

GREAT NORTHERN CASINO

POKER HOUSE RULES

1. Management reserves the right to make decisions in the spirit of fairness even if a strict interpretation of the rules may indicate a different ruling.
2. English spoken only. This applies to spectators as well as players.
3. The poker phone is not for public use .
4. Poker players are expected to treat staff and other players with respect. Players may not use obscenities, or create a disturbance by arguing or shouting in the poker room.
5. Intoxicated persons are not permitted to play. Players identified as being intoxicated or in danger of qualifying as intoxicated may be refused to be bought into a game and/or asked to leave.
6. Substantial action determines the time limit for error correction and is used to determine if a hand should proceed or an error can be corrected. Only action prior to discovery of an error can be corrected. Two players acting in turn is considered substantial action and would require the error to stand and the hand proceed as if no error has occurred. In situations where the dealer takes action on an error, this action will be considered in determining whether substantial action has taken place.
7. A player must announce immediately when observing any error that could influence the outcome of a hand. Using an unannounced irregularity to gain an unfair advantage may result in forfeiture of any right to the pot in question and/or your hand being declared dead. Continuous or intentional disregard will result in being asked to leave the poker room.
8. Absolutely no side betting permitted. Doing so WILL result in your being asked to leave our poker room.
9. Sunglasses may be worn in poker room only. Once you leave the poker room, they must come off. Players may not wear hoods up in the poker room. Head phones will be allowed to be worn as long as one headphone is left out. Houseman reserves the right to have headphones removed completely.
10. Markers will not be held if a player is playing other games in the facility. The player may only leave the premises if they have a meal marker. Third man walking rule is enforced which means only 2 players can leave the table at one time, if third person leaves, their

chips can be removed and they will be put on the bottom of the waiting list.

11. No free-hand rule. All new players must post to play. Except when playing on a meal marker.
12. Anyone who is not playing poker may not sit at the tables.
13. It's the player's responsibility to be in the Casino and hear the list being called. A player who intends to leave the Casino should notify the houseman.
14. Lending of table stakes is strictly prohibited.
15. House reserves the right to inspect any hand at any time in the interest of fairness.
16. Management reserves the right to bar any person from the poker room without obligation to give an explanation or show cause.
17. Management will decide when to open and close a game.
18. The rake in our poker room in open limit games is 5% to a max of \$10.00. When a table goes to 6 players or less then the rake is 5% to a max of \$3.00.
19. A player joining the table between the button and small blind may super post.
20. When entering a game you must make a full buy in. You are allowed to make only one short buy per game. Adding to your stack in between hands is not considered a buy in.
21. As soon as any cash crosses the commitment line the dealer is to exchange it for chips, there is no exception to this rule.
22. If you return to the same game at any point of the night, your buy in must be equal to the amount removed from the table when you left the game.
23. Talking on cell phones is strictly prohibited at the table. Players must stand away from table. If you answer your phone at table your hand will be declared dead and any money in the pot will be forfeited. Players may text at the table so long as they are not in a hand. If caught texting while in a hand, it will be declared dead and you will forfeit any money in the pot.
24. Cards and money/chip must be visible to all players and the dealer at all times. All players are entitled to a clear view of opponents chips. Higher denominations of chips must be in front of the stacks or easily visible.
25. Time bank. If another player feels you are taking too long to play your hand, they may request to call "TIME". The houseman will give you 1 minute to act. If you still have not acted by this time, your hand will be declared dead and all money in the pot forfeited. Only the houseman will keep time and/or declare a dead hand.

26. If a player shows their cards to another player, we work on the "Show one Show all" rule.
 - If you show your hand to an inactive player then your cards will be shown to the entire table after the showdown (if requested).
 - If you show your cards to another active player then proceed to fold, your cards will be shown to the table immediately.
 - If you choose not to fold your cards, it will be treated an exposed hand. You will be given the option to check, call or fold but you will not be allowed to bet or raise.
27. A hand that is exposed before all action at the table has been completed may only have the options of calling or folding; you may not bet or raise if you have exposed your hand.
28. A misdeal will be declared when;
 - i. The dealer flashes 2 or more cards upon initial deal.
 - ii. A card is flashed on the button
 - iii. The dealer flashes one of the first two cards off the deck.
29. When cards are on the fly and a card is flashed, it is considered dead even if it is not the dealers fault.
30. For a bet to be active, the player must place the bet over the commitment line. Only exception is a verbal bet. Verbal bets are binding.
31. A verbal statement in turn denotes your action, is binding, and takes precedence over a different physical action.
32. If a player checks out of turn they are committed to that action. They can only call or fold their hand but are not permitted to bet or raise until their next turn for action or the next betting round.
33. If a player bets out of turn that bet is committed. If another player raises the pot and the player who acted out of turn does not want to call he must forfeit the bet he already called.
34. You must protect your own hand at all times. Your cards may be protected with your hand as long as they are still visible to all players and the dealer or you may use a chip, or other objects placed on top of your cards. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidently mucks your hand. Phones, chip tray, cigarette packages etc. are not permitted on the table or the bumpers.
35. Any cards touching the muck are dead.
36. If 2 or more hands tie, the extra chip will be awarded to the first hand clockwise from the button.
37. All cards must be shown to win the pot.
38. No string bets are permitted.

39. No rabbit hunting permitted.
40. Check raise is permitted in all games.
41. Straddle bets must be posted before the first card is dealt. The straddle must be double the big blind of that game. In case of a 1-2 game, the straddle is \$5.00.
42. When two of the same games are being played.
 - a. Main table will never have fewer players than the feeder table.
 - b. Players will be asked to volunteer to move from feeder table to the main game, if no one volunteers, the deck will be fanned, and low card will be forced to move.
 - c. Feeder table will never go below 6 players, unless the main table has less than 8 players.
 - d. If you quit the feeder table you cannot come back and join directly into the main game, you will be reseated at the feeder table.
43. If 6 or fewer players are at the table and a blind is to be dropped, it will be the small blind.
44. If a table is being broke and another table of the same game is being played the move list is void and all players wanting to move will draw cards. The remaining players will go on the wait list in order of cards drawn.
45. If two or more players want the same seat, the players will draw cards, highest card will get the seat. Ranking of hands go as followed, Spades, Hearts, Diamonds, and Clubs.
46. Any player moving to a new seat past 2 or more active players from the big blind must post the big blind. Any player moving into position where they will be closer to the blind can be dealt in without penalty.
47. Commitment line: ANY and ALL chips and or cards that cross the line are committed. If you cross the line with chips in your hand they are pot committed following a normal raise requirements. Houseman reserves the right to declare cards live if they have crossed the line. Players must roll over their own cards. Dealer may roll over a hand when requested by the player of those cards.
48. If you put a single chip in the pot that is larger than the bet, but do not announce raise, you are assumed to have only called.
49. Meal markers can be taken 6 hours apart from each other. Meal markers are for 1 hour only. Chips and cash in play will be kept in a secured cabinet by the Houseman until that player returns.
50. Players cannot continue to play on a meal marker if there is an open seat and that player is next in line. They must move immediately to the open seat and let another player play on the meal marker.

51. If a player plays on a person's meal marker, they do not have to post when they return.
52. If you leave the table without money/chip on the table, and have not asked the dealer or Houseman for a money marker (this is good for 15 minutes) or reserved button, your seat will be forfeited and the next person in line will be seated.
53. When action hit your seat, you must be seated or your hand will be mucked in turn.
54. Player with the last raise, or in case of no raise, first to act, must show their hand.
55. House reserves the right to separate spouses, boyfriend/girlfriend at the first available opportunity in the interest of maintaining the integrity of the game.
56. Table chips may be removed from play to make minor purchases such as drinks, food, cigarettes or tips.
57. All chips and cash on the table at the beginning of a hand are considered TABLE STAKES. Chips or cash may only be added between hands.
58. Angling is allowed:
 - a. Players in the hand are permitted to verbally influence other players in the hand. For example, while maintaining respect for other players in the hand, a player may misrepresent a hand, provoke another player to fold, call, or raise and/or otherwise lie about any aspect of the hand. However, once at the showdown, players may not misrepresent their cards. If you do not have cards you may not talk about hands, the board or comment in any way that may influence another player.
 - b. While angling may occur during a hand, players must not talk about a possible Bad Beat hand directly. To be clear, players cannot collaborate, by any means, to increase the chance of a bad beat hand.
59. In No Limit games when a player goes all in, the amount must be at least enough for a full raise in order for the betting to be re-opened.
60. In a half/half game. You cannot take a marker for the time of the game that you do not wish to participate in. A player caught doing this will forfeit their seat.
61. In pineapple and crazy pineapple, when a discarded card is passed the commitment line in turn without a bet on top, this is regarded as a check.
62. Any situation not covered previously will be dealt with by casino management and shall be deemed final.
63. Staff and management make decisions based on the poker rules of play, section 10.3 of the AGLC Terms and Conditions and are

interpreted in the spirit of fairness, common sense and in a way that maintains the integrity of the game.

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