



Rule Book

&

Procedures Manual

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SECTION I – TOURNAMENT REGISTRATION & ENTRY

1. As used herein, “EMHD” or “EMHD-WSOP” followed by the year refers to the series or events as an entity and/or its staff. A “Series” is defined as the specific number of events designated for a specific prize. “EMHD-WSOP Prize Money” or “EMHD Prize Pool” refers to the prize money awarded to the winners of each series based on a pre-determined system. EMHD reserves the right to refuse anyone entry into the Tournament, in its sole and absolute discretion.
2. Entry into an EMHD-WSOP Tournament (as used herein, “Tournament”) is limited to one person per event as set forth in event descriptions.
3. Participants **MUST** register for any scheduled EMHD Tournament in person at the designated EMHD Registration Area at that particular venue. Cash **ONLY** may be used to pay for entry into an EMHD event.
 - A. Registration is open until the end of the second level of any event.
4. ***Proxy Players:*** Players are allowed to assign a “Proxy Player” (as used herein, “Proxy”) in their absence. A player can use **ONE (1)** Proxy per designated length of a series. Proxy players will count toward participation points, if applicable. **NO** money, with the exception of tournament payouts, will be disbursed to a proxy player under any circumstances.

SECTION II – TOURNAMENT SCHEDULING

5. EMHD posted tournament times are approximate. EMHD reserves the right to change EMHD Tournament times at its sole and absolute discretion.
6. EMHD may cancel, modify, relocate or reschedule an EMHD event within the EMHD-WSOP series for any reason.
7. EMHD is not responsible for injuries or losses arising or resulting from participation in an EMHD event and is not liable for any acts or omissions by staff members, whether negligent or willful, in the conduct of an EMHD event, and is not liable in the event of any equipment or software malfunction. This includes, but is not limited to, any loss of any Tournament chips players leave at playing tables during Tournament play, except during authorized breaks.
8. If for any reason the Tournament is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes within or beyond the control of EMHD that corrupt or affect the administration, security, fairness, integrity or proper conduct of any Tournament, EMHD reserves the right at its sole discretion to cancel, terminate, modify or suspend the said Tournament or event.

SECTION III – TOURNAMENT PRIZING & SEATING

9. Prize structures are determined based on the on the number of entrants and type of event. Chopping is allowed in accordance with Rule 61.
10. Winners are responsible for payment of any and all taxes, registrations and other fees associated with Tournament prizes.
11. Entrants will be assigned to a table and seat through a random card or computer selection. EMHD reserves the right to alter the table assignment process at its sole and absolute discretion.
12. The random seating draw for an event will be determined based on expected participation. The Tournament Director or his or her designee reserves the right to allow additional table seating beyond expected capacity. In the event tables are added to a Tournament beyond the anticipated random draw, those players assigned to the additional tables will be the first to break.
13. If the participant is not present at the start of the Tournament, all forced antes and blinds bets will be removed from an absent player's stack accordingly. If player shows up and still has chips remaining, he or she may play his or her chips.
14. EMHD reserves the right to cancel, change or modify the EMHD-WSOP Series at any time, for any reason, provided that such modification shall not, as of the date of such modification, materially alter or change any participant's prize already awarded.

SECTION IV – PLAYER CONDUCT AND TOURNAMENT INTEGRITY

15. CODE OF PLAYER CONDUCT FOR EMHD-WSOP Events:

- A. The competitive integrity of all Tournament play at an EMHD event is paramount. All participants must adhere to the spirit and letter of the Official Rules of the EMHD which forbids play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
- i. Cheating is defined as any act a person engages in to break the established rules of play to gain an advantage.
 - ii. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring Tournament chips from one event to another; card marking; card substitution; or the use of any kind of cheating device.
 - iii. Collusion is defined as any agreement amongst two (2) or more players to engage in illegal or unethical acts against other players.
 - iv. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another player; sending or receiving signals from or to another player; the use of electronic communication with the intent to facilitate collusion; and any other act that EMHD deems inappropriate.
- B. All participants are entitled to expect civility and courtesy from one another at every Tournament table and throughout the Tournament area. Any individual who encounters behavior that is not civil or courteous -- or is abusive in any way -- is encouraged to immediately contact the Tournament Director.
- C. EMHD will penalize any act that, in the sole and absolute discretion of EMHD, that is inconsistent with the official rules or bests interests of the Tournament.
- D. Anyone found to have engaged in or attempted to engage in any act that Tournament officials believe in their sole and absolute discretion compromises or could compromise the competitive integrity of the EMHD will be subject to sanctions imposed by the EMHD. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of the EMHD and may include, but shall not be limited to the following:
- FORFEITURE OF CHIPS
 - EJECTION FROM THE TOURNAMENT
 - LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE EMHD EVENTS
16. All decisions regarding the interpretation of EMHD Rules, scheduling and staging of the Tournament, and penalties for misconduct lie solely with EMHD, whose decisions are final.
17. EMHD Staff and Tournament Directors will use reasonable efforts to consider the best interests of the Tournament and fairness as the top priority in the decision-making process, with the understanding that “best interests of the Tournament and fairness” shall be determined by the EMHD, acting in its sole and absolute discretion. Unusual

circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. EMHD's decisions are final and cannot be appealed and shall not give rise to any claim for monetary damages, as each participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or event is dependent on many factors, including but not limited to the cards dealt, the cards retained and the actions of other participants.

18. EMHD discourages use of obscene or foul language in any public area of the Tournament at any time. Any player who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another player, a dealer or a Tournament staff member, will be penalized. These penalties will be levied based on Rules 30 and 31.
19. Player or staff abuse will not be tolerated. A player will incur a penalty up to and including disqualification for any abuse towards another player or staff member, and the player could be asked to leave the property. Repeated etiquette violations such as touching another player's cards or chips, delay of game and excessive chatter will result in penalties.
20. Tournament Rules and any and all changes in the rules and event descriptions for any EMHD-WSOP Series will be available at the designated Tournament facilities as well as the on the internet at www.TurkeyNerd.com.
21. Where a situation arises that is not covered by these rules, the EMHD shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of the Tournament and the maintenance of its integrity and public confidence.

SECTION V – POKER RULES

22. The Tournament Director and Staff Members 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 reserves the right to overrule any floor or dealer decision.
23. EMHD reserves the right to cancel or alter any event at its sole discretion in the best interest of the Series or its players.
24. **Clock Procedures:** (See Tournament Protocols). The clock will not stop for any reason during the tournament with the following exceptions:
 - A. Convening the Final Table.
 - B. Any unusual circumstance that may occur during a tournament.
The Tournament Director is the sole determinant of what is to be considered an unusual circumstance and reserves the right to stop the clock in the best interest of the game or for fairness in accordance with Rule 22.
25. **Chip-Up:** Chip-Up is defined as removal of a denomination chip no longer in use. When it is time to color-up chips, they will be rounded up to the next higher denomination still in play e.g. a player with TWO (2) green, \$25 chips remaining at the time of chip-up will be issued ONE (1) black, \$100 chip in return. Players are encouraged to witness the chip up.
26. **Side Pots:** Each side pot will be split as a separate pot. Pots will not be mixed together before they are split.
27. **Odd Chips:** The odd chip(s) will go to the high hand. When there are two (2) or more high hands, the odd chip(s) will go to the left of the button.
28. **Calling-for-Clock Procedures:** Once a reasonable amount of time, which is no less than 2-minutes, has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead. Tournament Director or his or her designee reserve the right to speed up the amount of time allotted for a clock if it appears that a player is deliberately stalling. Any EMHD player, in any event, intentionally stalling the progress of the game will incur a penalty in accordance with Rule 30.
29. **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 player or the seating of a new player into a position between the small blind and the button.

30. **Exposing Cards:** A player 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 players at the table are entitled to see the exposed card(s), if requested. A penalty will also be imposed if a player throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-player-to-a-hand rule or engages in similar behavior. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior. All penalties will be imposed at the EMHD's sole and absolute discretion.
31. **Imposing Penalties:** In its sole and absolute discretion, the EMHD may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from all future EMHD events.
- A. Tournament Directors 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. Players who receive a missed-hand penalty must remain outside the designated Tournament areas for the length of their penalty.
 - D. The player must notify the Tournament Director or staff (dealer) prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
 - E. EMHD will maintain a written log of all penalties issued throughout the duration of the EMHD-EWSOP Series.
 - F. 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 player is deemed worthy. Or a player, for example, may forego a warning and be assessed a three round penalty. Players should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
32. **Disqualified Players:** A player who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified player. Any player who forfeits play for health or other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.
33. **Receiving a Hand:** A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand. Players must be at their seats to call time. "At your seat" is defined as being within reach or touch of your chair.
34. **Completed All-In Action:** All cards will be turned face up once a player is all in and all action is complete. If a player 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.

35. **Raising Procedures:**

- A. **50% Rule:** If a player puts in a raise of 50 percent 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. In no-limit, an all-in bet of less than a full raise does not reopen the betting to a player who has already acted.
- B. **Oversized Chip Rule:** Putting a single oversized chip into the pot will be considered a call if the player doesn't announce a raise e.g. a player who places two \$500 chips into the pot on a 300-600 blind level when the bet is \$600 without an announcement will also be considered a call even though it is two chips. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
- C. **Making a Raise:** 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 player'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 amount to call into the pot and then completing the action with one additional motion back to the player's stack. Less than a full raise in an all-in situation does not reopen the betting to a player who has already acted.
- D. **Raise Amounts and Caps:** There is no cap on the number of raises in no-limit games. In flop games, the initial raise must be at least double the big blind, with all subsequent raises being at least the size of the previous raise. Once the Tournament becomes heads-up, this rule does not apply. There may be unlimited raises at the heads-up level.
36. **Player Protection:** Players are obligated to protect the other players in the tournament at all times. Therefore, whether in a hand or not, players may not a.) Disclose contents of live or folded hands, b.) Advise or criticize play before the action is completed, or c.) Read a hand that hasn't been tabled. While in a hand, players may not a) discuss hands or strategy with any spectator, or b) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rules 30 and 31.
37. **Tournament Seating:** The Tournament Director or designated staff reserves the right to relocate players from their assigned seat to accommodate players based on special needs, and to balance tables at the start of the Tournament.
38. **Languages:** The English-only rule will be enforced at all EMHD tables during Tournament play. Players who violate this rule are subject to penalty in accordance with Rule 30.

39. **Foreign Objects:** There will be no foreign objects on the table except for a maximum of one card cap. Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth. Players may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.
40. **Deck Changes:** Deck changes will be on the blind change or as prescribed by the Tournament Director. Players may not ask for deck changes unless a card is damaged.
41. **Beginning of a Round or Hand:** When time has elapsed in a round and a new round is announced by a member of the Tournament staff, the new limits apply to the next hand. A hand begins with the first riffle.
42. **Chip Visibility:**
- A. Players must keep their highest denomination chips visible at all times.
 - B. All chips must be visible at all times. Players may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play.
43. **Declaration of Hand Contents:** Verbal declarations as to the content of a player's hand are not binding; however at the EMHD's discretion, any player deliberately miscalling his hand will be subject to penalty in accordance with Rule 30.
44. **"Rabbit Hunting":** In cases where hands are concluded prior to the last card being dealt, the next card to be dealt will not be exposed under any circumstances. This prohibited practice is commonly referred to as "rabbit hunting."
45. **Dodging Blinds:** A player who intentionally dodges his or her blind(s) when moving from a broken table must forfeit both blinds and incur a penalty, in accordance with Rule 30.
46. **Initial Table Assignment:** Initial seating will be done at the stated time and place by a manual draw of cards unless otherwise stated by the Tournament Director (See Section VII: Tournament Protocols). The maximum number of players per table, based on the initial seating, will remain in effect throughout the tournament. The Tournament Director or his or her designee, at their sole discretion, can adjust the table assignments in the interest of fairness and/or what is in the best interests of the Tournament.
47. **Breaking Order:** The breaking order for an event will be posted at the close of registration for that event. The table to which a player is moved will be specified by a predetermined procedure. Players 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 blind and the button. EMHD reserves the right to alter the breaking order due to unusual circumstances.

- A. Play will halt at any table that is at least three players short. Players moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule 48.
 - B. In flop games and all other games that use a dealer button, players will be moved from the big blind to the worst position (which is never the small blind) at the new table.
 - C. When the Tournament reaches the final table, there will be a re-draw for seat assignments.
48. ***Killing an Unprotected Hand:*** If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his or her money back. An exception would be if a player raised and his or her raise had not been called yet, he or she would be entitled to receive his or her raise back.
49. ***Killing a Winning Hand:*** A dealer cannot kill a winning hand that was turned face up and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
50. ***Chip Dumping:*** Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
51. ***Counting the Pot:*** Dealers will not count the pot under any circumstances. If requested, dealers may spread the pot so that it can be counted by a player.
52. ***Heads-Up Procedures:*** When heads up in blind games, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice.
53. ***Showdown:*** At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. At showdown, any player at the table may request to see a folded hand from any player who has called all bets on the last round of betting. If a player with the last aggressive action on the last round of betting refuses to show their hand and intentionally mucks his or her hand, the player in violation will receive a penalty, in accordance with Rule 30. A player must show his or her cards when playing the board to get part of the pot.
54. ***Remaining at Table During Play:*** Players must remain at the table if they still have action pending on a hand. If a player leaves the table before they have acted on their hand, a penalty in accordance with Rule 30 will be enforced when the player in violation returns to the table.
55. ***String Bets/Raises:*** Dealers will be responsible for calling string bets/raises. All players 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 player 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 player's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a player's action is complete.

56. **Registration:** Registration is open until the end of the second level of any event. If there is a player break at the end of the second level, registration will remain upon until the Tournament resumes play.
57. **Late Registrants:** Late registrants for any event will be subject to the following rules in addition to all other rules. A late registrant is defined as a player that registers for an event after the Tournament has officially started. All late registrants will start the Tournament with a full chip stack. A player who enters during the first round of play will receive no penalty so long as the blinds have not passed their starting position. Players who enter after the first round of blinds must wait until their first opportunity to post to begin play.
58. **Cell Phone Rule:** All cell phones and other voice-enabled and "ringing" electronic devices must be silenced during Tournament play. A player who wants to use a cell phone to talk, text, or email must step away from their assigned table or be subject to penalty. Any player using a cellular phone while in a hand with no action pending (player has gone all-in) will receive a missed hand penalty to be assessed on the next hand. No cell phones or other electronic communication device can be placed on a poker table.
59. **Chips Placed in the Pot:** All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player 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" (Rule 60).
60. **Acting in Turn:** Players must act in turn at all times. Action out of turn may or may not be binding. If a player acts out of turn and the action does not change by the time it is that player's turn to act, that player's action is binding. Action changes only if a player makes an initial bet or raises before the action gets back to the person that acted out of turn. Action does not change when the player in front of a player acting out of turn checks, calls or folds. If a player 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. Players may not intentionally act out of turn to influence play before them. Violators will receive a penalty in accordance with Rule 30.
61. **Chopping:** Chopping the prize money is allowed. If the remaining players choose to chop the prize money, the points must be chopped based on those same percentages. In the final event of any session, chopping will NOT be permitted if it any way affects the points involving players that are in direct contention for any EMHD-WSOP Prize Money. All chops must be verified and cleared by the Tournament Director before any monies and points are dispersed. The Tournament Director will be the final authority on all decisions regarding the chopping of the prize money and points. The tournament clock will NOT be stopped during any chop negotiations.

62. **Points:** Points are awarded based on a pre-determined method prior to the start of any given EMHD Series. Points are not transferrable. Points can be chopped in accordance with Rule 61.

63. **Dead Hands:**

A. A hand is declared dead if:

- i. A player folds or announces that they are folding when facing a bet or a raise.
- ii. A player throws their hand away in a forward motion causing another player to act behind them (even if not facing a bet).
- iii. You have the clock on you when facing a bet or raise and exceed the specified time limit.

B. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at the Tournament Director's (or designee) discretion if doing so is in the best interest of the game. Every effort will be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.

C. Cards thrown into another player's hand are dead, whether they are face up or facedown.

SECTION VI – RE-BUY/ADD-ON TOURNAMENTS

64. If a player announces the intent to re-buy before the first card is dealt, that player is playing behind and is obligated to make the re-buy. A player may not miss a hand. If a player runs out of chips during the re-buy portion of a re-buy event, he must re-buy or declare to re-buy before the start of the next deal.
65. If a player announces the intent to add-on before the Tournament clock reaches 0:00 and the buzzer sounds, that player is playing behind and is obligated to make the add-on.
66. All previous rules (Rules 1-59) apply as stated in Re-Buy/Add-On Tournaments.

SECTION VII – TOURNAMENT & DEALER PROTOCOLS

Table Locations

The table locations are venue dependant. A specific “Main Table” will be identified and will typically be in the area that has the most space, optimal lighting and restroom access.

Note: At Chris & Dawn’s house the following locations will be in effect:

Indoor Events

Table 1 = Upstairs (Main Table)

Table 2 = Steelers Room Downstairs

Table 3 = Dining Room

Outdoor Events

Table 1 = Steelers Room Downstairs (Main Table)

Table 2 = Backyard Porch

Table 3 = Dining Room or second Backyard Table

Table 3 will be added if an event reaches 21 or more players. If a tournament starts with 20 players (2 tables) and two (2) additional players register before the completion of Level 2, one player will be assigned to each table for a total of 11. In the unlikely circumstance an event starts with 20 players and three or more players register prior to the end of Level 2, the clock will be immediately stopped, a re-draw for table assignments will commence and the event will proceed with three tables.

Dealer Packet

Each dealer will receive a packet that includes the following:

- Dealer Button
- 2-Deck packet of cards w/cut card
- Copy of Blind Structure
- Dealer Sheet
- Chip Management & Set-Up Sheet
- Clipboard & Pens
- Money Bag
- Stopwatch (Tables 1 & 2 ONLY)
- Table Assignment cards (Table 1 ONLY)
-

The stopwatches are to be used if:

1. The tournament clock is not operational at the start of the tournament.
2. To continue timing the game if there is a malfunction with the tournament clock.
3. If a player calls “clock” on another player.

Registration & Initial Table Assignments

Registration will be done on the EMHD formatted excel spreadsheets NOT from the Tournament Manager software.

Initial seating will be done by a manual draw of cards at Table 1 Dealer and not by the Tournament Manager software. The cards can be found in the Table 1 Dealer Packet.

1. Tournament Director (or his or her designee) will select a card suit that corresponds with each designated table based on the number of anticipated players in the Tournament.
 - a. If there are an odd number of players in a 2-table tournament, the extra player goes to Table 1.
 - b. If there are an odd number of players in a 3-table tournament, the extra player(s) goes to Table 1 then 2.
2. The Director or designee will then spread the allotted cards, face down on Table 1.
3. Players will randomly draw a card at the designated time and proceed directly to their table with their card.
4. Dealers will organize the players at their table.
5. Dealers will collect the seating assignment cards and places them in their own packet.
6. Dealers will then dispense the starting chip stacks.
7. Seat One (1) will start with the button.

The total number of registrants will determine the maximum number of players per table:

21: 7 players
22 – 24: 8 players
25 – 27: 9 players
28 – 30: 8 players

The maximum number of players per table as assigned during the initial player seating will remain in effect throughout the tournament i.e. if an event starts with 21 players (7 per table), at no point will any table exceed 7 players except at the discretion of the Tournament Director in the name of fairness in accordance with Rule 22 (see below for breaking procedures).

Dealer Procedures

- Dealers have complete command and authority over their tables. That includes keeping the pace, enforcing the rules and ensuring proper etiquette.
- Our goal is to get thirty (30) hands per hour
- Shuffle = two riffles and cut. Place the cut card in front of the decks as you shuffle, cut the deck in the middle and place the cards on top of the cut card followed by the remaining cards. Strip the deck every three (3) hands and wash it every five (5) hands
- Table Setup (Note: This setup is for right-handed dealer. The positions are reversed for left-handed dealers.)
 - i. Pot near the left corner of the chip tray (slightly to your left at Table 3)
 - ii. Board with the chip tray approximately 12-inches in front of tray.
 - iii. Muck just left of the board above the pot.

- iv. Place the burn cards under the right hand portion of the pot, under each other.
- Dealing Technique
 - i. Flop - Peel the three cards face down on the table, turn them over and spread them to your right...**Do NOT “overhand” OR “peel and underhand” the flop!**
 - ii. Turn and River – Place the burn card in the pot, overhand the card into position.
- Change decks at the end of each level.
- NO rabbit hunting or counting the pot for a player under any circumstance.
- Limit your conversations with the players especially giving them advice. Do NOT talk about the hand in progress under any circumstance.
- Players calling a “check down” is against the rules!!!
- Keep good etiquette at your table i.e. betting procedures, string bets, talking, show-one-show all, etc.

Misdeals

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-see **NOTE** below).

1. The first or second card of the hand has been dealt faceup or exposed through dealer error.
2. Two or more cards have been exposed by the dealer.
3. Two or more extra cards have been dealt in the starting hands of a game.
4. 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.
5. Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn card).
6. The button was out of position.
7. The first card was dealt to the wrong position.
8. Cards have been dealt to an empty seat or a player not entitled to a hand.

NOTE: Action is considered to occur when two players after the blinds have acted on their hands. Once 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.

Clock Procedures

The clock will not be stopped for any reason except as stated in Rule 24. Examples of what may be considered, but not limited to, an unusual circumstance:

- Illness at the table.
- Significant spilling of a beverage that affects the chips and cards.
- Table malfunction or breakdown.
- Deck replacement due to destruction/marking of a card(s).

Circumstances for which the clock will NOT be stopped for:

- Rulings unless it requires a rule look up or at the discretion of the Tournament Director, it will take an extended period of time.
- Players wanting to “make a deal” or chop.

Chip Management

Tournament chips are to be organized and managed for specific tournament formats according to the following charts:

Standard Single-Buy (5-Hour)								
Chip Types	Per Player	Total Chips (x30)	\$/Plr	Chips in Play	Table 1	Table 2	Table 3***	Total Chips Needed
25	8	240	\$ 200	\$ 6,000	0	0	0	240
100	8	240	\$ 800	\$ 24,000	40	20	0	300
500	4	120	\$ 2,000	\$ 60,000	30	20	0	170
1000.00	2	60	\$ 2,000	\$ 60,000	20	10	0	90
								0
	22	660	\$ 5,000	\$ 150,000	90	50	0	800

Standard Re-Buy/ Add-On (5-Hour)								
Chip Types	Per Player	Total Chips (x30)	\$/Plr	Chips in Play	Table 1	Table 2	Table 3***	Total Chips Needed
25	8	240	\$ 200	\$ 6,000	0	0	0	240
100	8	240	\$ 800	\$ 24,000	40	20	0	300
500	4	120	\$ 2,000	\$ 60,000	60	60	0	240
1000.00	2	60	\$ 2,000	\$ 60,000	100	60	0	220
								0
	22	660	\$ 5,000	\$ 150,000	200	140	0	1000

*** Table 3: 10 sets of starting chips in racks; change/ chip up done from Table 1 tray.

NOTE: For Table 3 in the above formats, put ten (10) sets of starting chips in racks.

Deep Stack Single-Buy (7-Hour)								
Chip Types	Per Player	Total Chips (x30)	\$/Plr	Chips in Play	Table 1	Table 2	Table 3***	Total Chips Needed
25	12	360	\$ 300	\$ 9,000	0	0	0	360
100	12	360	\$ 1,200	\$ 36,000	60	30	0	450
500	5	150	\$ 2,500	\$ 75,000	40	30	0	220
1000.00	4	120	\$ 4,000	\$ 120,000	30	20	0	170
								0
	33	990	\$ 8,000	\$ 240,000	130	80	0	1200

Procedures for Deep Stack Event:

1. Set starting chip stacks for Ten (10) players in proper order in Table 1 & 2 trays.
2. Organize correct amount of chips by COLOR for Ten (10) players in chip racks.
3. Organize remaining change/chip-up chips per the above chart in chip racks.

Table 3 change/chip-up will be done from the Table 1 tray.

Chip-Up

A chip-up is defined as the removal of denominations of chips that are no longer in use. If there are an odd number of chips, dealers will round up to the next highest chip value i.e. if a player has one \$25 (green) chip, round it up to one \$100 (black) chip. We will not race-off the chips no longer in use..

Dealers will have wide latitude as to how they conduct the chip-up. It is preferred that the chips are removed:

1. By replacing them when they enter the pot or
2. At the next scheduled break after the chips are to be removed.

Breaking Tables

Tables will be broken based on the maximum number of players at each table.

2 Tables

- If the event starts with two tables, the Final Table will NOT exceed 10 players.
- 19-22 players = 10 player Final Table
- 17-18 players = 9 player Final Table
- 15-16 players = 8 player Final Table, etc.
-

3 Tables

- 21 players = Break to 2 Tables @ 14 players = 7 player Final Table
- 22 – 24 players = Break to 2 Tables @ 16 players = 8 player Final Table
- 25 – 27 players = Break to 2 Tables @ 18 players = 9 player Final Table
- 28 – 30 players = Break to 2 Tables @ 20 players = 10 player Final Table
-

Players will be moved and tables balanced using the “**Disadvantage-to-Disadvantage**” method. Tables will be balanced when a player is eliminated causing a table to be unbalanced by TWO (2) or more players.

In a 3-table tournament, Table 3 will be the must move table. If Table 3 becomes shorthanded, we will balance from Table 2. In the event that Table 2 is required to be broken, it will remain broken for the remainder of the tournament.

In a 2-table tournament, Table 2 is the must move table.

The Final Table

Table 1 is always the Final Table. The Final Table is convened when the tournament reaches the highest maximum number of players per table for that event (see ***Breaking Tables*** above). When tables are broken to convene the Final Table, the clock will be stopped in accordance with Rule 24 and a re-draw of cards (or computer selection) will occur to determine the seat assignments. Seat One (1) will be the button.

Money Handling

1. The primary money bag will be at Table 1.
2. All monies will be counted and verified by TWO (2) EMHD personnel, one always being the Tournament Director.
3. Initial buy-ins and tokes will be received by the Tournament Director and re-counted by a specified Staff Member (usually the designated dealer of Table 1) and placed in the money bag for Table 1.
4. For re-buy events, the dealer at each table is responsible for collecting re-buys AND add-ons and noting them accurately on their respective dealer sheet.
5. At the completion of the add-on period (after Level 3), place the dealer sheet in the money bag and return the bag to Table 1 where the tournament director will verify the amounts.
6. After the money is consolidated and counted, the dealer sheets will be returned to the table. Play will NOT resume until the money is counted properly.
7. The final payouts/points will be announced at the second break.

8. The Tournament Director AND an assigned Staff Member will breakdown and separate the prize money/WSOP fund/toke and place it in a safe, pre-determined location designated by the Tournament Director.