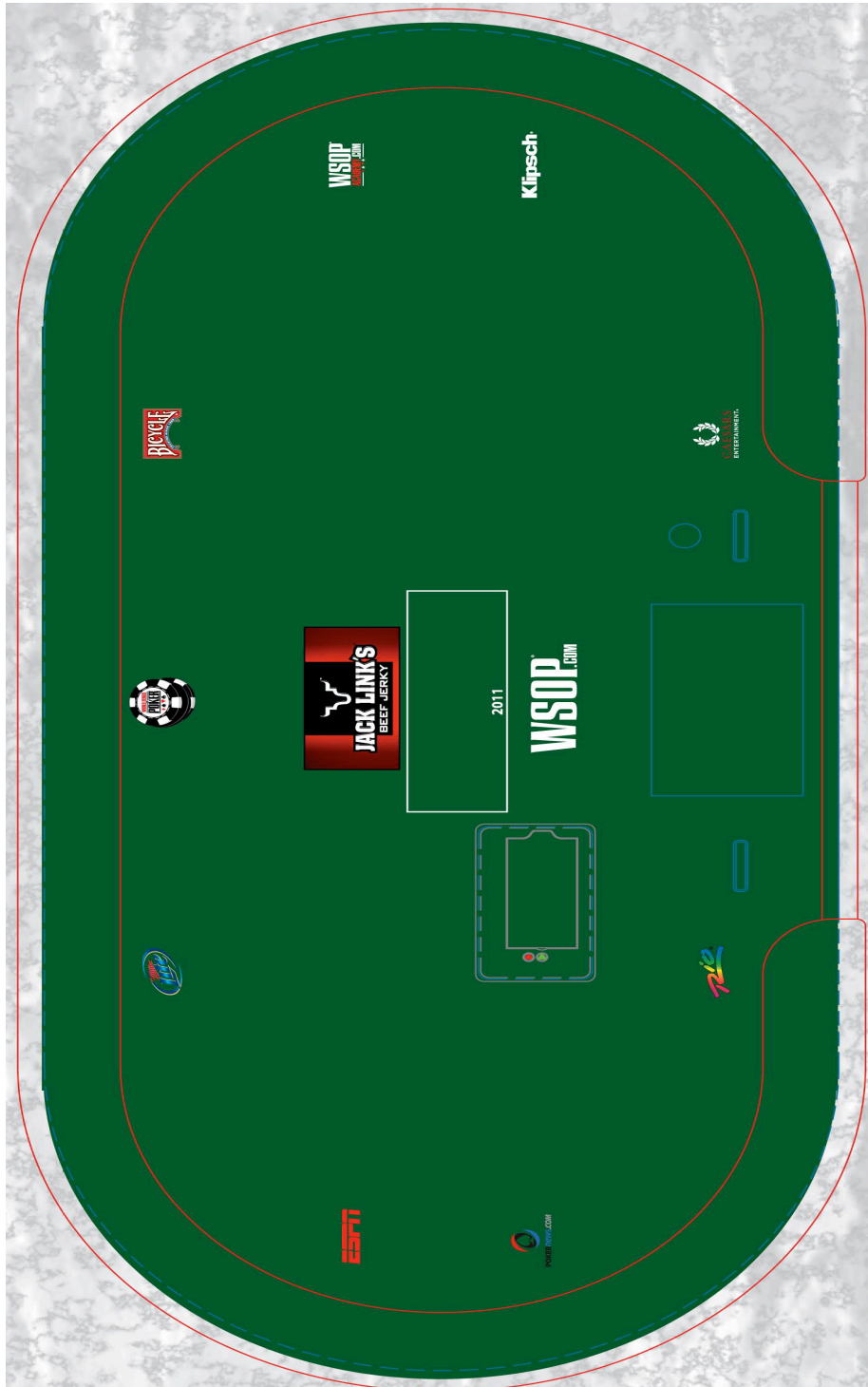
High-Low split games – the high hand receives the odd chip in a split between the high and the low hands. In the case of tied high hands or tied low hands, the first hand clockwise from the Button receives the odd chip.

If more than two players tie, and there is more than one odd chip, no player may receive more than one extra chip.

♣ The player sitting in the second seat clockwise from the Dealer button gets the second chip, etc.

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TABLE LAYOUT & CARD PLACEMENT



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MULTI-TABLE TOURNAMENT PROCEDURES

SETTING UP

The Dealer will first go to their assigned table; straighten the area and make sure there are an appropriate number of chairs.

The Dealer will then report to the Chipmaster Cage, pick up the items needed and report directly to their table with a Dealer Button, Pen, Down Card, Players' Chip Stacks, Setup w/ cut card, Seat Cards and game plaques & counter chips (if applicable).

The Dealer will first verify both of the decks and leave the second deck verified spread on the table for players to also verify as they arrive.

The Dealer will then separate the players' chips into even stacks (larger denominations on the bottom).

- ♣ The Dealer should NOT place these stacks in front of the players' seats.
- ♣ Each player should be given their chips and their wristband when they arrive and are seated.
- ♣ The Dealer will only place chips in front of empty seats when instructed to do so by the Tournament director just prior to the start of the tournament.
- ♣ When directed by the Tournament Director, the Dealer will place the requested number of chip stacks into the table bank.
 - IMPORTANT: The Dealer MUST not use these chips to make change or color-up or color-down the pot or a player's chips.

The Dealer Button will always begin in the first LIVE seat directly right of the Dealer.

- ♥ Exception: In Heads Up tournaments, the dealer will shuffle and deal a card to each player. The player with the highest card (by rank and suit) will receive the Button.

PLAYER SEATING

As players arrive at the table, the Dealer will greet each player and ask for the DEALER COPY of the player's Buy-in Receipt and their picture identification.

- ♥ If the player is unable or unwilling to provide those two items, the Dealer should notify the player that they do not have the authority to make any exceptions and then should call for a Floor Supervisor immediately.

The Dealer MUST then accurately verify the following information:

- ♥ The name on the receipt and the ID match,
- ♥ The receipt is for the proper tournament event number and date,
- ♥ The player is at the correct table, seat AND color-coded section and room.

EXAMPLE OF TOURNAMENT BUY-IN RECEIPT ON NEXT PAGE

MULTI-TABLE TOURNAMENT PROCEDURES

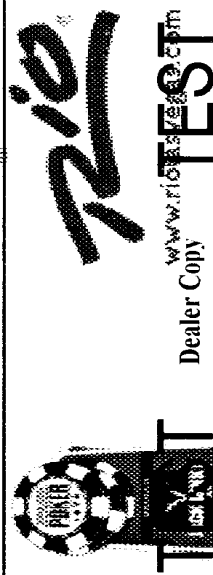
2011 World Series of Poker
TOURNAMENT BUY-IN RECEIPT
EVENT 057 \$10000 NO-LIMIT HOLD'EM CHAMPIONSHIP, 12 NOON

EDGAR HOWARD - 0017700853562

Area	Table	Seat
Amazon Tan	260	6

Cash: \$10,000.00 Wire Transfer: \$0.00
Chips: \$0.00 Cashier Check: \$0.00
BIC: \$0.00 Other: \$0.00
Transfer: \$0.00 Safe Keeping: \$0.00
Total Buy-In: \$ 10,000.00
ten thousand and xx / 100
Tournament Date: 03/30/2011

Received By: T Test
May 17, 2011 12:03 pm



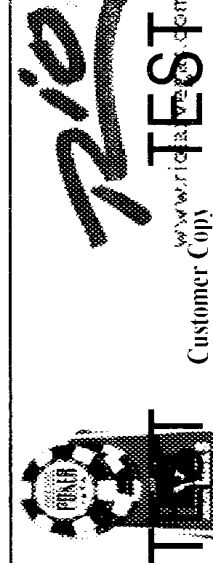
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2011 WSOP Dealer Reference Guide

MULTI-TABLE TOURNAMENT PROCEDURES

ABSENT PLAYERS

Dealers will deal hands to all seats with chips even when the player is not there and post the player's blind bets, if applicable.

- ♦ If the absent player(s) has not returned to the seat by the time the last initial card is dealt, the Dealer will immediately muck the hand(s) and bring the blind bet(s) into the pot, if applicable.

LATE REGISTRANTS

In games with blinds, a player who enters during the first round of play will receive no penalty so long as the blinds have not passed their position.

Players who enter after the first round of blinds must wait until their first opportunity to post the Big Blind to begin play. In games with only antes, the player must ante at their first opportunity.

In Mixed Events such as HORSE, late entries after the first round of play must wait to post in blind games, and ante in stud games at their first opportunity.

DEALER RELIEFS

The incoming Dealer will tap the shoulder of the outgoing Dealer.

The outgoing Dealer will pass the down card and a pen over their shoulder to the incoming Dealer while they are dealing that last hand.

The incoming Dealer will LEGIBLY sign their first name, last name and last 6 digits of their employee number on the down card.

- ♥ The incoming Dealer will hold the down card and pen and then place them in the table bank when they sit down.
- ♥ When at all possible, the signing of the down card should not take place on the table.

The outgoing Dealer will complete the hand they are dealing and exchange the decks.

- ♣ If the incoming deck is set up, the outgoing Dealer will spread the deck face up.
- ♣ If the incoming deck is not set up, the outgoing Dealer will spread the deck face down.
- ♣ This is the only time the deck will be changed unless the Dealer or player notices a marked card or the Dealer counts the stub and doesn't have the correct number of cards.

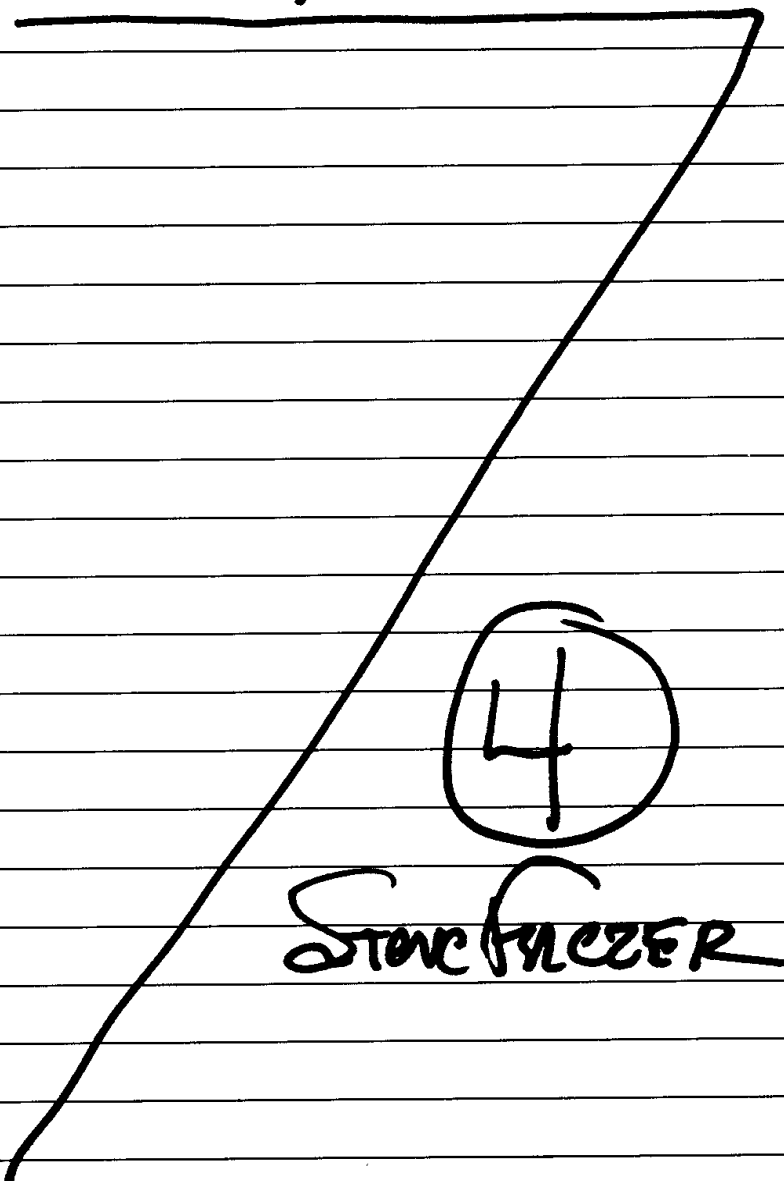
The incoming Dealer will either complete the introduction of the new deck or directly wash the used deck.

EXAMPLE OF A DOWN CARD ON NEXT PAGE

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MULTI-TABLE TOURNAMENT PROCEDURES

#1-W.C. POT-LIMIT HOLD-EM Friday, May 30. 12:00pm TABLE:

EVENT	#	42
11:30	Phil Miller	176943
12:00	DAN Vogel	043162
12:30	JACK EFFEL	314691
1:00	Mike Bujanowski	272807
1:30		
2:00		
2:30		
3:00		
3:30		
4:00		
4:30		
5:00		
5:30		
6:00		
6:30		
7:00		
7:30		
8:00		
8:30		
9:00		
9:30		
10:00		
10:30		
11:00		

4

STON FLEZER

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MULTI-TABLE TOURNAMENT PROCEDURES

BREAKING TABLES

When a player is eliminated from the tournament, the Dealer should wait for the player to leave the tournament area and then notify the Floor Staff by announcing “Seat Open, Table Number #”. The Dealer will also place the appropriate Seat Card on the table in front of that seat for the Floorperson to pick up.

Dealers may not continue dealing at a table with THREE or more seats available. They must notify the Floor Staff immediately. This is the standard number for all games until notified differently by the Floor Staff.

- ♣ When 12 or less tables remain in a tournament, play will hold when there are TWO or more seats available. The Tournament Director will notify the Dealers at the appropriate time.

When asked to “High Card” because it is time to break the table, the Dealer should:

- ♠ Shuffle the deck ONE time,
- ♠ Cut the deck,
- ♠ Deal a card face up for each player at the table, in a row above the table bank.
 - The Dealer should NOT pitch these cards to the players!

After the players leave, the Dealer will set up both decks of cards and wait for a Floorperson to close out the Down Card. The Dealer will then:

- ♠ Pick up any trash around the table,
- ♠ Straighten the chairs,
- ♠ Return all items to the Chipmaster Cage,
- ♠ Report immediately to the DC podium for reassignment.

MOVING PLAYERS FROM ONE ROOM TO ANOTHER

The Floor Supervisor will:

- ◆ Give the Dealer plastic bags which are labeled with each seat number.
- ◆ Instruct the players to place their chips into their corresponding bag; including the Dealer Button.

The Dealer will:

- ◆ Assist the players with bagging and make sure they DO NOT seal the bags.
- ◆ Collect each bag, starting with seat #1 and moving clockwise, ensuring all bags have been collected.
- ◆ Pick up the setup, down card, cut card and all bags; then inform the players to follow him to the new table.

At the new table, the Dealer will:

- ◆ Place each bag in front of its corresponding seat.
- ◆ After the bags have been emptied, collect the empty bags and place them all inside the bag labeled with the LAST seat # (usually 10).
- ◆ Resume dealing.

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MULTI-TABLE TOURNAMENT PROCEDURES

HAND FOR HAND

The Floorperson will announce when the tournament has reached a Hand for Hand situation. The Dealer will then:

- ♥ Deal one hand,
- ♥ Spread the deck face down in front of the table bank,
- ♥ Wait for the announcement from the Floorperson to deal the next hand.

This continues until the appropriate number of players has been eliminated from the tournament and regular play resumes.

There are no Dealer pushes during Hand for Hand play!!!!

COLORING UP

The Tournament Director will announce when it is time to color-up and ask one player to buy the lowest denomination of chips from the other players.

The Dealer will follow these procedures to race off the remaining chips:

- ♣ Ask the players to place their remaining chips forward,
- ♣ Shuffle and cut the deck,
- ♣ Deal one card face up to each chip in consecutive order, beginning with seat one.
- ♣ Collect all of the odd chips and sell them to the player who had bought the other chips,
 - In the event of an odd amount, if the difference is 50% or more, the amount will be rounded up to the closest denomination still in play.
- ♣ Award the higher denomination chip(s) to the player(s) who received the highest cards, by rank and suit.
 - The Dealer should muck each player's card(s) directly after awarding them a chip to ensure that no player receives more than one.

A player cannot be eliminated from the tournament during a race off. If a player is "all-in" with the chips about to be raced off, the Dealer will follow the Floorperson's instructions.

After the race off, both the Dealer and the Floorperson will verify the amount of chips needed to be purchased from the player and the Floorperson will buy the chips. The Dealer will verify the transaction.

THE DEALER IS NOT TO COMPLETE THE COLORING-UP PROCESS OR DISTRIBUTE THE COLORING-UP CHIPS FROM THE WELL WITHOUT THE PRESENCE OF A FLOORPERSON UNLESS INSTRUCTED OTHERWISE.

There are no Dealer pushes until EVERY table has been colored up and verified by the Floor Staff!!!!

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MULTI-TABLE TOURNAMENT PROCEDURES

CHIP BAGGING

As play is suspended each day, the players must bag up their chips.

- ♥ A Casino approved security bag will be furnished and used for this purpose.

It is the PLAYER'S responsibility to:

- ♥ Count their chips,
- ♥ Write their full name, hometown and chip count on the 3-part *Re-Draw Information Slip*,
 - The player's new seat assignment will already be written on the slip.
- ♥ Write their name on the OUTSIDE of the bag,
 - The player's new seat assignment will already be written on the bag also.
- ♥ Give the WHITE copy of the slip to the Dealer,
- ♥ Place the YELLOW copy of the slip inside the bag and seal it,
- ♥ Retain the PINK copy of the slip.

It is the DEALER'S responsibility to:

- ♥ Collect the WHITE copy of the slip from each player,
- ♥ Pay attention to the announcements being made by the Tournament Director,
- ♥ Assist the players during this process as much as possible by answering questions and verifying the bags and slips are correct before sealing, etc.
- ♥ Remind the players that at the next day's restart, they must present photo identification and the PINK copy of the *Re-Draw Information Slip*.

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

Dealers will NOT set up the decks of cards, straighten the table area or anything else during the chip bagging process.

- ♥ Until the entire bagging process is completed, the Dealer's focus should be on the players and listening to the Director's instructions.

EXAMPLE OF RE-DRAW INFORMATION SLIP ON NEXT PAGE

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MULTI-TABLE TOURNAMENT PROCEDURES

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

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SINGLE TABLE SATELLITE PROCEDURES

SETTING UP

The Dealer will first go to their assigned table; straighten the area and make sure there are an appropriate number of chairs. The Dealer will then report to the Satellite Cage, pick up items needed and report directly to their table with:

- ♣ Dealer Button
- ♣ Players' & Color-up chips
- ♣ Setup w/ cut card
- ♣ Clock

The Dealer will get the table ready for the Satellite tournament by doing the following:

- ♣ Verify both of the decks;
- ♣ Separate the players' chips into even stacks (larger denominations on the bottom) and place the remaining chips (for coloring up) in the table bank.
 - The Dealer should NOT place these stacks in front of the players' seats.
 - Each player should be given their chips when they arrive and are seated.

PLAYER SEATING

As players arrive at the table, they will have received two copies of their Buy-in Receipt from the Cage Cashier AND a seat card from the Satellite Supervisor. The Dealer will greet each player and ask for the "DEALER" COPY of the player's Buy-in Receipt, which is the copy that states "DEALER" across the receipt, their picture identification and seat card.

The Dealer MUST then accurately verify the following information:

- ♥ The name on the receipt and the ID match, and
- ♥ The receipt is for the proper Satellite buy-in,

Note: The Player's (CUSTOMER) Copy will be a clean copy that says "CUSTOMER" across the bottom.. The Dealer will never accept a clean customer copy, or a receipt that has already been hole punched!!!

Once all ten (or appropriate number) of players have been seated, the Dealer will notify the Supervisor by calling out "Pick up on Table #".

The Satellite Asst. Supervisor will verify that there is a buy-in receipt for each player at the table and punch a hole in each receipt BEFORE giving the approval for the Dealer to begin the Satellite.

- ♠ The Satellite may NOT begin without the approval of the Supervisor!

EXAMPLE OF SINGLE TABLE SATELLITE BUY-IN RECEIPT ON NEXT PAGE

SINGLE TABLE SATELLITE PROCEDURES

**2011 World Series of Poker
TOURNAMENT BUY-IN RECEIPT**

\$ 125 STS

SINGLE TABLE SATELLITE

EDGAR HOWARD - 0017700853562

1

Cash:	\$125.00	Wire Transfer:	\$0.00
Chips:	\$0.00	Cashier Check:	\$0.00
BIC:	\$0.00	Other:	\$0.00
Transfer:	\$0.00	Safe Keeping:	\$0.00

Total Buy-In: \$ 125.00

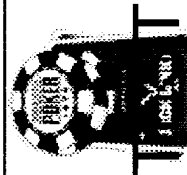
one hundred twenty-five and xx / 100

Tournament Date: 05/17/2011

T Test1

Received By:

May 17, 2011 12:06 pm



Dealer Copy



**2011 World Series of Poker
TOURNAMENT BUY-IN RECEIPT**

\$ 125 STS

SINGLE TABLE SATELLITE

EDGAR HOWARD - 0017700853562

1

Cash:	\$125.00	Wire Transfer:	\$0.00
Chips:	\$0.00	Cashier Check:	\$0.00
BIC:	\$0.00	Other:	\$0.00
Transfer:	\$0.00	Safe Keeping:	\$0.00

Total Buy-In: \$ 125.00

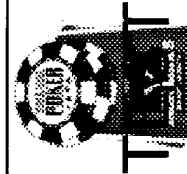
one hundred twenty-five and xx / 100

Tournament Date: 05/17/2011

T Test1

Received By:

May 17, 2011 12:06 pm



Customer Copy



2011 WSOP Dealer Reference Guide

SINGLE TABLE SATELLITE PROCEDURES

DEALING

While waiting for the Satellite Supervisor to verify the tournament, the Dealer will place the button in seat 10 (or last seat if satellite is 6 or 8 handed,) and **WAIT**.

Once approval is received, the Dealer should then start the clock and deal the tournament following the structure sheet for that particular Satellite.

During the hands, the Dealer should color up lower denomination chips from the pot whenever time allows.

The Dealer may only stop the clock for two reasons:

- ♦ During the race off, or
- ♦ To call the Floorperson to make a decision.

DECK CHANGES

Dealers should rotate decks at the start of each satellite. The deck will only be changed during a Single Table Satellite for one of two reasons:

- ♥ Dealer notices a marked card.
- ♥ Dealer counts the deck stub and doesn't have the correct number of cards.

COMPLETION

At the completion of the Satellite, the Dealer will announce a winner(s) at their respective table by calling out "Payout(s) on Table #".

The Satellite Asst. Supervisor will come to the table and:

- ♣ Collect the buy-in receipts,
- ♣ Winner's identification and Total Rewards Card,
- ♣ Complete the payout form with that information,
- ♣ Have the player sign the payout form, and
- ♣ Record the Dealer's first name, last name and employee 800 number.

The Satellite Asst. Supervisor will turn in the payout form and buy-in receipts to the Cashier Cage and collect the prize money; then return to the table to pay the winner(s).

The Dealer will then:

- ♣ Straighten the chairs around the table,
- ♣ Reset both decks of cards,
- ♣ Reset all of the chips to get ready for the next Satellite.

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LIVE ACTION

TABLE BANKS

The Dealer should tap the shoulder of the Dealer being pushed, announcing their presence, and then count as much as possible of the table bank over that Dealer's shoulder.

♠ Immediately upon sitting, the Dealer will complete the count of the table bank.

The Dealer must report any variance of the table bank to the Floorperson by calling out "Floor to Table #".

♠ The Floor must be called before the start of the FIRST hand dealt for the outgoing Dealer to maintain responsibility for the variance. After the FIRST hand has begun, the new Dealer is now responsible for any variance.

When the Floorperson arrives, the Dealer should discreetly notify them of the variance.

TABLE BANK CONFIGURATIONS

\$500 Total

\$200 Red (\$5)

\$200 Blue (\$2)

\$100 White (\$1)

WHITE \$10	WHITE \$10				BLUE \$20	BLUE \$20
WHITE \$20	WHITE \$20				BLUE \$40	BLUE \$40
WHITE \$20	WHITE \$20	RED \$100	CARDS	RED \$100	BLUE \$40	BLUE \$40

TABLE BANK MAINTENANCE

Dealers should keep the table bank neat and straight so that it is easily counted at a glance. Full stacks of twenty should always be capped with a chip spacer.

The dealer should work the table bank from the outside in; the table bank is set up in a manner which protects the higher denomination chips by keeping them closest to the card well.

As the table bank becomes depleted, the Dealer should call for a fill. The Dealer should NOT leave a table bank so short of any necessary chips which would require the incoming Dealer to almost immediately need a fill.

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

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LIVE ACTION

RAKE

Low Limit: 10% - maximum **\$5** (\$1 is raked from the pot for every \$10 added to the pot)

This rake must be collected progressively and must be done after each betting round as follows:

- ♥ After the first betting round is complete, the Dealer will clear the perimeter of all bets and establish the pot.
- ♥ The Dealer will then tap the table, burn, deal the next street of cards and prompt the action.
- ♥ While the players are acting on their hands, the Dealer will remove the appropriate amount (in chips) from the pot and place it on the rake slide.
- ♥ This procedure is repeated after each betting round until the hand is over and/or the maximum rake has been collected.

The Dealer should also color-up the chips on the rake slide whenever possible.

The rake must remain on the rake slide until the completion of the hand.

NOTE:

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

Examples:

- ♠ \$5 small blind, \$10 big blind, raise to \$100 and ALL players fold. NO RAKE.
- ♠ \$5 small blind, \$10 big blind, \$10 caller, raise to \$100. \$3 RAKE
(4th player called the \$10 and raised \$90 – even if all players fold at this time, there is an accumulated pot of \$35).

High Limit: Time Collection

When the Floorperson makes the announcement for Dealers to collect time:

- ◆ The Dealer will collect the appropriate amount from each player at the table BEFORE the next hand is dealt, including from absent players.
- ◆ If a player has been designated as a table captain, the Dealer is allowed to deal while the specified player collects the rake.
- ◆ The amount to be collected will be stated on the table plaque.

Once the chips are collected, the Dealer should color them up from the table bank and place them on the rake slide.

The rake must remain on the rake slide until a time clerk comes and verbally gives the approval to drop.

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LIVE ACTION

PLAYER SEATING

When a player's seat is available they will be called to the podium to pick up their seat card. They will give that card to the Dealer when they arrive at the table.

- ◆ Dealers will not allow any player(s) to sit at their table if they do not have the appropriate seat card!
- ◆ The Dealer will maintain all seat cards for the table in the card well.

When a player permanently leaves the table, the Dealer will notify the Floor Staff by calling out loudly "Seat Open, Table Number #".

- ◆ The Dealer will also place the appropriate Seat Card on the table in front of that seat for the Floorperson to pick up and deliver to the podium.

If a seat card has been picked up by the Floorperson and then a current player at that table should move into the particular seat, the Dealer must notify the incoming player of the transfer and direct them to the open seat.

MAKING CHANGE

Chip change for a player's bet should be made from the pot at the end of each betting round.

- ◆ The only exception is on the first round of betting - at this time chip change should be made from the bets on the perimeter ONLY after the completion of the betting round.

There are occasions when it is necessary for the Dealer to exchange chips with the table bank; just a few examples are:

- ♣ Coloring down a \$5 chip to get \$2 and \$1 chips for the rake,
- ♣ Coloring down a \$100 chip to get \$25 chips to evenly split a pot,
- ♣ Coloring up the chips collected for Time from \$5 chips to \$25 chips.

When this occurs, the Dealer should place the incoming chip(s) directly in front of the table bank.

- ♣ Spread them slightly if there is more than one chip being exchanged.
- ♣ The outgoing chips then can be removed from the table bank and placed on the table accordingly.
- ♣ Finally, the incoming chips can be placed into the table bank.

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LIVE ACTION

SELLING CHIPS

When a player enters the game, they should have or receive chips that match or exceed the minimum buy-in for that particular game.

- ♠ If the player does not have chips when they enter the game, the Dealer will request chips by calling out “Players chips on Table #”.

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

- ♠ Place the cash money received from the player in the center of the table face down,
- ♠ If there is more than one bill, spread the bills on the table so that they are all visible,
- ♠ State out loud the total amount,
- ♠ Cut out the amount of chips to be sold and distribute to the player,
 - If you are selling more than one stack of chips, do not pass the chips until all stacks have been cut and verified, and then distribute them all at one time.

Important!

- ♠ You may not sell chips to a player while you are dealing a hand. You must wait until the completion of that hand.
- ♠ Do not ask the player if they would like a soft break when you receive a large bill; assume that the player wants the total in chips unless they notify you differently.
- ♠ Dealers may never remove cash from the table bank to make change for a player. If the player wants a partial amount in chips, you must call for a soft break.
- ♠ The dealer should not deal cards to a player until they have chips. The only exception to this is when chips are in transit and the amount in play is verified and announced to the players.

DECK CHANGES

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

- ♥ Player request.
- ♥ Dealer or player notices a marked card.
- ♥ Dealer counts the deck stub and doesn't have the correct number of cards.

2011 WSOP Dealer Reference Guide

STUD GAMES

STUD GAMES

Players receive a total of seven cards (three down cards and four up cards).

Betting Structure: Limit

8 players maximum

A “completion” bet does NOT count as a raise.

When dealing to 7 or 8 players, BEFORE dealing 7th street, the Dealer should:

- ♣ Count the number of players remaining in the hand and add two to that number (one for the burn card and one for the last card).
- ♣ Then count the cards in the deck stub by slightly spreading them apart, taking care not to reveal any of these cards.

If there are not enough cards for all players to receive a card from the deck, the Dealer will determine if adding the burn cards will equal a sufficient number.

If the answer is yes, the Dealer will:

- ♣ Deal the cards directly from the stub, with the exception of the last card,
- ♣ Mix the last card with the burn cards,
- ♣ Cut, burn again and deal the remaining cards without dealing the last card on the stub.

If the answer is no, the Dealer will:

- ♣ Burn and deal a community card in the center of the table.

ABSENT PLAYER(S) PROCEDURES

- ♦ Deal the initial cards to each player.
- ♦ Immediately muck the DOWN cards for any absent players; leave their UP card on the table.
- ♦ Post the bring-in bet for the absent player (IF APPLICABLE).
- ♦ Complete the betting round.
- ♦ Muck the absent player’s UP card in turn. If the absent player has to post the bring-in bet, their up card remains on the table and that seat will continue to receive cards until faced with a bet.

ALL-IN

In an “all-in / call” situation, after the betting round is complete players must turn all of their cards face up on the table. Subsequent cards will be dealt face up UNTIL 7TH STREET.

The dealer will deal the last card face down and allow the players to turn them over for the Showdown.

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STUD GAMES

7-CARD STUD

Object of the game: To make the best 5-card high poker hand.

To prompt the first round of betting, the Dealer is required to announce the LOWEST CARD showing by rank AND suit.

- ♣ Even if there is only one card of that value on the table, all players should be aware of who is initiating the action.

While dealing the second, third and fourth round of cards (4th, 5th & 6th street), the Dealer MUST call out all pairs and higher hands that are new to the table.

Immediately after dealing each of these rounds, the Dealer must also announce the HIGHEST HAND showing to start the action.

If there is a pair showing on 4th street, all players in the hand have the option of betting or raising at the higher limit.

- ♦ A single chip bet on 4th street is considered to be the minimum bet unless the larger bet is stated by the player.

7-CARD STUD 8 or BETTER

Object of the game is to make the best 5-card high poker hand and/or the best 5-card low hand.

The game is dealt the same as 7-Card Stud with the following exceptions:

- ♠ The Dealer announces new pairs and the high hand for each round to start the action.
- ♠ The Dealer must stack the pot after each betting round until play becomes “heads up”.
 - When “heads up”, the Dealer should leave the bets in front of the players until Showdown. The total pot (bets collected AND on the perimeter) should be split and awarded accordingly.
- ♠ There is no higher betting option for a pair showing on 4th street.

In order to qualify for a low, the player must have five individual cards with a value of eight or below.

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STUD GAMES

RAZZ (7-Card Stud, Low Only)

Object of the game is to make the best 5-card Low poker hand.

The game is dealt the same as 7-Card Stud, but run the opposite:

- ♥ The low card doesn't have the forced bet; the HIGH card does.
- ♥ The action doesn't begin with the high hand on subsequent betting rounds; the action begins with the LOW hand.
- ♥ The Dealer announces new pairs and the LOW hand for each round to start the action.

The Ace will always play as a low card.

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BUTTON GAMES

BUTTON GAMES

Usually played with 9 or 10 players.

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

♥ Exception: During “Heads Up” play, the Big Blind position will be dealt to first.

The Dealer should announce the number players in the hand while dealing the flop.

BUTTON RULE:

Dead Button – The Big Blind is posted by the player due for it, the Small Blind and the 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.

The examples below show the button and blind placement for Hand 1; then show the button and blind placement for the next two hands based on the scenario:

SCENARIO #1: SMALL BLIND is eliminated from play

HAND	SEAT 1	SEAT 2*	SEAT 3	SEAT 4	SEAT 5
1	Button	Small*	Big		
2		Button (OUT)	Small	Big	
3		(OUT)	Button	Small	Big

SCENARIO #2: BIG BLIND is eliminated from play

HAND	SEAT 1	SEAT 2	SEAT 3*	SEAT 4	SEAT 5
1	Button	Small	Big*		
2		Button	(OUT)	Big	
3			Button (OUT)	Small	Big

SCENARIO #3: SMALL BLIND AND BIG BLIND are eliminated

HAND	SEAT 1	SEAT 2*	SEAT 3*	SEAT 4	SEAT 5
1	Button	Small*	Big*		
2		Button (OUT)	(OUT)	Big	
3			Button (OUT)	Small	Big

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BUTTON GAMES

MISSED BLINDS

Cash Games:

A player who misses any or all blinds can resume play by either waiting for the Big Blind position or by posting all the blinds missed.

- ♥ If the player is making up one blind bet, that bet is live.
- ♥ If the player is making up two blind bets, the Big Blind bet is live and the Small Blind bet is placed in the pot.
- ♥ If a player ONLY missed the Big Blind and returns before the next has been dealt. He may “Buy the Button” by posting the Big Blind (live) and the Small Blind (dead).
 - Blind positions return to normal on the next hand with the players due to be Big Blind and Small Blind posting and the player who bought the Button in the Dealer position.
- ♥ The player cannot make up the blind bets and begin play in between the Small Blind position and the Button. The player must wait for the Button to pass.

Tournaments:

There are no missed blinds. The blind bet(s) are posted by the Dealer from the player's chips and then brought into the pot when the hand is mucked.

INCOMING PLAYERS

Cash Games:

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

- ♥ The incoming player cannot join the game in between the Big Blind position and the Button unless the player opts to “buy the Button”. Otherwise, the player must wait for the Button to pass.

Tournaments:

A player being moved to a new table must begin play as soon as possible by assuming the position of that seat.

- ♥ The only exception is that the player may not receive a hand in between the Small Blind and the Button.

BUTTON GAMES

BETTING STRUCTURES

LIMIT:

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

NO-LIMIT:

The maximum amount a player can bet or raise is only limited by the amount of chips they have in front of them.

♥ The minimum bet is equal to the Big Blind bet.

The Dealer may NOT tell a player the total of the pot at any given time.

POT LIMIT:

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

♥ The minimum bet is equal to the Big Blind bet.

The Dealer MUST tell a player the total of the pot when asked.

If a player overbets the pot, the Dealer MUST know and announce the correct bet amount immediately. An accurate pot total should be maintained at all times.

Cash Games:

When determining the amount of the pot, the Small Blind is “assumed” as a completion and counted as the same amount as the Big Blind bet.

Tournaments:

When determining the amount of the pot, all bets are counted at their “true” amounts, including the Small Blind.

FOR ALL BETTING STRUCTURES:

Cash Games:

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

- ♦ The player with the Dealer Button has first option to straddle. The player in third position (“under the gun”) has second option.
- ♦ In KILL games, the player with the Kill button will post the blind bet and will act in turn.

Tournaments:

Straddle bets are NOT permitted.

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BUTTON GAMES

TEXAS HOLD 'EM

Each player receives a total of seven cards (two down cards and five community cards).

Betting Structures: Limit, No-Limit and Pot-Limit

Object of the game: Make the best 5-card high poker hand using any combination of the seven.

OMAHA

Each player receives a total of nine cards (four down cards and five community cards).

Betting Structures: Pot-Limit

Usually played with 9 or 10 players.

Object of the game: Make the best 5-card high poker hand using ONLY three of the board cards and two hole cards.

OMAHA HI-LO 8 or BETTER

Each player receives a total of nine cards (four down cards and five community cards).

Betting Structures: Limit, Pot Limit

Usually played with 9 or 10 players.

Object of the game: Make the best 5-card high poker hand and/or the best 5-card low hand using ONLY three of the board cards and two hole cards.

The Dealer must stack the pot after each betting round until play becomes "heads up".

- When "heads up", the Dealer should leave the bets in front of the players until Showdown. The total pot (bets collected AND on the perimeter) should be split and awarded accordingly.

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LOWBALL GAMES

LOWBALL GAMES

Lowball games will be played with a particular qualifier

- ♣ A – 5: Lowest possible hand is 5-4-3-2-A. Aces are Low.
- ♣ 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
 - Straights and flushes are primarily high hands but not necessarily invalid.

Betting Structures: Limit or No-Limit

- 1 – Will allow the Big Blind to be called, or
- 2 – Will require the minimum open to be double the Big Blind.

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

When dealing a Lowball game that has seated more players than the maximum, the player(s) sitting directly behind the Dealer Button do not receive a hand.

In Live Action games, if a card is exposed on the deal, it will be replaced unless it is a wheel card. When drawing, no exposed card may be kept.

In Tournaments, exposed cards will be replaced whether on the initial deal or while drawing.

Dealers should not burn and start to distribute cards until all players have placed their discards forward or gestured they are not discarding (standing pat). If all players stand pat, one card is still burned to designate the round.

If a player wishes to draw an entirely new hand, the player will receive all cards consecutively.

In games with multi-way action, it is possible that the Dealer may run out of cards to complete the final draws. If this occurs, the Dealer should:

- ♥ Deal as many cards as they can without dealing the last card on the stub.
- ♥ Combine the last card with the muck (which does not include the discards from the current draw round).
- ♥ Wash, Shuffle and Cut the muck to create a new deck stub.
- ♥ Deal the remaining draw cards without burning another card first.

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LOWBALL GAMES

SINGLE DRAW LOWBALL

5-Card Draw - Lowest 5-card hand wins.

8-players maximum

Five cards dealt down to each player on the initial round; starting with the player in the Small Blind position.

One drawing round, Two betting rounds.

TRIPLE DRAW LOWBALL

5-Card Triple Draw – Lowest 5-card hand wins.

6 players maximum

Five cards dealt down to each player on the initial round; starting with the player in the Small Blind position.

Three drawing rounds, Four betting rounds.

BADUGI

4-Card Triple Draw – Lowest 4-card unsuited hand wins.

Best Hand: A – 2 – 3 – 4, all four suits represented.

8 players maximum

Four cards dealt down to each player on the initial round; starting with the player in the Small Blind position.

Three drawing rounds, Four betting rounds.

At Showdown, if no player shows a perfect Badugi, the winner is determined by the lowest 3-Card Badugi hand.

Example:

Player 1: AS – 2S – 4C – 5D

Player's hand is AS – 4C – 5D

Player 2: AD – 2C – 2H – 3S

Player's hand is AD – 2C – 3S Winner!

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LOWBALL GAMES

LOWBALL HYBRIDS

ADUCI and BADUCI are split pot games that combine BADUGI with either Deuce-to-Seven or Ace-to-Five Lowball. All draw Lowball rules mentioned in the previous sections apply to these games.

ADUCI (Also known as BADACI)

5-Card Triple Draw – The pot is split between the best Badugi hand and the best Ace-to-Five hand.

Check raising with a perfect hand is permitted.

Best hand is A, 2, 3, 4 of different suits with a 5 of any suit.

BADUCI

5-Card Triple Draw – The pot is split between the best Badugi hand (excluding the Ace) and the best Deuce-to-Seven hand.

Check raising with a perfect hand is permitted.

Best hand is 2, 3, 4, 5 of different suits with a 7 of any suit.

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MIXED GAMES / TRIPLE CHANCE TOURNAMENTS

MIXED GAMES

Each dealer will be given “counter chips” to be placed in the well to track the number of hands dealt of each game and also game plaques with the name of each game being played.

The game plaques should be placed on the table directly across from the Dealer and visible to all players.

Directly after the shuffle, BEFORE cutting the deck, the dealer will move ONE counter chip from the LEFT side of the well to the RIGHT side of the well.

When the last chip is moved, the dealer will announce, Last hand of (game)”.

At the end of that hand, the dealer will move all counter chips back to the left side of the well, change the game plaque and announce to the players what the next game being played is.

TRIPLE CHANCE TOURNAMENTS

In addition to the starting chips, each player will also receive TWO “add-on buttons”. These re-buys have been prepaid for during registration.

Each dealer will receive add-on chips to place in the well to issue to players when applicable.

A player may submit a re-buy button to the dealer at any time (regardless of their chip total) to receive another stack of chips. The amount of this stack is equal to the starting stack.

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CHINESE POKER

CHINESE POKER

Usually played with 4 players.

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

When the players have completed the hand they are playing, they will toss all cards to the center of the table.

The Dealer will muck those cards, move the button and distribute the next hand of cards accordingly:

- ♠ The first stack is pushed to the player directly following the Dealer button (clockwise),
- ♠ The next player receives the second stack,
- ♠ The player following him gets the third stack, and
- ♠ The player with the Dealer button gets the fourth stack.

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

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

3 players: Fourth stack is mucked.

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

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

Players will table their hands and pay each other accordingly.

The Dealer should not get involved in the play or paying out of this game.

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