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CAPTAIN'S MANUAL

Welcome, Team Captain!

Overview

As the Team Captain you must oversee your event. As well as players registered at your home venue you may also have guest players from other pubs and clubs.

Home players are given priority when allocating seats.

Before the game starts you must log all players on your score sheet including membership numbers.

Games must start between 7.30 and 8.30.

All players must be signed in by the team Captain. Allocated a seat, (unless they have reserved a seat) and given 2,000 in playing chips £5 entry fee or points only.

All games are freeze-out and re-buys are not permitted.

All players must be registered 5 minutes before the game starts, if a player has entered but is not sat at the table his blinds will be removed as and when they reach their position and his cards folded.

Blinds

1st ½ hr 50 small blind 100 big blind

2nd ½ hr 100 small blind 200 big blind

15 minute break

Blinds increase every 15 minutes from now on as follows:

200 small 400 big

300 small 600 big

400 small 800 big

500 small 1000 big

1,000 small 2000 big

... and continue doubling up every 15 minutes.

The game will continue until 1 player holds all the chips, and prize fund and points will be awarded at this stage.

All score sheets must be submitted before the following week's game via our website. Only points scored at your home venue will count toward you annual total, but you will still be allowed the cash prizes.

Scoring & Prize Funds

Singles points

1 st	40 points
2 nd	30 points
3 rd	20 points
4 th	16 points
5 th	14 points
6 th	12 points
7 th	10 points
8 th	8 points

Additionally:

- ★ All Entrants will receive 5 points for participating.
- ★ Plus 1 bonus point for every player you eliminate during the game.
- ★ Remember only players registered at your venue will be awarded points, although guests can receive a % of cash prizes if applicable.

Prize Fund Breakdown

1-10 Players	
1 st	50%
2 nd	30%
3 rd	20%

11-20 Players	
1 st	40%
2 nd	30%
3 rd	20%
4 th	10%

21+ Players	
1 st	30%
2 nd	25%
3 rd	20%
4 th	15%
5 th	10%

Playing No-limit Texas Hold'em

The First Round

The player to the left of the button is required to post the small blind. The small blind is usually equal to half the amount of the big blind. The player to the left of the small blind is required to post the big blind.

All blinds in hold'em poker are considered live bets and the players who posted them have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been posted, two hole cards are dealt to each active player, after which the first betting round begins with the player to the left of the big blind.

There is no limit to the number, or quantity, of raises that a player may make in any round.

A player who does not have enough chips to call a bet is declared "All-In". That player is eligible for the portion of the pot to the point of his final wager, the "main pot".

All further betting action involving other players takes place in a "side pot" which is unavailable to the player who has already gone All-In.

The Second Round

After the first round of betting, the dealer burns one card and turns three community cards (*The Flop*) face-up on the table. The community cards are common to all the players participating in the hand.

The second betting round begins with the first active player to the left of the button.

The Third Round

After the second round of betting, the dealer burns one card and turns the fourth community card (*The Turn*) face-up on the table.

The third betting round begins with the first active player to the left of the button.

The Fourth Round

After the third round of betting, the dealer burns one card and turns the fifth community card (*The River*) face-up on the table.

The fourth and final betting round begins with the first active player to the left of the button.

The Showdown

After the final round of betting, there is a card showdown.

Each player displays their cards and one or more winners are declared. All five cards must be shown to win. A combination of any of the following may be used:

- ★ Both hole cards and three community cards.
- ★ One hole card and four community cards.
- ★ All five community cards (playing the board).

The last player to bet or raise, or to check first if no one else bets, is required to show their cards first at the showdown. The remaining players may or may not show their cards as they wish.

If two or more hands are the same ranking, the winner is the one having the higher cards. If the hands are tied, the highest card not being held in common (the kicker) determines the winner.

The suit order of the cards is not taken into account while determining the winning hand(s). Should poker hands be absolutely identical in ranking, the pot will be split evenly between the winning players. If there is an odd chip, the winning player to the left of the button will receive it.

Moving Players Between Tables

How to move poker players

If you have more than one table in play, you must balance the number of players sitting at each table.

You want to avoid having too many players at one table, while not enough players at another table.

For *home* tournaments consisting of only a couple tables you should probably balance the tables when the number of players differs by two or more between any tables.

If the number of players differs by two or more between any tables, one player must move from the highest-populated table to the lowest-populated table. This will ensure a balanced number of players between all tables.

You should look to avoid giving a player an advantage or disadvantage when being moved. An *advantage* would be moving a player, who was just about to pay a big blind, to a table where he is furthest away from paying a big blind. A *disadvantage* would be moving a player, who has just paid a big blind, to a table where he must once again pay a big blind.

Method 1 - Move the player in the *same seat*

This method of moving players ensures that a moved player is never forced to post two big or small blinds in a row or allowed to deal two hands in a row.

In addition, the moved player can simply fill the empty seat vacated by the eliminated player.

When a player is eliminated and a move must be made, the player 'playing a hand' in the same position (seat), relative to the button, at the highest-populated table must move to the eliminated player's seat. In other words - if the player who busted out was four seats left of the button, move the player from the other table who is sitting four seats left of the button. The move must occur *before* the next hand is dealt, or the button is advanced, at *any* table.

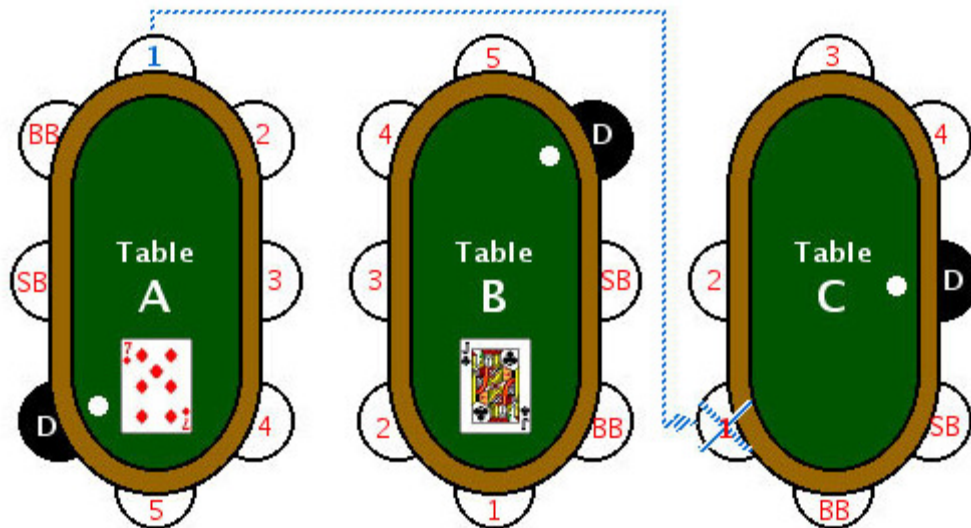
For the purpose of this rule, a player is 'playing a hand' once all the blinds/antes have been posted and the dealer has begun shuffling (riffles the deck).

Moving occurs at the conclusion of all hands presently being played at all tables.

If several players must be moved at the same time, begin with the eliminated player, at the lowest populated table, closest to the left of the button.

When forced to choose between removing a player from two equally populated tables, one card will be dealt (by the lower populated table's dealer) to each of the two tables in question. The low-carded table will move a player.

A moved player will be dealt a hand at the start of the next deal and assume any obligation of the new seat including the posting of a blind or dealing.



Move the player in the *same seat* relative to the button

There are 8 players at TableA, 8 players at TableB, and 7 players at TableC.

A player three seats to the left of the button is eliminated from TableC.

The TableC dealer deals one card to TableA and one card to TableB.

The player presently playing a hand three seats to the left of the button, at the low-carded table, must move to the eliminated player's seat at TableC. That player will post the big blind at the new table, just as he would have had to do if he had stayed at his original table.

Rules of Poker Etiquette

Cordiality

- ★ Be polite.
- ★ Do not swear or be verbally abusive.
- ★ Be modest when you win.
- ★ Refrain from criticizing another player's play.
- ★ Limit unnecessary chatter to avoid disturbing active players.
- ★ Do not hit on another player, or the dealer, no matter how attractive you find them.
- ★ Be kind to the dealer. Good karma brings good cards.

Table Presence

- ★ Manage your table space reasonably.
- ★ Keep your chips and/or money on the table.
- ★ Do not handle another player's chips or cards.
- ★ Do not stack chips in a way that interferes with the deal, the viewing of cards, or another player.
- ★ Chips and/or money on the table are not to be transferred from one player to another.
- ★ Protect your cards so that no one else can see them.
- ★ Keep your cards on the table. Holding cards against your shirt or putting them in your pocket or lap is not allowed.
- ★ It is proper for an opponent to complain when a player consistently has the opportunity to see another player's hole cards. It is improper to complain when someone exercises this right.
- ★ If you step away from the table, please advise the dealer of your intentions.

Play

- ★ Play at a reasonable speed.
- ★ It is each player's responsibility to follow the flow of the game.
- ★ Play in turn
- ★ Do not act out of turn.
- ★ At no time should any player or spectator make statements that could unfairly influence the play of a hand.
- ★ Do not comment about the cards you just threw away.
- ★ Refrain from making comments about possible hands. "The board just paired. Someone could have a full house now!"

Betting

- ★ Do not splash the pot.
- ★ Do not string bet.
- ★ Verbally announce your action, particularly in games with non-professional dealers.

- ★ Chips and discards should be placed as far forward as reasonably possible to make it easier for the dealer to handle them.
- ★ When discarding your hand, do so towards the dealer at a low level of flight so that no other player can see what you have discarded.
- ★ Do not expose any cards until the showdown.

The Showdown

- ★ Do not mis-declare your hand.
- ★ Show your winning hand quickly. Do not "slow-roll" (allow your opponent to think he's won when you know he hasn't).
- ★ Rabbit hunting (asking to see what cards would have appeared, had you bet) should not be allowed.

Integrity

- ★ Every player must play in their own self interest. Do not "soft play" any other player(s).
- ★ Agreeing to "check-down" a hand after a player has gone All-in is not allowed.
- ★ Coffee-housing (speaking during a hand for strategic purposes) is allowed but please exercise restraint.
- ★ Asking to see called hands unnecessarily is bad manners, a waste of time, and is generally bad for the game.

The Hand

1. The hand begins with the first riffle (shuffle) of the deck.
2. The dealer shall ensure that all blinds and antes have been properly posted.
3. The dealer shall offer a cut to the player to the left of the button.
4. The dealer shall use a cut card if required to do so by the house.
5. The dealer is responsible for running the game as quickly and efficiently as possible.
6. The dealer shall prompt players to act when it is their turn.
7. The dealer shall ensure that the proper number of chips goes into the pot.
8. The dealer shall award the pot.
9. The dealer shall ensure that proper procedures are followed.

The Deal

1. The player to the left of the button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two cards face-down (*The Pocket Cards*).
4. The first betting round begins with the player to the left of the big blind.
5. The small and big blinds may fold, check, call, or raise as appropriate, when called upon to act.
6. The dealer burns one card and turns three community cards face-up (*The Flop*).

7. The second betting round begins with the player to the left of the button.
8. The dealer burns one card and turns one community card face-up (*The Turn*).
9. The third betting round begins with the player to the left of the button.
10. The dealer burns one card and turns one community card face-up (*The River*).
11. The fourth, and final, betting round begins with the player to the left of the button.
12. Card showdown with the pot being awarded to the winner(s).
13. The button is advanced clockwise one player.

The Pot

1. The dealer shall ensure that each bettor bets the proper number of chips.
2. Bets shall remain in front of the bettor until the betting round is complete.
3. Bets are not to be scooped (placed into the pot by the dealer) until the end of the betting round.
4. The pot shall be placed in the centre of the table, to the side of the community cards.
5. Side pots shall be placed as close as possible to the players involved in that side pot.
6. If a player goes all-in for a portion of the big blind, then subsequent action shall be made as if the player had posted the full big blind.

The Community Cards

1. The five community cards (flop, turn and river) shall be placed face-up in the centre of the table with the pot to the side.
2. The community cards must be placed in proper order with the turn card placed to the right of the flop cards, and the river card placed to the right of the turn card.

Burning Cards

1. After each betting round (except the final round) the dealer shall burn a card before turning over the community card(s).
2. Before burning a card the dealer shall lightly tap the table.
3. Burn cards are to be placed face-down in the centre of the table under the edge of the pot.
4. Each burn card shall be placed under the previous burn card.
5. Burn cards are to remain on the table, separate from the muck, until the pot is awarded to the winning player.

Dealer Verbal Announcements

1. Burn cards are to remain on the table, separate from the muck, until the pot is awarded to the winning player.
2. The dealer shall announce all raises.

3. The dealer shall announce when an all-in bet has been made.
4. The dealer shall announce when any live blind elects to exercise the option to raise.

The Showdown

1. A player must show all cards in the hand face-up on the table to win any part of the pot.
2. 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.
3. Cards speak (cards speak for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared.
4. Suits never break a tie for winning a pot.
5. In determining the winning hand, if all five cards are not used to make a hand, the rank of the side cards (kicker cards) shall determine which hand is better.
6. If two or more hands tie, any odd chip will be awarded to the first hand clockwise from the button.
7. After the showdown the dealer shall push (award) the pot to the winner and then advance the dealer button clockwise one player.

When Only Two Players Remain

1. When going from three to two players, determine which player would have been the next big blind if no player had been eliminated ... *that* player is the big blind and the other player is the small blind and button.
2. The player who does not have the button shall be dealt the first card.
3. The small blind shall act first on the first betting round and last on all other betting rounds.

Poker Dealer Errors

1. If the first or second holecard dealt is exposed, a misdeal results.
2. The dealer will retrieve the card, reshuffle, and re-cut the cards. If any other **holecard is exposed due to a dealer error**, the deal continues.
3. The exposed card may not be kept.
4. 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 burncard.
5. If more than one holecard is exposed, this is a misdeal and there must be a re-deal.
6. If the flop needs to be redealt because the **cards were prematurely flopped before the betting was complete**, or the **flop contained too many cards**, the boardcards are mixed with the remainder of the deck. The burncard remains on the table.
7. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
8. If the **dealer fails to burn a card** before the flop, turn or river, the card will be shown to all players and then discarded, the next card will take its place.
9. 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.
10. 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 burncards or discards.
11. The dealer then cuts the deck and turns the final card without burning a card.
12. If the **fifth card is turned up prematurely**, the deck is reshuffled and dealt in the same manner.

Poker Misdeals

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion).
 - 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 **boxed cards** (improperly faced cards) are found.
 - d. Two or more **extra cards have been dealt** in the starting hands of a game.
 - e. An **incorrect number of cards** has 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. Cards have been dealt to an **empty seat** or a player not entitled to a hand.
 - j. 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. Your hand is declared dead if:
- a. You fold or announce that you are folding when facing a bet or a raise.
 - b. You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
 - c. In stud, when facing a bet, you pick your upcards off the table, turn your upcards facedown, or mix your upcards and downcards together.
 - d. 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).
 - e. 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.)
 - f. You have the clock on you when facing a bet or raise and exceed the specified time limit.
3. 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 false information given to the player.
4. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

Miscellaneous Poker Dealing Rules

1. If a card with a different colour 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 colour back is discovered in the stub, all action stands.

2. 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.
3. One or more cards missing from the deck does not invalidate the results of a hand.
4. A card that is flashed by a dealer is treated as an exposed card.
5. A card that is flashed by a player will play.
6. A downcard dealt off the table is an exposed card.
7. If you drop a card on the floor out of your hand, you must still play that card.
8. A player must show all cards in the hand face-up on the table to win any part of the pot.
9. Cards speak (read) for themselves.

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