

NO LIMIT HOLD'EM

(RWS)

Game Rules

Version 10

w.e.f. 3 July 2026, 08 00 hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “No Limit Hold’em (RWS) (Version 10)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Action** refers to a Player acting in turn to Check, BET, Call, Raise, All-in or Fold.
- 1.2 **Active Player** refers to a Player who has not Folded during a Round of play.
- 1.3 **All-in** refers to a Player investing all remaining chips of his Table Stake in the outcome of a Hand. A Player will be bound to All-in if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.4 **Bet** shall have the same meaning as wager.
- 1.5 **BET** refers to first Bet of the 2nd, 3rd, and 4th Betting Round which must be at least equal to the Big Blind and it excludes a Call, a Raise, and an All-In. A Player will be bound to BET if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.6 **Betting Round** refers to any of the following periods of play, during which each Active Player, in order, has the option to Check, BET (except in the 1st Betting Round), Call, Raise, All-in or Fold until all chips have been matched:
 - a. 1st Betting Round: after the Blind Bets have been placed but before the Flop Cards have been dealt;
 - b. 2nd Betting Round: after the Flop Cards have been dealt face down and flipped face up but before the Turn Card has been dealt;
 - c. 3rd Betting Round: after the Turn Card has been dealt face down and flipped face up but before the River Card has been dealt; and
 - d. 4th Betting Round: after the River Card has been dealt face down and flipped face up and will cease after all Active Players have taken their Action and all chips have been matched.

A Betting Round may also end when all but one Player have Folded their Hands.

- 1.7 **Blind** refers to a predetermined mandatory contribution to the Pot placed by selected Players before the first card is dealt. A Blind can win the Pot if no further contributions to the Pot are made. There shall be two Blinds for each Round of play – the Small Blind and the Big Blind.
- 1.8 **Big Blind** refers to the larger of two Blinds in each Round of play, which shall be placed by the second Player to the left of the Dealer Button position (except where there are only two Players in the Round of play), and is equivalent to twice the amount of the Small Blind.
- 1.9 **Burnt Card** refers to the first card of the remaining deck prior to dealing the Flop Cards, the Turn Card and the River Card respectively that is being discarded.
- 1.10 **Call** refers to the placing of a Bet with an amount equal to the immediate preceding Blind, BET or Raise in that Betting Round or going All-in if the remaining chips of the Player are equal or less than the amount of the immediate preceding Blind, BET or Raise. A Player will be bound to Call if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.11 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.12 **Check** refers to the Player not initiating a Bet but retaining all rights to act in the event a Bet is made. A Check will only be an option if no Blind is placed and no BET has been made except that the Player who placed the Big Blind or Straddle Bet may Check when there is no Raise in the 1st Betting Round. A Player may indicate a Check by knocking the table, tapping the table, or verbally declaring Check. A Player will be bound to Check if he indicates his intention through the above-mentioned physical acts or verbally declaring his intention to do so.
- 1.13 **Community Cards** refers to cards dealt to the centre of the table, which may be used by any of the Players to complete his best possible Five-card Hand.
- 1.14 **Cut** refers to the action of separating the deck of cards into two or more portions such that the deck of cards is not in its original order. The deck of cards will then be placed between 2 black opaque cards before being inserted in the Card Shoe.
- 1.15 **Dead Hand** refers to a Hand that has no claim to the Pot. A Player with a Dead Hand shall take no further Action in that Round of play.
- 1.16 **Dealer** refers to the person responsible for the dealing of the game.

- 1.17 **Dealer Button** refers to a marker that indicates the last Player to receive cards. It then moves clockwise to the next Player at the conclusion of each Round of play.
- 1.18 **Five-card Hand** refers to any five-card combination of the five Community Cards and a Player's Hole Cards.
- 1.19 **Final Betting Round** refers to the 4th Betting Round or the Betting Round which precedes the Showdown.
- 1.20 **Flop Cards** refers to the first three Community Cards dealt face down and subsequently flipped over by the Dealer.
- 1.21 **Fold**, subject to paragraph 3.18.2, refers to the surrender of a Hand or a refusal to Call or Raise when Check is not an option. A Player will be bound to Fold if he indicates his intention through physical acts or verbally declaring his intention to do so. A Player who has Folded means the Player will no longer continue in the Round of play and his Hand will be considered as a Dead Hand.
- 1.22 **Hand** refers to the cards of a Player in a Round of play.
- 1.23 **Hole Cards** refers to the first two cards dealt face down to each Player.
- 1.24 **House** refers to the Casino Operator.
- 1.25 **Initial Deal** refers to the dealing of the Hole Cards to each Player.
- 1.26 **No Limit** refers to the Betting structure with no maximum Bet. Players may Bet as many chips at any time, or choose to go All-in.
- 1.27 **Main Pot** refers to the initial Pot created prior to the creation of Side Pot(s).
- 1.28 **Minimum Raise Amount** refers to an amount as large as the immediate preceding Bet except in the case where the immediate preceding Bet is a Raise, in which case the Minimum Raise Amount refers to an amount as large as the difference between the two immediate preceding Bets.
- 1.29 **Misdeal** refers to a scenario where a new shuffle and Cut shall be performed when there are card(s) incorrectly exposed, playing cards are not shuffled or Cut as required, or card(s) are dealt incorrectly.

- 1.30 **Muck** refers to the act of discarding or surrendering cards face down to the Dealer and cards shall be deemed Mucked when the Dealer intermingles such cards with the Muck Pile. Once the cards have been intermingled with the Muck Pile by the Dealer such that Reconstruction of the cards is not possible, the cards shall be considered a Dead Hand and shall not be retrieved or used for the Round of play.
- 1.31 **Muck Pile** refers to the pile of discarded cards or surrendered cards collected by the Dealer during the Round of play.
- 1.32 **One Motion** refers to a single and continuous motion of placing chips by a Player, and is completed when the Player's hand back off.
- 1.33 **Orbit** refers to one revolution of the Dealer Button around the table, starting from the Dealer's left. The position of Dealer Button shall move in a clockwise direction to the next Player with each subsequent Round of play.
- 1.34 **Oversize Chip** refers to a Bet other than a BET made with a single chip that is in excess of the previous Bet made.
- 1.35 **Out of Turn** refers to a situation whereby a Player acts before his turn to act during a Betting Round.
- 1.36 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.37 **Player** refers to a person who places a Bet during a Round of play.
- 1.38 **Pot** refers to the total sum of chips contributed by Players as Blinds, BETs, Calls, Raises, or All-In.
- 1.39 **Raise** refers to the placing of a Bet that is in an amount greater than an immediate preceding Bet made during a Betting Round by at least the Minimum Raise Amount except in the case of an All-in Raise in accordance with paragraph 3.19.1. A Player will be bound to Raise if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.40 **Rake** refers to a percentage of the Pot or amount due to the House for hosting the game.

- 1.41 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.42 **River Card** refers to the fifth and final Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.43 **Round of play** refers to the period of play commencing with the announcement "Place your Blinds, please" and concluding when the settlement for all Players are made.
- 1.44 **Run It Twice** refers to a mutual agreement among all Players who had contributed to the Pot or Side Pot or both, where at least one Player goes All-in during the Final Betting Round, wherein the remaining undealt Community Cards are dealt in two separate runs.
- 1.45 **Seated Player** refers to the Player sitting at the betting box who has placed a BET, Raise, Check, Call or All-in on a betting box and makes the decision for that betting box.
- 1.46 **Showdown** refers to determining the winner of the Pot and this automatically occurs after the completion of Final Betting Round when there are no further decisions to be made by any Player in the Round of play, i.e. BET, Call, Check, Raise, All-in or Fold.
- 1.47 **Side Pot(s)** refers to a separate Pot or Pots created due to one or more Players going All-in.
- 1.48 **Small Blind** refers to the smaller of the two Blinds in each Round of play, which shall be made by the Player to the left of the Dealer Button position (except where there are only two Players in the Round of play), and shall be of a fixed amount as stipulated by the House at each table.
- 1.49 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.50 **Straddle Bet** refers to an optional Blind made by the Active Player immediately to the left of the Big Blind, and the Straddle Bet shall be twice the size of the Big Blind. A Player may only place a Straddle Bet before the Initial Deal for that Round of play.

- 1.51 **Substantial Action** refers to (a) any two Actions, where at least one of which involves the placing of a Bet in the Pot; or (b) any three Actions, where the first two Actions do not involve placing of any Bet in the Pot (i.e. Check and Fold), followed by any Action completed prior to the discovery of an irregularity or error, and does not include any Action(s) by any Player which a Player or Dealer has attempted to stop upon discovery of an irregularity or error.
- 1.52 **Table Stake** refers to the amount of chips a Player has on the table.
- 1.53 **Turn Card** refers to the fourth Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.54 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

- 2.1.1 No Limit Hold'em may be played only on tables displaying the layout as shown in Appendices A, B and C.

2.2 The Cards

- 2.2.1 The game shall be played with a single deck consisting of 52 cards.

3. How to Play

3.1 The objective of the game is to obtain the highest-ranking Five-card Hand at the end of the Final Betting Round.

3.1.1 All suits have the same rank. The ranking of the cards, from the highest to the lowest, shall be as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except in the context of a straight sequence consisting of “5, 4, 3, 2 and Ace”, where the Ace may be counted as 1.

3.1.2 The rankings of Five-card Hands from the highest to the lowest are as follows:

No Limit Hold'em Ranking List (Descending order)	
Royal Flush (the top five cards of the same suit in sequence)	e.g. A♦, K♦, Q♦, J♦, 10♦
Straight Flush (five cards of the same suit in sequence, other than a Royal Flush, an Ace may count high or low in a Straight Flush)	e.g. Q♣, J♣, 10♣, 9♣, 8♣
Four of a Kind	e.g. K♣, K♥, K♦, K♠, J♥
Full House (three cards of one kind plus two of another)	e.g. K♣, K♥, K♦, J♠, J♥
Flush (any five cards of the same suit, not in sequence)	e.g. K♥, J♥, 9♥, 5♥, 2♥
Straight (any five cards in sequence of different suits, an Ace may count high or low in a Straight)	e.g. 5♣, 4♦, 3♣, 2♥, A♠
Three of a Kind	e.g. Q♠, Q♥, Q♣, 8♥, 3♦
Two Pairs	e.g. 7♠, 7♥, 4♣, 4♥, J♦
One Pair	e.g. 10♣, 10♥, K♦, 6♥, 3♠
Five Odd Cards	e.g. Q♣, 10♥, 6♦, 4♠, 2♥

3.1.3 The rankings for Five-card Hands of equivalent No Limit Hold'em Hand value but consisting of different card values are illustrated by the following examples:

- a. K, Q, J, 10, 9 (Straight) beats J, 10, 9, 8, 7 (Straight);
- b. 5, 5, K, 10, 2 beats 5, 5, Q, J, 10 as the next highest card after Pair of 5 is a King, which ranks higher than a Queen; and

- c. A, K, J, 5, 2 beats A, K, 10, 6, 4 as the next highest card after the Ace and the King is a Jack, which ranks higher than a 10.

3.2 This game is only for Seated Players. No Standing Player is allowed.

3.3 No Player shall be permitted to make a decision on another Player's behalf.

3.4 The Betting structure shall be No Limit.

3.5 A Raise must be made either by placing the full amount of chips in One Motion or verbally declaring Raise prior to placing chips. It is the responsibility of Players to make their intention clear. There is no cap on the number of Raises allowed in each Betting Round.

3.5.1 A Player who verbally declares Raise immediately followed by an amount where the difference between the total Bet amount and the immediate preceding Bet:

- a. is less than the Minimum Raise Amount, will be treated as making a Raise of the Minimum Raise Amount and the Player shall place chips to the Minimum Raise Amount, unless the Player is All-in in which case the All-in rules in paragraph 3.19 shall apply;
- b. exceeds the Minimum Raise Amount, will be treated as making a Raise to the declared Raise amount, and the Player shall place chips to the declared Raise Amount. In the event that the Player does not have sufficient Table Stake to meet the declared Raise amount, the Player must All-in and the All-in rules in paragraph 3.19 shall apply.

3.5.2 A Player, who does not verbally declare his intention and Bets (excluding a BET) two or more chips in One Motion where every chip is needed to Call the immediate preceding Bet, shall be treated as making a Call unless the Player is All-in and the All-in rules in paragraph 3.19 shall apply.

3.5.3 A Player who does not verbally declare his intention and Bets (excluding a BET) two or more chips in One Motion where not every chip is needed to Call the immediate preceding Bet,

- a. if the difference between his Bet and the immediate preceding Bet is less than 50% of the Minimum Raise Amount, the Player shall be treated as making a Call, and the Player shall remove the chips in excess to make the Call unless the Player is All-in and the All-in rules in paragraph 3.19 shall apply;
 - b. if the difference between his Bet and the immediate preceding Bet is between 50% to 100% of the Minimum Raise Amount, the Player will be treated as making a Raise by the Minimum Raise Amount, and the Player shall place chips to the Minimum Raise Amount unless the Player is All-in and All-in rules in paragraph 3.19 shall apply;
 - c. if the difference between his Bet and the immediate preceding Bet exceeds the Minimum Raise Amount, the Player will be treated as making a Raise to the amount of his Bet.
- 3.5.4 If a Player has placed any amount of chips in One Motion into the Pot and subsequently chooses to Fold in the same turn that he had placed his chips, the chips that were placed in the Pot shall remain in the Pot.
- 3.6 A Player who Bets a single Oversize Chip without verbally declaring his intention shall be treated as making a Call.
 - 3.6.1 A Player who verbally declares Raise before Betting with a single Oversize Chip by placing the Oversize Chip in One Motion shall be treated as making a Raise equivalent to the full amount of the Oversize Chip, or where the amount of the Oversize Chip is insufficient to meet the Minimum Raise Amount, then the Player shall be treated as making a Raise equivalent to the Minimum Raise Amount and the Player shall place chips to the Minimum Raise Amount, unless the Player has no chip remaining in his Table Stake or the chips remaining in his Table Stake are not sufficient to meet the Minimum Raise Amount, in which case the Player shall be treated as making an All-in Bet and the All-in rules in paragraph 3.19 shall apply.
- 3.7 A Player who wishes to participate in the game has to place the minimum Table Stake on the table, in full view of the Dealer and all other Players. The minimum and maximum amount of Table Stake that each Player can bring to the table shall be clearly displayed on a signage at the table.

- 3.7.1 Increasing the Table Stake is not allowed during the Round of play but shall be allowed between Rounds of play; and
 - 3.7.2 Reducing the Table Stake is not allowed during or between Rounds of play.
- 3.8 At the start of a new game, the Dealer will deal one card at a time face up to each Seated Player starting from the Player immediately to the left of the Dealer. The Player with the highest card by rank and suit (Spades, Hearts, Diamonds and Clubs, with Spades being the highest suit and Clubs being the lowest suit) will receive the Dealer Button. The cards dealt to the Players shall be collected by the Dealer and shuffled together with the remaining cards in the deck. Before the commencement of play, the Dealer shall Cut the shuffled deck before placing the deck in the Card Shoe. Commencement of play shall begin when the Dealer announces "Place your Blinds, please". The Dealer Button shall move in a clockwise direction to the next Player with each subsequent Round of play. In the event that the Dealer does not place the Dealer Button at the commencement of play, the Dealer shall do so immediately once noticed.
- 3.9 The Player to the left of the Dealer Button position shall place the Small Blind and the second Player to the left of the Dealer Button position shall place the Big Blind. In the event where there are only two Players, the Player with the Dealer Button shall place the Small Blind and the other Player shall place the Big Blind.
- 3.10 The first Active Player to the left of the Big Blind may, before the Initial Deal, place a Straddle Bet. No Straddle Bets may be placed if there are fewer than three Active Players in that Round of play.
 - 3.10.1 A Player who places a Straddle Bet will be entitled to act last in the 1st Betting Round, unless any other Player Raises in the 1st Betting Round, in which case the 1st Betting Round shall proceed as normal.
- 3.11 The Dealer shall discard the opaque black card and deal one card at a time face down to each Player, starting from the Player to the left of the Dealer Button position and continuing in a clockwise direction around the table, until each Player receives two cards (the Hole Cards), before the commencement of the 1st Betting Round. All Players shall ensure that they have been dealt two Hole Cards. Players shall prevent other Players from viewing their Hole Cards, prevent revealing their Hole Cards to other Players, and prevent the Dealer from taking their Hole Cards away in the event the Dealer wrongly concludes that the Player had Folded.

3.12 The 1st Betting Round shall proceed as follows:

3.12.1 The Player to the left of the Player in the Big Blind position shall be the first to act and may Call, Raise, or Fold. In the event that the Player to the left of the Player in the Big Blind position places a Straddle Bet, the first Player to the left of the Player placing the Straddle Bet shall be the first to act and may Call, Raise, or Fold. In the event where there are only two Players, the Player with the Dealer Button shall be the first to act and may Call, Raise or Fold.

3.12.2 Betting continues in a clockwise direction around the table until each Player has had an opportunity to Call, Raise or Fold. The Player in the Big Blind position has the option to Check (if no other Player has Raised) or Raise, unless the Player to the left of the Player in the Big Blind position has placed a Straddle Bet in which case the Player in the Big Blind position has the option to Call, Raise or Fold and the Player who placed the Straddle Bet has the option to Check (if no other Player has Raised) or Raise. If the Player in the Big Blind position or the Player who placed the Straddle Bet Raises, the 1st Betting Round shall continue during which each Active Player, in order, has the option to Call, Raise, All-in or Fold until all chips have been matched.

3.13 After the 1st Betting Round ends, the Dealer shall discard the Burnt Card and deal the Flop Cards which are flipped face up before beginning the 2nd Betting Round.

3.14 The 2nd Betting Round shall proceed as follows:

3.14.1 The Player to the left of the Dealer Button position shall be the first to act and may BET, Check or Fold.

3.14.2 If the Player to the left of the Dealer Button position has opted to Check, the subsequent Active Player(s) may opt to BET, Check or Fold.

3.14.3 In the event a Player BETs after a Player or a series of Players Checks, the next Player shall be allowed to Call, Raise or Fold and this shall continue for all Players ending with the last Player who had Checked.

3.14.4 Once a Player has BET in a Betting Round, subsequent Active Player(s) (continuing in a clockwise direction around the table) can only Call, Raise or Fold and is not allowed to Check.

- 3.15 After the 2nd Betting Round ends, the Dealer shall discard the Burnt Card and deal the Turn Card which is flipped face up before beginning the 3rd Betting Round.
- 3.16 After the 3rd Betting Round ends, the Dealer shall discard the Burnt Card and deal the River Card which is flipped face up before beginning the 4th Betting Round.
- 3.17 Betting for the 3rd Betting Round and the 4th Betting Round shall proceed in a similar manner as the 2nd Betting Round.
- 3.18 The Players may show their Hands only upon Showdown.
- 3.18.1 If only one Active Player remains, the Player shall win the Pot and is not obligated to show his Hand.
- 3.18.2 Subject to paragraph 3.18.2.a, a Player's act of discarding Hole Cards face down during Showdown is not deemed a Fold, and his Hand is not deemed a Dead Hand. The Player may retrieve and table the Hole Cards to show their Hands.
- a. The Player's Hand shall be deemed a Dead Hand if the Dealer has Mucked the Hole Cards by pushing the Hole Cards into the Muck Pile.
- b. Notwithstanding paragraph 3.18.2.a, the Player's Hand shall also be deemed a Dead Hand where the Hole Cards cannot be Reconstructed, regardless of whether the Hole Cards have been pushed into the Muck Pile.
- 3.18.3 If two or more Active Players remain:
- a. It shall be the obligation of the Player who last Raised in the Final Betting Round to show his Hand first.
- b. If a Player shows his Hand at any time before Showdown, that Hand shall still be considered valid but that Player may only Call, Check, Fold, or All-in (if the chips in his Table Stake is equal or insufficient to Call) for the remainder of the Round of play.

- c. If all Players had opted to Check in the Final Betting Round, the first Active Player on the left of the Dealer Button position shall be obligated to show his Hand first. In the event that no Player Raises in the Final Betting Round, the Player who was the first to place a BET in the Final Betting Round shall be obligated to show his Hand first.
- d. If there is a Side Pot, Players who had contributed to the Side Pot should show their Hands before the Player who is All-in for only the Main Pot. If there are more than one Side Pots, the Side Pot that is created the latest will be resolved first. A Side Pot is necessary and will be created when one Player is All-in and one or more of the remaining Active Players Bets more than the All-in amount in the same Betting Round or Bets in subsequent Betting Round(s), and those additional Bets go into this Side Pot. Further Side Pot(s) shall be created if any one or more of the remaining Active Players is All-in and one or more of the remaining Active Players Bets more than the All-in amount in the same Betting Round or Bets in subsequent Betting Round(s), and so on. Only Players who contribute to a Side Pot can win it.
- e. If Betting has ended on a round prior to the River Card being dealt, the Player who first Bets the highest value of chips in the Final Betting Round is responsible to show his Hand first.
- f. All remaining Players shall, if holding a Five-card Hand of equal or higher ranking, show their Hands.
- g. The winning Hand shall be the highest-ranking Five-card Hand consisting of any combination from the five Community Cards and the Player's two Hole Cards.

3.19 In any Betting Round, a Player may go All-in to BET, Call or Raise by Betting the full remaining amount of his Table Stake. The Dealer shall then place the chips into the Pot. If a Player chooses to go All-in, this shall be accompanied by placement of an All-in button in front of him. In the event the Dealer fails to place the All-in button, the Round of play shall continue.

- 3.19.1 A Player who does not have a Table Stake of sufficient value to meet a BET, Call or Raise and who wishes to continue in the Round of play as an Active Player must Bet the remaining amount of his Table Stake (All-in). He remains in the Round of play as an Active Player, but does not place any further Bets in any subsequent Betting Round(s).
- 3.19.2 When a Player goes All-in for less than the amount required to BET, Call or Raise, all subsequent Players who wish to Call or Raise, shall Call or Raise based on the Bet amount of the preceding Player except the Player who goes All-in for less than the amount required to BET, Call or Raise.
- 3.19.3 When a Player goes All-in with chips which is in excess of the amount required to Call but is less than the Minimum Raise Amount, this excess amount shall be accepted as a Bet but shall not be considered a Raise. All subsequent Players may Call to the All-in amount or Fold, or Raise if they have not yet placed a Bet for this Betting Round. Players who Raise in this scenario shall Raise based on the Bet amount of the preceding Player except the Player who goes All-in with chips which is in excess of the amount required to Call but is less than the Minimum Raise Amount. If one or more Players Raise in this way, all subsequent Players shall have the full options of Action (except BET or Check).
- 3.19.4 A Player who has gone All-in is only eligible to win the Pot(s) he has contributed to.
- 3.19.5 Before the Community Cards or the remaining Community Cards are dealt and where one or more Players are All-in during the Final Betting Round, a Player may request to Run It Twice provided that all Players who had contributed to the Pot or Side Pot unanimously agree to the request. The House reserves the right to approve or deny any request to Run It Twice.
 - a. If the agreement is reached before the Flop Cards have been dealt, two separate sets of Community Cards shall be dealt i.e. two separate runs.

- i. For the first run, the Dealer shall discard the Burnt Card and deal the Flop Cards which are flipped face up before proceeding to the Turn Card. The Dealer shall then discard the Burnt Card and deal the Turn Card which is flipped face up before proceeding to the River Card. Subsequently, the Dealer shall discard the Burnt Card and deal the River Card which is flipped face up to complete the first run.
 - ii. For the second run, the Dealer shall proceed in a similar manner as the first run as stipulated in paragraph 3.19.5.a.i.
- b. If the agreement is reached after the Flop Cards are dealt, two separate Turn Card and River Card shall be dealt i.e. two separate runs.
 - i. For the first run, the Dealer shall discard the Burnt Card and deal the Turn Card which is flipped face up before proceeding to the River Card. Subsequently, the Dealer shall discard the Burnt Card and deal the River Card which is flipped face up to complete the first run.
 - ii. For the second run, the Dealer shall proceed in a similar manner as the first run as stipulated in paragraph 3.19.5.b.i.
- c. If the agreement is reached after the Turn Card is dealt, two separate River Card shall be dealt i.e. two separate runs.
 - i. For the first run, the Dealer shall discard the Burnt Card and deal the River Card which is flipped face up to complete the first run.
 - ii. For the second run, the Dealer shall proceed in a similar manner as the first run as stipulated in paragraph 3.19.5.c.i.
- d. The settlement of the Main Pot and/or any Side Pot(s) in respect of Run It Twice shall be determined in accordance with the provisions stipulated in paragraph 4.7.

- 3.20 Bets are made by a Player's verbal declaration or placing chips in One Motion or both. If a Player does both, whichever occurs first defines the Bet. If a Player simultaneously makes a verbal declaration and places chips in One Motion, a clear and reasonable verbal declaration where the Player's remaining Table Stake is sufficient to meet the verbally declared Bet takes precedence, otherwise the Player's Bet shall be determined by the chips placed in One Motion. Unless a Player has verbally declared his intended Bet amount, a Player is not allowed to place Bets other than in One Motion and subsequent Bets after the Bet in One Motion shall not be accepted. An Action in turn is binding and commits chips to the Pot that stay in the Pot.

4. Settlement

- 4.1 The House shall levy a fee at each No Limit Hold'em table in the form of a fixed percentage or timed Rake. The form of the Rake shall be clearly displayed on a signage at the table.
 - 4.1.1 The fixed percentage Rake shall be determined by the House, and the applicable fixed percentage Rake shall be clearly displayed at each table. The Rake shall be collected from the Main Pot and any Side Pot(s) respectively, and such amounts shall be calculated and collected by the Dealer. Rakes shall first be collected from the Main Pot and then from the first Side Pot, the second Side Pot and so on. The amount of Rake collected must not exceed the overall cap set by the House which shall be clearly displayed on a signage at the table.
 - 4.1.2 The timed Rake shall be determined by the House, and the applicable timed Rake shall be clearly displayed on a signage at each table.
- 4.2 Each Hand shall be played to the conclusion and the Pot or Pots shall not be divided by agreement between two or more Players.
- 4.3 In the event that a Player Bets and all subsequent Players decide to Fold, for the purpose of calculating the Rake, such Bet does not form part of the Pot. In the event that a Player Raises and all subsequent Players decide to Fold, for the purpose of calculating the Rake, the Raise amount (i.e. the incremental Bet) does not form part of the Pot.
- 4.4 Subject to paragraph 4.7.1, the Active Player who obtains the highest-ranking Five-card Hand shall win the Pot(s).
- 4.5 When two or more Players hold winning Hands of equal ranking, the Pot or Pots shall be divided equally to the lowest chip denomination in the Pot(s). In the event there is an extra chip after the split, the extra chip shall be given to the first Active Player to the left of the Dealer Button position.
- 4.6 In the event that one or more Players go All-in, the Main Pot and Side Pot(s) shall be resolved as follows:
 - 4.6.1 If an All-in Player has the highest-ranking Five-card Hand, he shall win the Main Pot and the Side Pot(s) which he has contributed to.

- 4.6.2 The Side Pot(s) shall be won by the Player with the highest-ranking Hand amongst those who have contributed to the Side Pot(s).
- 4.7 For Run It Twice, if the same Player holds the winning Hand in both runs, he shall win the full Main Pot and any Side Pot(s) to which he has contributed.
 - 4.7.1 If each run is won by a different Player, the Main Pot and any applicable Side Pot(s) shall be divided equally into two portions, and each winner shall win the portion corresponding to his respective run.
 - 4.7.2 If more than one Player achieves an equal ranking winning Hand for any run, the relevant Pot or Side Pot shall be divided equally amongst such Players who are entitled thereto. Where there are multiple Pots (including Main Pot and/or Side Pot(s)) in play, the division shall be applied separately to each respective Pot, based on the outcome of each run.
- 4.8 Where Run It Twice is agreed, the House shall collect a fee from the Pot which shall be clearly displayed on a signage at the table. For avoidance of doubt, the fee shall be determined by the House and can be set at \$0.

5. Irregularities

5.1 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:

5.1.1 Showdown has taken place, play shall continue and the Round of play shall be concluded; or

5.1.2 in any other scenario, the Round of play shall be Voided.

5.2 In the event that any of the following situations occur:

5.2.1 If a card that does not form part of the set of cards is found; or

5.2.2 If there is any shortage or excess of cards in the deck; or

5.2.3 If there are insufficient cards in the Card Shoe to complete a Round of play.

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

5.3 There is a Misdeal:

5.3.1 if one or more cards are exposed in Cutting; or

5.3.2 if, before any Substantial Action takes place, and it is noticed that the playing cards are not shuffled or Cut prior to the Initial Deal; or

5.3.3 if two or more cards are exposed in the Initial Deal, regardless of whether the cards can be Reconstructed; or

5.3.4 if the cards are dealt incorrectly and this is noticed prior to Substantial Action, and an incorrect distribution of cards cannot be Reconstructed;

5.3.5 if the cards are dealt incorrectly and this is noticed prior to Substantial Action, and any Player has seen their cards.

- 5.3.6 Whenever a Misdeal occurs, all Bets placed shall be returned and there will be a new shuffle and Cut except as described in paragraph 5.3.7. The Dealer Button shall not be moved, and the Round of play will proceed in accordance with paragraph 3.11. No new Player shall be allowed to join this Round of play.
- 5.3.7 Once Substantial Action occurs, a Misdeal cannot be declared and the Round of play shall continue.
- 5.3.8 In the event of a Misdeal, the outcome and settlement of all previous Round(s) of play shall stand.
- 5.4 If a Player whose right to take Action has been mistakenly passed over in a Betting Round and Substantial Action has occurred after his turn has been mistakenly passed over, the Player may only Check, Call, or Fold in this Betting Round and will not be able to BET, Raise, or All-in unless the All-in is equal or less than the value of the immediate preceding Blind, BET or Raise. If the Player whose right to take Action has been mistakenly passed over in a Betting Round and Substantial Action has occurred and the next Betting Round has commenced, this Player's Hand shall be considered as a Dead Hand.
- 5.5 During the Initial Deal, if a card is found face up in the Card Shoe or is exposed while the Dealer is distributing the cards to the Player, the exposed card shall be used as the Burnt Card prior to the dealing of the Flop Cards and the affected Player shall be dealt another card in place of the exposed card.
- 5.6 In the event a Player is dealt an incorrect number of cards, and:
 - 5.6.1 there has been Substantial Action before it is discovered, but the affected Player has not taken an Action, all Blinds placed by the affected Player will be returned to the affected Player and the affected Player's Hand is a Dead Hand. The Round of play shall continue.
 - 5.6.2 the affected Player has taken an Action before it is discovered, the Player's Hand is a Dead Hand and all Bets and Blinds placed by the affected Player will remain in the Pot. The Round of play shall continue.
 - 5.6.3 only one Player remains in the game at the completion of the Showdown and that Player has the incorrect number of cards, that Round of play will be Void and all Bets will be returned.

- 5.6.4 the affected Player is the Player with the Dealer Button and is dealt fewer Hole Card(s) than he should receive, the affected Player may be dealt his remaining Hole Card(s) even after Substantial Action has taken place if the 1st Betting Round is not completed, no Flop Card has been exposed, and the affected Player has not taken an Action. If the affected Player has taken an Action by Check, Bet, Call or Raise, the affected Player's Hand is a Dead Hand and all Bets and Blinds of that Player will remain in the Pot. The Round of play shall continue.
- 5.7 Subject to paragraph 5.3.6, a new Player joining a table in the first Orbit is not required to pay the Big Blind or Small Blind unless he sits on the Big Blind or Small Blind position, in which case he shall pay the Big Blind or Small Blind respectively.
- 5.7.1 After the first Orbit, if a new Player intends to join a table, such Player shall pay an amount equivalent to the Big Blind to join the Round of play, unless he sits on the Small Blind or Dealer Button position.
- a. If the new Player joins a table and sits on the Small Blind position, the Player may pay the Big Blind and Small Blind to join that Round of play, and he shall receive the Dealer Button on the next Round of play. Otherwise, such new Player may pay an amount equivalent to the Big Blind to join the next Round of play after the Dealer Button passes him.
 - b. If the new Player joins a table and sits on the Dealer Button position, the Player is not allowed to join the Round of play immediately and the Player may pay an amount equivalent to the Big Blind to join the next Round of play after the Dealer Button passes him.
- 5.7.2 In the event a Player is relocated by a Pit Employee to another table with an ongoing game, the Player is not required to pay the Big Blind or Small Blind to join the game, with the exception of the situation where the Player sits on the Big Blind position, then he shall pay the Big Blind to join the table.
- 5.7.3 In the event a Player leaves his seat temporarily and misses placing a Blind Bet(s), such Player shall pay the Small Blind and Big Blind to return to the table, with the exception of the following situations:

- a. where the Player misses placing a Small Blind and returns when the Dealer Button is placed at his seat, the Player is required to only pay the Small Blind to return to the table. In such a scenario, the Player shall wait until the Dealer Button has passed the Player's seat before returning to the table;
- b. where the Player misses placing a Small Blind and returns on a seat which is not the Small Blind or Big Blind position and where the Dealer Button is not placed, the Player is required to only pay the Small Blind to return to the table;
- c. where the Player misses placing a Small Blind and returns at the Big Blind position, the Player is required to only pay the Big Blind to return to the table; and
- d. where the Player misses placing a Big Blind and a Small Blind and returns at the Big Blind position, he is required to only pay the Big Blind to return to the table.

A Player shall be deemed to have left the game if he consecutively misses placing three Big Blind Bets and has not previously indicated his intention to return to the game within a reasonable time. The House shall have the reasonable discretion to determine whether the Player intends to return to the game within a reasonable time.

5.8 In the event a Player elects to change seats, the following provisions shall apply based on the Player's current and new positions at the table:

5.8.1 If the Player is due to post the Small Blind in the next Round of play and change his seat, the Player shall either:

- a. post an amount equivalent to the Small Blind to participate in any subsequent Round of play where the Big Blind has not rotated to the Player's new position. For the avoidance of doubt, a Player who posts an amount equivalent to the Small Blind pursuant to this paragraph shall not be required to post any additional Small Blind until it is his scheduled turn to do so under the standard Blind rotation. A Player may rejoin the Round of play by posting an amount equivalent to the Small Blind, irrespective of whether another Player is occupying the Small Blind position in that same Round of play. The Blind rotation for all other Players shall remain unaffected; or
- b. remain out of play until the Big Blind rotates to the Player's new position and post the Big Blind to join the Round of play.
- c. The Player who is scheduled to post the Big Blind in the next Round of play and has not changed seats shall retain the obligation to post the Big Blind as per the standard Blind rotation. The Blind structure remains unaffected for all other Players who remain in their original positions. Therefore, the Player seated immediately to the left of the Player who has changed seats and paid the Small Blind to join the Round of play will not assume the Big Blind position unless that Player is, by rotation, the next in line to post the Big Blind.

5.8.2 If the Player is due to post the Big Blind in the next Round of play and changes his seat, the Player shall either:

- a. post an amount equivalent to the Big Blind to participate in any subsequent Round of play where the Big Blind has not rotated to the Player's new position. For the avoidance of doubt, a Player who posts an amount equivalent to the Big Blind pursuant to this paragraph shall not be required to post any additional Big Blind until it is his scheduled turn to do so under the standard Blind rotation. A Player may rejoin the Round of play by posting an amount equivalent to the Big Blind, irrespective of whether another Player is occupying the Big Blind position in that same Round of play. The Blind rotation for all other Players shall remain unaffected; or

- b. remain out of play until the Big Blind rotates to the Player's new position and post the Big Blind to join the Round of play.
 - c. The Player who is due to post the Small Blind and did not change his seat shall still post the Small Blind in that Round of play.
- 5.8.3 If the Player is due for the Dealer Button position and elects to change his seat, the following shall apply based on the Player's new seat:
 - a. if the Player relocates to the Small Blind position, the Player shall wait until the Dealer Button has passed the Player's new seat position before returning to table;
 - b. if the Player relocates to the Big Blind position, the Player shall be required to post an amount equivalent to the Big Blind to join in the next Round of play or wait until the Dealer Button has passed the Player's new seat position before returning to table;
 - c. if the Player relocates to any other position, the Player shall not be required to post any Blind and may join the next Round of play without further obligation.
- 5.8.4 If any Player (other than the Player described in paragraphs 5.8.1, 5.8.2, and 5.8.3) moves three or more positions away from the Big Blind position, the Player shall either:
 - a. post an amount equivalent to the Big Blind to participate in any subsequent Round of play. For the avoidance of doubt, a Player who posts an amount equivalent to the Big Blind pursuant to this paragraph shall not be required to post any additional Big Blind until it is his scheduled turn to do so under the standard Blind rotation. A Player may rejoin the Round of play by posting an amount equivalent to the Big Blind, irrespective of whether another Player is occupying the Big Blind position in that same Round of play. The Blind rotation for all other Players shall remain unaffected; or
 - b. remain out of play until the Big Blind rotates to the Player's new position.

- 5.8.5 The House reserves the right, at its sole and reasonable discretion, to deny, restrict, or reverse any seat change made by a Player at a table. This right is exercised to ensure the integrity and fairness of the game, as well as to meet operational or security requirements. In such cases, the Player may be required to return to their originally assigned seat.
- 5.9 If a Player is absent from the table when he is due to place the Small Blind, the Player on the left of the absent Player shall post the Big Blind and the Round of play shall proceed without a Small Blind. On the subsequent Round of play, the Dealer button is moved to the empty seat of the absent Player and the Players on the left of the absent Player shall post the Small Blind and the Big Blind accordingly.
- 5.10 If a Player is absent from the table when he is due to place the Big Blind, the Player on the left of the absent Player shall post the Big Blind, a "missed Blind" button shall be placed on the position of the absent Player and the Round of play shall proceed. On the subsequent Round of play, the "missed Blind" button shall remain at the empty seat of the absent Player and the Players on the left of the absent Player shall post the Small Blind and the Big Blind accordingly.
- 5.11 Subject to paragraph 5.14, in the event that the Dealer fails to discard the Burnt Card,
- 5.11.1 and proceeds to deal the Flop Cards and Reconstruction is not possible, the Flop Cards dealt in error, be it turned face up or not, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and the other card(s) shall be the Flop Card(s). The Dealer shall deal the remaining Flop Card(s) (if any) from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.11.2 and proceeds to deal the Turn Card, the Pit Manager or above shall announce the dealt Turn Card, be it turned face up or not, as the Burnt Card and Dealer shall deal the Turn Card from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.11.3 and proceeds to deal the River Card, the Pit Manager or above shall announce the dealt River Card, be it turned face up or not, as the Burnt Card and Dealer shall deal the River Card from the Card Shoe. The Dealer shall then resume and continue the Round of play.

Provided always that if any Action has occurred prior to the discovery of the failure to discard the Burnt Card, the Round of play proceeds with the card(s) that have been dealt without a Burnt Card for that Betting Round.

5.12 In the event any Community Card is prematurely exposed before the completion of the existing Betting Round:

- 5.12.1 if there is any Player that has not taken an Action in that Betting Round, the Dealer shall inform such affected Player(s) that the prematurely exposed Community Card(s) shall be taken back and shuffled with the remaining cards from the Card Shoe and give those affected Player(s) the option to Fold, Check, BET, Call, Raise, or All-in. If all such affected Players choose to Fold, then the Round of play continues without the exposed Community Card(s) being taken back and shuffled with the remaining cards from the Card Shoe. If any of such affected Players wishes to Check, BET, Call, Raise or All-in, then paragraphs 5.12.2 to 5.12.4 shall apply;
- 5.12.2 where the exposed Community Card is a Flop Card, the exposed Flop Card(s) shall be taken back by the Dealer and shuffled with the remaining cards from the Card Shoe. The Burnt Card discarded prior to dealing of the exposed Flop Card shall remain as the Burnt Card. The Dealer shall then re-deal the remaining Flop Card(s) and continue the Round of play.
- 5.12.3 where the exposed Community Card is the Turn Card, the exposed Turn Card shall be taken back by the Dealer and shuffled with the remaining cards from the Card Shoe. The Burnt Card discarded prior to dealing of the exposed Turn Card shall remain discarded. The Dealer shall then re-deal the Turn Card and continue the Round of play.
- 5.12.4 where the exposed Community Card is the River Card, the Burnt Card discarded prior to dealing of the exposed River Card shall remain discarded. The exposed River Card shall be taken back by the Dealer and shuffled with the remaining cards from the Card Shoe before dealing a new River Card. The Dealer shall then resume and continue the Round of play.

- 5.13 If, after the 1st Betting Round ends, the Dealer discards the Burnt Card and deals 4 Flop Cards and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back by the Dealer, and scrambled face down, and the Pit Manager or above shall randomly select three of the scrambled cards as the Flop Cards and the remaining card shall be the Burnt Card after the 2nd Betting Round ends. The Dealer shall then resume and continue the Round of play. If, after the 1st Betting Round ends, the Dealer discards the Burnt Card and deals 5 or more Flop Cards and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.13.1 If, after the 2nd Betting Round ends, the Dealer discards the Burnt Card and deals 2 Turn Cards and Reconstruction is not possible, the Turn Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Turn Card and the remaining card shall be the Burnt Card after the 3rd Betting Round ends. The Dealer shall then resume and continue the Round of play. If, after the 2nd Betting Round ends, the Dealer discards the Burnt Card and deals 3 or more Turn Cards and Reconstruction is not possible, all the Turn Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.13.2 If, after the 3rd Betting Round ends, the Dealer discards the Burnt Card and deals more than one River Card and Reconstruction is not possible, the River Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and Pit Manager or above shall randomly select 1 of the scrambled cards as the River Card and the remaining card(s) will be discarded (if any). The Dealer shall then resume and continue the Round of play.

- 5.13.3 If 4 Flop Cards are dealt without discarding the Burnt Card before the 2nd Betting Round commences and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back by the Dealer, and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and the other cards shall be the Flop Cards. The Dealer shall then resume and continue the Round of play. If 5 Flop Cards are dealt without discarding the Burnt Card before the 2nd Betting Round commences and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and randomly select another 3 of the remaining scrambled cards to be the Flop Cards, and the last remaining card shall be the Burnt Card before the 3rd Betting Round commences. The Dealer shall then resume and continue the Round of play. If 6 or more Flop Cards are dealt without discarding the Burnt Card before the 2nd Betting Round commences and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.13.4 If 2 Turn Cards are dealt without discarding the Burnt Card before the 3rd Betting Round commences and Reconstruction is not possible, the Turn Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and other card shall be the Turn Card. The Dealer shall then resume and continue the Round of play. If 3 Turn Cards are dealt without discarding the Burnt Card before the 3rd Betting Round commences and Reconstruction is not possible, the Turn Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and randomly select another 1 of the remaining scrambled cards as the Turn Card and the last card shall be the Burnt Card before the 4th Betting Round commences. The Dealer shall then resume and continue the Round of play. If 4 or more Turn Cards are dealt without discarding the Burnt Card before the 3rd Betting Round commences and Reconstruction is not possible, all the Turn Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.

- 5.13.5 If more than one River Card is dealt without discarding the Burnt Card before the 4th Betting Round commences and Reconstruction is not possible, the River Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and randomly select another card as the River Card and the remaining card(s) will be discarded (if any). The Dealer shall then resume and continue the Round of play.
- 5.13.6 The House shall have reasonable discretion to determine whether or not the cards are capable of being Reconstructed.
- 5.14 In the event that the Dealer fails to discard a Burnt Card during Run It Twice, the House shall proceed with Reconstruction.
 - 5.14.1 If the Reconstruction is not possible, the House shall apply paragraph 5.11 where applicable.
 - 5.14.2 Once the next Round of play has commenced prior to the discovery of the failure to discard the Burnt Card, the Round of play shall proceed to conclusion with the card(s) that were dealt without a Burnt Card for that Round of play.
- 5.15 If any Player acts Out of Turn, the purported action Out of Turn shall be subjected to the following:
 - 5.15.1 Subject to paragraphs 5.15.3 and 5.15.4, the action Out of Turn is binding on the Player acting Out of Turn if the Action taken by the Player(s) who should act prior to the Player acting Out of Turn does not affect validity of the action Out of Turn. If the Action of any Player who should act prior to the Player acting Out of Turn, renders the action Out of Turn invalid, the action Out of Turn is not binding on the Player acting Out of Turn and any Bet placed by him Out of Turn is returned to him. The Round of play continues and the Player acting Out of Turn shall have the option to Call, Raise, All-in or Fold.

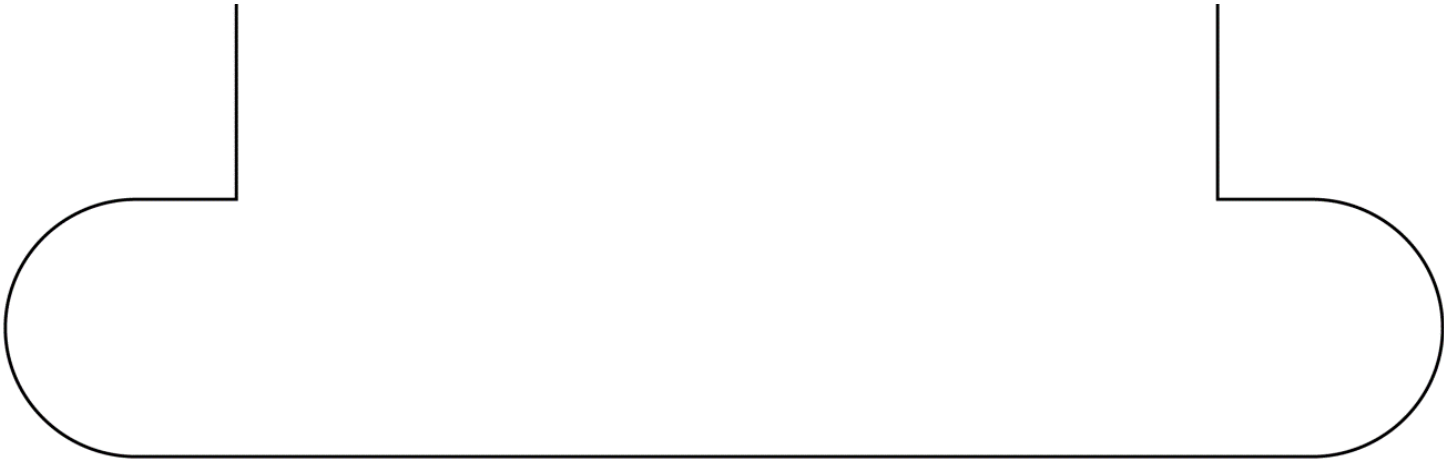
- 5.15.2 A Check, Call or Fold by the Player who should act prior to the Player acting Out of Turn does not affect the validity of the action Out of Turn.
- 5.15.3 A Player who Checks Out of Turn forfeits all rights to Raise during his turn to act.
- 5.15.4 An Out of Turn Fold is binding.
- 5.16 Players skipped by Out of Turn action must defend their right to act. If the Player was skipped within the current Betting Round and it was noticed and informed to the Dealer before any Substantial Action takes place, the Player shall be given the full option of Action.
 - 5.16.1 If the Player was skipped within a Betting Round and it was noticed at the subsequent Betting Round, the Player's Hand shall be treated as a Dead Hand.
- 5.17 **Show One Show All.** Players are entitled to receive equal access to information about the contents of another Player's Hand.
 - 5.17.1 After the Initial Deal, if a Player shows any Hole Card(s) in his Hand to any other Players, every Player at the table has a right to see those Hole Card(s).
 - 5.17.2 During any Betting Round, if a Player shows one or both of his Hole Cards to any Active Player(s):
 - a. and any of the Active Player(s) who was shown the Hole Card(s) has not taken an Action this Betting Round, then all Players at the table have a right to see the Hole Cards immediately;
 - b. and all of the Active Players who were shown the Hole Card(s) have no further Action in this Betting Round, then all Players at the table have a right to see the Hole Cards at the end of this Betting Round;
 - c. and any of the Active Players who were shown the Hole Card(s) have a further Action in this Betting Round, then all Players at the table have a right to see the Hole Cards prior to this Active Player taking his next Action.

- 5.17.3 If the Hole Card(s) were shown to a non-Active Player, all remaining Players at the table have a right to see the Hole Cards at the end of the Round of play.
- 5.18 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the Table Game Shift Manager or above shall, at his reasonable discretion, decide how to resolve such matters.

Appendix A



Appendix B



Appendix C

