



2017-18 World Series of Poker® Circuit Official Tournament Rules

SECTION I – TOURNAMENT REGISTRATION AND ENTRY

1. As used herein, “Host Property” means any gaming property licensed by Caesars Interactive Entertainment, Inc. (hereinafter referred to as “Caesars”) to operate a sanctioned World Series of Poker Circuit Events. Host Property reserves the right to refuse anyone entry into the Tournament, in its sole and absolute discretion.
2. Entry into the World Series of Poker Circuit (herein “WSOPC” refers to all events at Host Properties from August 2, 2017 through May 22, 2018) is limited to persons 21 years of age and older (18 years of age where applicable), with proof of age, that Host Property, acting in its sole and absolute discretion, deems appropriate. Only one (1) entry is allowed per person, per WSOPC event unless otherwise specified as having “re-entry” or “re-buy”, as set forth in event descriptions.
3. Participants may register for any scheduled 2017-18 WSOP Circuit Tournament event in person at the WSOPC Registration Area at the Host Property. Cash, casino chips, and other methods permitted by Host Property may be used to pay for entry into a WSOPC event. Please see specific Host Property rules to determine other acceptable methods of registration and payment.
4. Third-party registrations for participants are not permitted unless submitted by WSOP.com, WSOP event licensees, official WSOP sponsors, official WSOP promotional partners, or official WSOP product licensees. No third-party registrations will be accepted from any online gaming site conducting business illegally with U.S. residents.
5. The Host Property may limit the number of entries into any WSOPC event and may award entries into any event through any means it deems appropriate. The Host Property intends to award a limited number of entries through satellite Tournaments, third-party marketing arrangements and or other promotional activities in its sole and absolute discretion. The Host Property will add the required entry fee(s) to the prize pool.
6. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament registration.
7. Participants must show their current valid picture identification (driver’s license, state or military identification card, etc.) acceptable to the Host Property at Registration or Will Call. If a participant is not a U.S. citizen, a current passport, consular identification or alien registration card is required.
8. Participants are required to obtain a Total Reward's Card (Caesars properties only) prior to registering for any WSOPC Tournament or Satellite event. Total Rewards Cards are available without payment of any kind at the Total Rewards Center at the Host Property.
9. Participants are responsible for checking their Tournament entry receipts before they leave the registration window. All changes must be made before the start of any event.
10. Registration is open until the end of the eighth level for all ring events except for the \$365 Monster Stack No-Limit Hold’em, the \$1,675 No-Limit Hold’em Championship and High Roller Event that will be open until the start of level 13. If there is a participant break at the end of the registration period, registration will remain open until the Tournament resumes play.
11. Re-Entry is allowed as specified on the structure sheet for any particular event.
 - a. Participants may re-enter these events by registering at the WSOPC Registration area.
 - b. Participants must have zero (0) chips remaining to re-enter, or be subject to disqualification.
 - c. At the end of the registration period and end of day in a multi flight re-entry event, participants will be given the option to forfeit their current stack and re-enter. Participants must pay the required buy-in and entry fee to re-enter, and they will receive a full starting stack. Forfeited chips will be removed from play.

12. 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 Participant that registers for an event after the Tournament has officially started. Any Participant registering after the Tournament has officially started will either begin play at the start of the subsequent level or be randomly seated at tables where Participants have already been eliminated or moved from. All late registrants will start the Tournament with a full chip stack. In games with blinds, Participants may enter without penalty. In games with only antes, the Participant must ante at their first opportunity.
13. Any participant registering for multiple events and who makes Day Two, subsequent days or the final table of a particular event, may transfer his or her buy-in for the subsequent event to another event, or may also receive a refund, upon request, provided that the transfer or refund is approved and initiated prior to the beginning of the event from which a transfer or refund is being requested.
14. No Show Policy: Any participant who has not taken a hand by the start of the third level will be considered a “no show.” These participants will have their chips removed from play and will not be eligible to participate in that event. The buy-ins for “no shows” will be removed from the prize pool and placed on safekeeping in that participant’s name at the Main WSOPC Registration cage after the second level of play. This rule does not apply to Shootout or Heads-Up events. Participants who “no-show” in Shootout or Heads-Up events will be blinded off.
15. Employees participating in WSOPC events:
 - a. Employees of Caesars Entertainment and its affiliates, Caesars Interactive Entertainment, Contractors or Vendors hired for the operation of the WSOPC, WSOPC Staff, or any person that is involved in the management of WSOPC and immediate family members of such employees are not eligible to participate in WSOPC Ring Events unless approved in advance by Caesars Interactive Entertainment, but shall be permitted to participate in Cash Games, Daily Tournaments, certain Satellite Events or Employee Events.
 - b. Employees of ESPN, ABC Sports, or any company of The Walt Disney Company, and immediate family members of such employees, are not eligible to participate in any WSOP Events.
 - c. Immediate Family is defined as: spouse, children and any relative or other person residing in the employee’s place of residence.
 - d. Immediate family members of Caesars Entertainment employees and its affiliates who are not involved with the operation or management of WSOPC and meet the guidelines of Caesars Entertainment's Employee Gambling Policy shall be permitted to participate in all WSOPC events including: Ring Events, Daily Tournaments, Satellite Events, and Cash Games.
 - e. Employees should refer to their Employee Handbook and request permission from their respective department supervisor prior to participating in any WSOPC event.
16. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible.
17. Each participant must certify their own eligibility.
18. No teams, substitutes, transfers or assisted play will be permitted. The Host Property reserves the right to accommodate participants based on special needs.
19. Cancellations or voids must be completed prior to the start of a particular event
20. By registering to participate in the WSOPC, such persons and/or entities agree to comply with all rules contained herein.
21. The ability to register as described in these rules is void where prohibited or in any way restricted by law.
22. Entries will be retained for record-keeping purposes in accordance with local legal requirements.
23. Participant acknowledges that the WSOPC may be recorded and published in and through various mediums and media and that such publication shall include, but shall not be limited to, publication of a participants “hole cards” and other elements of strategic information. When and immediately upon request of the Host Property personnel, WSOPC Participants shall be required to display hole cards. Any Participant who delays or refuses to display said hole cards or otherwise interferes with said request shall be subject to penalties in accordance with Rules 39, 112, and 113.

SECTION II – TOURNAMENT SCHEDULING

24. WSOPC Tournament times are approximate. The Host Property reserves the right to change WSOPC Tournament times in its sole and absolute discretion.

25. The Host Property may cancel, modify, relocate or reschedule the WSOPC or any individual event within the WSOPC for any reason with prior notification to the appropriate gaming regulators, to the extent such is required.
26. The Host Property is not responsible for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by the Host Property, users, or by any of the equipment or programming associated with or utilized in the promotion or by any technical or human error that may occur in the processing of submissions, any of which may limit, restrict, or prevent a participant's ability to participate in the Tournament.
27. The Host Property is not responsible for injuries or losses arising or resulting from participation in the WSOPC and is not liable for any acts or omissions by employees, whether negligent or willful, in the conduct of the WSOPC, 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 participants leave at playing tables during Tournament play, except during authorized breaks.
28. 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 the Host Property that corrupt or affect the administration, security, fairness, integrity or proper conduct of this Tournament, the Host Property reserves the right at its sole discretion to cancel, terminate, modify or suspend the Tournament.

SECTION III – PRIZING AND SEATING

29. Prizes and entries are non-transferable. Prize structures depend on the number of entrants and type of event. Prizes are paid out as posted. If a prize pool is posted and contains erroneous information, management reserves the right to correct the prize pool at any time during an event.
30. All prizes will be paid out in accordance with Exhibit A and Exhibit B, which is attached hereto.
 - a. Prizes for the Global Casino Championship will be paid in accordance with the official World Series of Poker Payouts and will be available at the Host Property during the event.
31. Winners are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament prizes.
32. Winners must show their current valid and unexpired photo identification (passport, driver's license, state identification card, or military identification card) acceptable to the Host Property in order to collect prizes. If a participant is not a U.S. citizen, a current valid and unexpired photo identification passport, foreign government issued Driver's License (must have a photograph, date of birth, and valid expiration date), consular identification, or alien registration card is required. If the current valid and expired photo identification does not include their physical address, a second form of ID that indicates physical address will be required, i.e. driver's license, etc.
33. Entrants will be assigned to a table and seat through a random computer selection or random manual system in event of computer failure or for late registrants.
34. A random seating draw for an event will be determined based on expected participation. Tournament management 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 participants assigned to the additional tables will be the first to break.
35. All registrants will start the Tournament with a full chip stack. In games with blinds, Participants may enter without penalty. In games with only antes, the Participant must ante at their first opportunity. The Tournament Director reserves the right to pull chip stacks from play at the beginning of the Tournament to ensure that no extra chips end up in play due to non-arrivals.
36. The Host Property reserves the right to cancel, change or modify the WSOPC at any time, for any reason, subject to all applicable regulatory approval, provided that such modification shall not, as of the date of such modification, materially alter or change any participant's prize already awarded.
37. Non-value Tournament chips are used for the Tournament and are the exclusive property of the host venue and may not be removed from the Tournament area or the assigned event. Participants found to be transferring chips from one event to another or from one participant to another, or removing chips from play for any other reason, including but not limited to, taking tournament chips as souvenirs, will be subject to penalty in strict accordance with Rules 39, 112, and 113.
38. WSOPC Buy-In Chips are no cash value chips won by a participant in a Satellite Tournament conducted at the Host Property which

may only be applied toward tournament buy-ins equal to or greater than the minimum amount of the chip. All WSOPC Buy-In Chips will expire on the last day of the Host Property event and will not be accepted at any future WSOPC event or any other event at Host Property or any of its affiliates.

SECTION IV – PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY

39. The competitive integrity of all Tournament play at the WSOPC is paramount. All participants must adhere to the spirit and letter of the Official Rules of the WSOPC that forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
- a. Cheating is defined as any such act engaged in by a participant to break the established rules of play to gain an advantage.
 - 1. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value Tournament chips from one event to another; introducing chips not intended for an event, into an event; card marking; card substitution; or the use of any kind of cheating device.
 - i. Collusion is defined as any agreement between or among two (2) or more participants to engage in illegal or unethical acts against other participants.
 - b. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another participant; sending or receiving signals from or to another participant; the use of electronic communication with the intent to facilitate collusion; and any other act that the Host Property deems inappropriate.
 - 1. Chip dumping is defined as any agreement between or among two (2) or more participants for one or more of the participants to bet chips with the intent of increasing another participant's stack.
 - 2. Soft play is defined as any agreement between or among two (2) or more participants to not bet or raise each other in order to minimize the number of chips lost by those participants participating in the agreement.
 - c. 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 a Tournament official. Participants who violate this rule are subject to penalty in accordance with Rules 39, 40, 41, 112, and/or 113.
 - d. This rule shall include, but is not limited to, any participant whose personal hygiene has become disruptive to the other participants seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other participants shall be determined by the Tournament Staff which may, in its discretion, implement sanctions upon any such participant who refuses to remedy the situation in a manner satisfactory to the Host Property.
 - e. The Host Property will penalize any act that, in the sole and absolute discretion of the Host Property, is inconsistent with the official rules or best interests of the Tournament.
 - f. 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 WSOPC will be subject to sanctions imposed by Host Property. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of the Host Property and may include, but shall not be limited to, the following:
 - 1. FORFEITURE OF CHIPS
 - 2. FORFEITURE OF PRIZE MONEY
 - 3. EJECTION FROM THE TOURNAMENT
 - 4. LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE WSOP EVENTS
 - 5. EXCLUSION FROM ENTERING THE PREMISES OF HOST PROPERTY AND/OR ALL DESIGNATED AFFILIATES.
 - g. Any and all violations of this Code of Participant Conduct may be publicly disclosed in an effort to deter future violations and to assist other poker Tournaments in identifying participants who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.
40. In addition to that authorized in Rule 39, the Host Property may impose penalties of any kind or nature upon any person who gives, makes, issues, authorizes or endorses any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the Tournament as determined by the Host Property, acting in its sole and absolute discretion. This may include, but shall not be limited to, expulsion from the event and property, forfeiture of a participant's entry fee(s) and/or loss of the right to participate in this and/or any other Tournament conducted by the Host Property. Additionally, the Host Property may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in the Host Property's view engages in inappropriate conduct during Tournament play.

41. The Host Property, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud, dishonesty, violation of promotional rules or other misconduct while on the property, for acts otherwise occurring in relation to the World Series of Poker Circuit, or as otherwise reasonable or necessary for the Host Property to comply with applicable statutes and regulations. The Host Property also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner or counter to the best interests of the Tournament.
42. Any attempt by any person to deliberately damage, corrupt or undermine the operation of the WSOPC Tournament may be a violation of criminal and civil laws. Should such an attempt be made, the Host Property reserves the right to seek damages from any such person to the fullest extent of the law.
43. All decisions regarding the interpretation of World Series of Poker Circuit Rules, participant eligibility, scheduling and staging of the Tournament, and penalties for misconduct lie solely with the Host Property, whose decisions are final.
44. The Host Property employees 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 Host Property, 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. The Host Property 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.
45. The Host Property prohibits the use of obscene or foul language in any public area of the casino at any time. Any participant who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another participant, a dealer or a Tournament staff member, will be penalized. These penalties will be levied based on Rules 39, 112, and 113.
46. Any Participant who taunts another Participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other participants in the tournament will be subject to penalty in accordance with Rules 39, 112, and 113.
47. Participant or staff abuse will not be tolerated. A participant will incur a penalty up to and including disqualification for any abuse towards another participant or staff member, and the participant could be asked to leave the property. Repeated etiquette violations such as touching another participant’s cards or chips, delay of game and excessive chatter will result in penalties.
48. The WSOPC is subject to all applicable federal, state, and local laws and regulations, including gaming, and all aspects of the WSOPC are subject to the approval of appropriate regulatory authorities.
49. Tournament Rules and any and all changes in the rules and event descriptions for the WSOPC events occurring from August 2, 2017 through May 22, 2018 will be available at the Tournament facilities at the Host Property.
50. Where a situation arises that is not covered by these rules, the Host Property 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 – PARTICIPANT LIKENESS AND IMAGE

51. Prior to entering and playing in the Tournament, each participant must execute a Participant Release Form. Failure to do so may, at the option of the Host Property acting in its sole and absolute discretion, subject the participant to immediate disqualification at any point in the Tournament. If the participant is disqualified he or she shall forfeit all entry fees paid and not be entitled to receive any Tournament prize monies or any other prize.
52. For all tournaments taped for television, participants may wear apparel with multiple logos, patches or promotional language. The Host Property reserves the right at all times to impose a ban on any apparel deemed objectionable by the Host Property, in its sole and absolute discretion.
53. The following are deemed acceptable sizes and placements for events taped for television.
 - a. Primary Garment. No single company name, brand, or affiliated and similar name or brand is to be represented more than twice on any individual article of clothing. Three total placements are deemed acceptable.
 - i. Front or Back. One placement per side is deemed acceptable. The logo, patch or block of promotional language is to be larger than 12 square inches.
 - ii. Sleeves and Shoulder. One placement on each side is acceptable. No individual logo, patch or block of promotional

language in these areas is to be larger than six square inches.

- b. Hats may be worn at tables intended for television taping but may not display any logo or promotional language, except for those logoed items (e.g., sports teams) sold to the general public through traditional commercial retail outlets and not deemed by the host property to be an advertising message; a decision that the host property will make in its sole and absolute discretion. Temporary tattoos, adhesive strips for the skin, and “band-aids” with logos or promotional language are not permitted at any time.
 - i. At the start of each television taping day, no more than three (3) participants at the Final Table – and all other tables featured for television coverage – will be allowed to wear apparel with logos, patches or promotional language from the same entity.
 - ii. Should there be more than three (3) participants representing the same entity at the start of a televised Final or feature table – and those participants cannot agree which participant will remove or cover their logos for the common entity – a WSOPC official will draw high-card prior to the start of play to determine which participants will be allowed to wear the logos of the common entity. After the draw of the high-card, the affected participant(s) must either cover the relevant logo(s) or change their apparel.
 - iii. Under no circumstances may participants seated at televised Final or Feature add logos, patches or promotional language to their apparel after the beginning of that day’s session of play.
 - c. Under no circumstances will the Host Property permit any Participant to wear any logo, slogan or promotional language of any organization (or any parent, affiliate or subsidiary of any organization) that the Host Property, acting in its sole discretion, determines:
 - i. Contains any false, unsubstantiated, or unwarranted claims for any product or service, or make any testimonials that the Host Property, in its sole and absolute discretion, considers unethical;
 - ii. Advertises any non-prescription or non “over the counter” drug, tobacco product, handgun, firearm or ammunition;
 - iii. Contains any material constituting or relating to a lottery, a contest of any kind in which the public is unfairly treated or any enterprise, service or product that abets, assists or promotes illegal gambling;
 - iv. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, either in theme or in treatment or that describes or depicts repellantly any internal bodily functions or symptomatic results of internal conditions, or refers to matters that are not considered socially acceptable topics;
 - v. Advertises any pornographic products;
 - vi. Includes any element of intellectual property without the owner’s consent to such use or that may give rise to any claim of infringement, misappropriation, or other form of unfair competition;
 - vii. Disparages or libels any person or product;
 - viii. Is engaged in (or is alleged to have been engaged in) conduct that the Host Property deems inappropriate, or which the Host Property determines could or does negatively impact the business or privileged license of the Host Property, its parent or any of its affiliates.
 - ix. Are or might be injurious or prejudicial to the interests of the WSOPC or the Host Property or is otherwise contrary to honest advertising and reputable business in general. This includes but is not limited to the name or logo of any person or entity that uses or has used the trademarks, trade names or logos of the Host Property or its affiliated companies without written authorization from an authorized officer of the Host Property;
 - d. The Host Property reserves the right at all times to impose a ban on any apparel deemed objectionable by the Host Property, in its sole and absolute discretion.
 - e. The WSOPC reserves the right to refuse entry or continued participation in an event to any participant who does not comply with the aforementioned apparel rules
54. Participants may not cover or conceal their facial identity. Tournament officials must be able to distinguish the identity of each participant at all times and may instruct participants to remove any material that inhibits their identification or is a distraction to other participants or Tournament officials. Participants may wear sunglasses and sweat shirts with hoods, but may be asked to remove them if Tournament officials cannot identify them.

SECTION VI – POKER RULES

- 55. Floor People: The Tournament Director, Managers, and Supervisors 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 (“TD”) reserves the right to overrule any floor decision.
- 56. The Host Property reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its participants.

57. Official Language: The English-only rule will be enforced at all WSOPC tables during Tournament play. Participants who violate this rule are subject to penalty in accordance with Rules 39, 112, and 113.
58. Official Terminology of Tournament Poker: Official terms are simple, unmistakable, time-honored declarations like: bet, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at participant's risk because it may result in a ruling other than what the participant intended. It is the responsibility of participants to make their intentions clear. See Rules 59 and 91.
59. Non-Standard and Unclear Betting: Participants use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the participant intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, the bet will be valued at the largest amount possible that does not exceed the value of the pot. Example: Blinds are 200-400 and the first participant to act on the flop throws out a 5000 chip and announces "Five". If the amount of the pot at this time is less than 5000, the bet will be 500. If the amount of the pot is 5000 or more, the bet will be 5000.
60. Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to penalty at Tournament Director's discretion in accordance with Rules 39, 112, and 113. Example: "if – then" statements such as "If you bet, then I will raise."
61. Count of Opponent's Chip Stack: Participants are entitled to a reasonable estimation of their opponents' chip counts. Participants may only request a more precise count if facing an all-in bet. The all-in participant is not required to count; if he opts not to, the dealer or floor will count it. Accepted action applies.
62. Communication: For all cell phones and other voice-enabled and "ringing" electronic devices, ringers must be silenced during Tournament play. Participants not involved in a hand (cards in muck) shall be permitted to text/email at the table, but shall not be permitted to text/email any other participant at the table. If the Host Property, acting in its sole and absolute discretion, believes a participant is communicating with another participant at the table, both parties will be immediately disqualified from the Tournament and face imposition of additional penalties as described in Rule 39. All participants desiring to talk on a cell phone must be at least one table length away from their assigned table during all said communication. Those individuals who talk on a cell phone not at least one table length away from their assigned table shall be subject to a penalty to be determined by Tournament Staff. Participants at Televised Final and Feature tables must leave the tournament area to text, email or talk on a cell phone. No cell phones or other electronic communication device can be placed on a poker table.
63. Approved Electronic Devices; Prohibited Filming and Streaming:
- Participants are allowed to use as approved electronic devices iPods, MP3 participants and other music participant or noise-reduction headsets during Tournament play until they have reached the final table in any event, so long as the approved electronic devices are not used to collude or cheat in any way. Once participants are at the final table in any Tournament, all approved electronic devices must be removed. An announcement will be made to participants once they have reached the money to remove all such electronic devices. Failure to do so will result in penalties up to and including disqualification, in accordance with Rules 39, 112, and 113.
 - Participants are prohibited from using any electronic or other devices to record or capture video or audio footage at any time during Tournament play, whether or not the Participant is involved in a hand or not. Recording, capturing and/or live streaming video or audio footage of the Tournament, and any attempt to use such recorded, captured or streamed video or audio by a Participant, whether involved in a hand or not, will subject the Participant to penalties and potential disqualification, in the sole and absolute discretion of the Host Property, as described in Rule 39, 112, and 113.
 - Participants are prohibited from using betting apps, gaming charts, or any poker information tool while involved in a hand.
64. Random Correct Seating: Tournament and Satellite seats will be randomly assigned. A participant who started the Tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take their current total chip stack with them. Participants who start the Tournament in the wrong seat in a shootout or heads-up event will be handled on a case by case basis. Tournament staff reserves the right to relocate participants from their assigned seat to accommodate participants based on special needs, and to balance tables at the start of the Tournament.
65. Breaking Order: The breaking order for an event will be posted at the close of registration for that event. The table to which a participant is moved will be specified by a predetermined procedure. Participants 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. Host Property reserves the right to alter the breaking order due to unusual circumstances.
66. Balancing Tables: In 8, 9, and 10-handed events, play will halt on a table that has 3 or more participants less than the table in that event

with the most participants. Play will halt on other game formats (ex: 6-handed and turbos) at TD's discretion. Not halting play is not a cause for a misdeal and TD's may elect not to halt play at their discretion. In fields greater than 20 tables, participants will be moved from the next numerical table at full capacity to the short table. Once a Tournament is below 20 tables, participants will be moved from the next table in the breaking order that is at full capacity to the short table. Participants moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule 65.

- a. In flop and mixed events when balancing tables, the participant who will be the big blind next will be moved from the big blind to the worst position, including taking a single big blind. Worst position is never the small blind. In stud only events, participants will be moved by position (the last seat to open up at the short table is the seat to be filled).
 - b. In mixed game events, Example: HORSE: when the game shifts from the Flop Game, Omaha, to the Seven Card Game, Razz) after the last Omaha hand, the button is moved to the position that it would be in if the next hand was to be Hold-Em; then frozen during the Seven Card games of Razz, Seven Card Stud and Seven Card Stud 8 or Better. The participant to be moved during the Seven Card games would be the participant who would be the Big Blind when the Flop Games resume. When Hold-Em resumes, the button for the first hand will be at the position where it was frozen. In Dealer's Choice events, a separate Dealer's Choice button will be used to determine and track the starting position of the participant making the game selection.
 - c. When the Tournament reaches 12 tables or when manageable as deemed appropriate by the tournament staff, the remaining tables will be balanced within one participant until the final table is reached. There will be a re-draw for seat assignments when play reaches three tables, again at two tables, and for the final table seat assignments for events that have 100 or more participants. For events with less than 100 participants but more than 50, there will be a re-draw at two tables and again for final table seat assignments.
67. Number of Participants at Final Table: Final tables will have the number of participants at a full table for the event, plus one more participant. (ex: 9-handed events seat 10 at the final table, 8-handed stud seats 9, 6-handed seats 7, etc.). No final table should seat more than 10. This rule does not apply to heads-up events.
68. Declarations: Cards speak; a tabled hand assigns itself its true value. The dealer assists in reading hands, but participants are responsible for holding onto their cards until the winner is declared and the pot has been awarded. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalcating a hand with the intent of causing another participant to discard a winning hand is unethical and may result in forfeiture of the pot. However at Host Property's discretion, any participant deliberately miscalcating his or her hand will be subject to penalty in accordance with Rules 39, 112, and 113.
69. Face up for All-Ins: All cards will be turned face up once a participant is all in and all betting action for the hand is complete. If a participant 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.
70. Killing Winning Hand: A dealer cannot kill a winning hand that was properly tabled and was obviously the winning hand. A tabled hand is defined as a hand that a participant places on the table such that the dealer and all participants at the table can read the contents of the hand. Participants are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
71. Showdown: During a showdown where no participants are all-in and if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive participant on the final betting round (final street where betting is possible) must table first. If there was no bet on the final betting round, then the participant who would be first to act in a betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand showing in razz, etc.) Participants not still in possession of their cards at showdown, or who have mucked face down without tabling their cards; lose any rights or privileges they may have to ask to see any hand. The winning hand must be shown to claim the pot unless there are no other live hands at which point the pot can be awarded to the only live hand remaining. If a participant shows a partial hand at showdown which causes the remaining participants to fold, he still must show his complete hand. If a participant refuses to show their hand and intentionally mucks his or her hand, the participant in violation will receive a penalty, in accordance with Rules 39, 112, and 113.
72. Awarding Odd Chips: Odd chips will be broken into the smallest denominations possible. In button games with 2 or more high or low hands, the odd chip goes to the first seat left of the button. In stud high, razz, and if there are 2 or more high or low hands in stud/8; the odd chip goes to the high card by suit in the participant's 5-card winning hand. In H/L split games, the odd chip in the total pot goes to the high side. If identical hands win both high and low (ex: 2 wheels in Omaha/8) the pot will be split as evenly as possible.
73. Side Pots: Each side pot will be split separately.
74. Playing the Board at Showdown: When playing the board, a participant must table all hole cards in order to get part of the pot.
75. Disputed Pots: The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle. When an automatic

shuffler is being used, a hand begins with the push of the green button to access the deck.

76. Chip Race and Scheduled Color Ups:
- a. At scheduled color-ups, odd chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a participant. Participants cannot be raced out of an event: a participant losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play.
 - b. Participants must have their chips fully visible and are encouraged to witness the chip race.
 - c. If after the race, a participant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.
77. Deck changes will be on the dealer push or limit changes or as prescribed by the Host Property. Participants may not ask for deck changes unless a card is damaged.
78. New Hand and New Limits: When time has elapsed in a round and a new level is announced, the new level applies to the next hand. A new hand begins with the first riffle. If an automatic shuffler is used, the hand begins when the green button is pushed.
79. Calling-for-clock: Once a reasonable amount of time has passed and a clock is called, Floor People may, in their sole discretion, give the participant an additional 0 up to 25 seconds to make a decision. If action has not been taken when prompted by the Floor Person, there will be a 5-second countdown followed by a declaration or stopwatch alarm. If a participant has not acted before the declaration or alarm sounds, the hand will be dead. Host Property, in its sole and absolute discretion, reserves the right, at any time, to invoke a clock or speed up the amount of time allotted for a clock. Any participant intentionally stalling the progress of the game or unnecessarily calling the clock will incur a penalty in accordance with Rules 39, 112, and 113.
80. Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.
81. At Your Seat: A participant must be at his or her seat by the time all participants have been dealt complete initial hands to have a live hand. Participants must be at their seats to call the clock as described in Rule 79. “At your seat” is defined as being within reach or touch of your chair.
82. Action Pending: participants must remain at the table if they still have action pending on a live hand. If a participant leaves the table before they have acted on their hand, a penalty, in accordance with Rules 39, 112, and 113, will be enforced when the participant in violation returns to the table.
83. Non-Standard Folds: Any time before the end of the last betting round of a hand, folding in turn when there’s been no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are both binding folds and may be subject to penalty in accordance with Rules 39 & 112. Once action has begun, a hand may be considered abandoned and mucked if a participant is not at his seat.
84. Button: At the start of an event or redraw, the button will begin in the seat with the first chip stack to the dealer’s right. Tournament play will use a dead button. Dead Button is defined as a button that cannot be advanced due to elimination of a participant or the seating of a new participant into a position between the small blind and the button. At final tables, there will be a redraw for the button.
- a. If the participant on the button is dealt too few cards, he/she should announce it as soon as noticed. Button cards may be distributed to the participant even after substantial action has occurred depending on game type. If the participant acts on the hand while it still has too few cards, this hand is dead.
85. Dodging Blinds: A participant 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 Rules 39, 112, and 113.
86. Button in Heads Play: In heads-up play, the small blind is on the button and acts first pre-flop and last on all other betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure neither participant has the big blind twice in a row.
87. Misdeals:
- a. Misdeals include but are not necessarily limited to:
 1. 2 or more boxed cards on the initial deal.
 2. First card dealt to the wrong seat.
 3. Cards dealt to a seat not entitled to a hand.
 4. A seat entitled to a hand is dealt out.
 5. In stud, if any of the participants’ 2 down cards are exposed by dealer error.
 6. In flop games, if either of the first 2 cards dealt off the deck or any other 2 down cards are exposed by dealer error.
 - i. Participants may be dealt 2 consecutive cards on the button.

1. House standards apply for draw games (ex: lowball).

- b. If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new participants are seated, and limits stay the same. Cards are dealt to participants on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a participant on penalty, not two.
- c. If substantial action occurs, a misdeal cannot be declared and the hand must proceed. Substantial Action is either:
 - 1. Any two actions in turn, where at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds).
 - 2. Any combination of three actions in turn (check, bet, raise, call, or fold).

88. Four-Card Flop: If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the four cards face down. A Tournament official will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.
89. Verbal Declarations / Action in Turn: Verbal declarations in turn regarding wagers are binding. Participants must act in turn at all times. Action out of turn will be binding if the action to that participant has not changed. A check, call or fold is not considered action changing. If a participant 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. Participants may not intentionally act out of turn to influence play before them and may incur a penalty in accordance with Rules 39, 112, and 113. A participant skipped by out of turn action must defend his right to act. If the skipped participant has had a reasonable amount of time and has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The Floor Person will be called to render a decision on how to treat the skipped hand.
90. All chips put into the pot in turn stay in the pot. If a participant has raised and his or her hand is killed before the raise is called, the participant 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 89.
91. When facing a bet, unless raise is declared first, a multiple-chip bet is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Example: preflop, 200-400 blinds: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200). If the single removal of just one of the smallest chips leaves the call amount or more, the bet is governed by the 50% standard in Rule 96.
92. It is the participant's responsibility to make his/her intentions clear. Standard and acceptable forms of calling include:
 - a. Verbally declaring "call".
 - b. Pushing out chips equal to a call.
 - c. Silently pushing out an oversized chip.
 - d. Silently pushing out multiple chips equal to a call under Rule 91.

Silently betting a chip amount that is tiny relative to the bet faced is non-standard, strongly discouraged, subject to penalty, and will be interpreted at TD's discretion. This may include being ruled a full call. (i.e. NLHE blinds 2k-4k. Participant A bets 50k, Participant B then silently puts out a single 1k chip)
93. As in Rule 92, it is the participant's responsibility to make his/her intentions clear. Standard and acceptable forms of raising include:
 - a. Placing the full amount in the pot in one continuous motion without going back toward the participant's stack.
 - b. Verbally declaring the full amount prior to the initial placement of chips into the pot.
 - c. Verbally declaring "raise" prior to the initial placement of chips in the pot. Participant can place the exact amount of the call and then can complete the raise with one additional motion back to the participant's stack. If an amount other than the exact amount to call but less than a minimum raise is first put out or announced after the initial verbal declaration of "raise"; it will be ruled a minimum raise.
94. If a participant puts in a raise of 50% 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.
95. In no-limit and pot-limit, all raises must be equal to or greater than the size of the previous bet or raise on that betting round. An all-in wager of less than a full raise does not reopen the betting to a participant who has already acted. In limit poker, at least 50% of a full bet or raise is required to re-open betting for participants that have already acted in that betting round.
 - a. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, Participant A - bets 500, Participant B - raises to 1,000, Participant C - calls 1,000, Participant D - moves all-in for 1,300, Participant E - moves all-in for 1,700. If Participant A calls or folds, then Participants B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, Participants B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. Also, Participants B or C could raise more than 500. (The half-the-size rule for reopening the betting is for limit poker only.)
96. Oversized Chip Betting: Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if

the participant doesn't announce a raise. For example, pre-flop, blinds are 200-400: A raises to 1,200 total (an 800 raise), B puts out two 1,000 chips without declaring raise. This is just a call because removing one 1,000 chip leaves less than the amount needed to call the 1,200 bet. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. If a participant says "Raise" as an oversized chip is placed into the pot (with the word Raise being announced prior to the chip landing on the table surface), but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.

97. Previous Bet Chips Not Pulled In: If a participant faces additional action and has chips in front of him not yet pulled in from a prior bet, those chips (and any change due) may affect whether his betting response to the action is a call or re-raise. Because several possibilities exist, participants are encouraged to verbally declare their bet before putting out new chips on top of chips from a prior bet not yet pulled in. If the participant facing the action is either the small blind or big blind and this participant picks up his/her blind and combines it with other chips from his/her stack, the chips from the blind will be considered part of the participant's current wager. i.e. The blinds are 50 -100. Participant A is the small blind and has 50 tournament chips in front. Participant A is facing a raise to 500. Participant A picks up the small blind, combines it with a 1,000 chip and throws out 1,050. Participant A has just re-raised the action to 1,050 since the participant has thrown out multiple chips. If Participant A had thrown out the 1,000 chip on top of the small blind without combining it with the blind up first, the participant has only called the bet according to rule 96. If the big blind is not facing any additional action during his "option to raise" and he pulls back his big blind and replaces it with a single over-sized chip, he is raising the pot to the max value of that chip. If he pulls back his big blind and replaces it with multiple chips, it will be the amount of the chips placed into the pot but also subject to rule 94.
98. Over-Betting Expecting Change. Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under Rule 91. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.
99. Number of Raises:
 - a. There is no cap on the number of raises in no-limit games.
 - b. In limit events there will be a maximum of one bet and four raises, even if there are only two participants remaining in the hand. Once the Tournament becomes heads-up (that is, only two participants remain in the entire Tournament), this rule does not apply. There may be unlimited raises at the heads-up level.
100. Pot Size and Pot Limit Bets: participants are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. If requested, dealers may spread the pot so that a participant can count it.
101. Declaring, "I bet the pot" is not a valid bet in limit or no-limit poker but it does bind a participant to make at least the minimum bet. If the participant is facing a bet and makes this declaration, the participant will be required to make at least a minimum raise. If a participant faces no bet and: A) declares "call", it is a check; B) declares "raise", the participant must make at least a minimum bet. If a participant declares "check" when facing a bet, he may call or fold, but cannot raise.
102. Strings Bets and Raises: Dealers will be responsible for calling string bets/raises. All participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. A floor person must verify string bets/raises called by a participant. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a participant's action is complete.
103. Accepted Action: Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or participants. If a caller requests a count but receives incorrect information from the dealer or participants, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount.
104. All-In with Chips Found Behind Later: If A bets all-in and a hidden chip is found behind after a participant has called, the TD will determine if the chip behind is part of accepted action or not. If not part of the action, A will not be paid off for the chip(s) if he wins. If A loses he is not saved by the chip(s) and the TD may award the chip(s) to the winning caller.
105. Cards and Chip Stacks Kept Visible, Countable, and Manageable. Discretionary Color-Ups: Participants are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must keep their higher denomination chips visible and identifiable at all times. Floor People will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Participants with live hands must keep their cards in plain view at all times.
106. Chips in Transit: All chips must be visible at all times. Participants may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A participant who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play. It has never acceptable to conceal chips in any manner, whether in pockets, under clothing or

in closed hands, etc. Chips must remain visible to floor staff, dealers and other participants at all times.

107. Protect Your Hand: participants must protect their own hands at all times. A protected hand is defined as a hand sitting on the table surface with a card cap (see Rule 111) placed on top of the hand. If a dealer or participant kills or fouls an unprotected hand, the participant will have no redress and will not be entitled to his or her money back. If the participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the participant.
108. Your hand is declared dead if:
- You fold or announce that you are folding when facing a bet or a raise.
 - You throw your hand away in a forward motion causing another participant to act behind you even if not facing a bet. Discarding non-tabled cards face down does not automatically kill them; a participant may still table the cards if they remain 100% identifiable and retrievable. Cards are killed by the dealer when pushed into the muck rendering them unidentifiable.
 - In stud, when facing a bet, you pick your up-cards off the table, turn your up-cards facedown, or mix your up-cards and down-cards together.
 - The hand does not contain the proper number of cards for that particular game, except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live.
 - You act on a hand with a joker as a hole-card in a game not using a joker. A participant who acts on a hand without looking at a card assumes the liability of finding an improper card.
 - You have the clock on you when facing a bet or raise and exceed the specified time limit.
109. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort will be made to rule a hand retrievable if it was folded as a result of dealer error or incorrect information given to/by a participant.
110. Cards thrown into another participant's hand are dead, whether they are face-up or facedown. A participant throwing hole cards into the hole-cards of a blind may cause a re-deal. The offending participant will receive a hand, but it will be dealt dead.
111. Foreign Objects: There will be no foreign objects on the table except for a maximum of one card cap (also known as a card protector). Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth. Participants may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.
112. Penalties: In its sole and absolute discretion, the Host Property may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Casino. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior, and cheating or collusion. A penalty will also be imposed if a participant throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-participant-to-a-hand rule or engages in similar behavior. One-participant-to-a-hand means a participant may not receive advice from anyone while in a hand and may not provide advice to any participant while that participant is in a hand.
- a. Tournament officials 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. Participants who receive a missed-hand penalty must remain outside the designated Tournament areas for the length of their penalty.
 - d. The participant must notify the Tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
 - e. The Host Property will log all penalties issued either through Bravo or using a manual process throughout the duration of the WSOPC.
 - 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 participant is deemed worthy. Or a participant, for example, may forego a warning and be assessed a three round penalty. Participants should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
113. Disqualification: A participant who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified participant. Any participant who forfeits play for health or other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.

114. Table Talk / Disclosure: participants are obligated to protect the other participants in the Tournament at all times. Therefore, whether in a hand or not, participants may not:
- Disclose contents of live or folded hands.
 - Advise or criticize play at any time.
 - Read a hand that hasn't been tabled.
 - Discuss strategy with an outside source while involved in a hand.
 - The one-participant-to-a-hand rule mentioned in Rule 112 will be enforced.

Special Exceptions:

- A participant is allowed to mention the strength or content of his/her hand if no other participant in the hand will have a decision to make.
 - In heads-up events or when down to the last two participants in a Tournament, participants may speak freely regarding the contents of their hands.
 - The Floor Person reserves the right use his/her judgment to determine if one participant intentionally helped another participant. Participants who violate this rule are subject to penalty in accordance with Rules 39, 112, and 113.
115. Exposing Cards and Proper Folding: A participant 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 participants at the table are entitled to see the exposed card(s), if requested. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high (“helicoptered”).
116. Ethical Play: Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.
- Checking the exclusive nuts when last to act on the river is not an automatic soft play violation. The TD will determine if collusion is present and will enforce penalties in accordance with Rules 39, 112, and 113.
117. Etiquette Violations: Repeated etiquette violations will result in the imposition of penalties assessed by the Tournament Staff. Examples include, but are not limited to, unnecessarily touching other participants’ cards or chips, body, or clothing, delay of the game, repeatedly acting out of turn, betting out of reach of the dealer, or excessive chatter. Excessive chatter includes, but is not limited to, talking or conversation that causes a disruption of participants who are in a hand.

SECTION VII - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES

118. The Tournament Director may modify the schedule of play for any event for any reason.
- End of Day: Ten minutes prior to the end of day’s play for any event, a random card will be drawn to determine how many additional hands will be played. Playing Cards 3-7 will be used and a random participant will be asked to pick a card face down.
119. Hand for Hand:
- Upon nearing the “Money” (the first level of the prize pool payout), a “Hand-for-Hand” method of determining participant placement within the prize pool and the actual amount of prize pool disbursement within that event will be utilized. This will begin by completing the current hand in progress at all tables. Once all hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play. This process will continue until enough participants have been eliminated to reach the money.
 - During the Hand-for-Hand process, more than one participant may be eliminated during the same hand. If two or more participants are eliminated during the same hand at different tables, those participants will “tie” for that place finish. If two or more participants are eliminated during the same hand at the same table, the participant(s) who began the hand with the highest chip count will receive the higher place finish.
 - After Hand-for-Hand begins each hand will run 2 minutes off the clock, regardless of how long the hand actually takes. The 2 minute run-off starts with the current hand at time of announcement. Example: 17:30:00 remains in the current level when “finish the current hand...” is announced. At the end of the current hand the clock is set to 17:28:00. At the end of the next hand it is set to 17:26:00 and so on Payoff eligibility starts at the announcement: “finish the current hand you’re on then hold up, we are going hand for hand”. If enough participants bust on the current hand to break into the money, the busting participants will be eligible for a share of the place(s) paid on the current hand.
 - So that participants can most clearly know the timing of level changes, whenever possible the clock should be reduced by 2-minutes after each hand not after “batches” of multiple hands.
 - Blinds will continue to increase as new levels are reached.

- f. Participants are encouraged but not required to remain seated during Hand-for-Hand play.
- g. In the event of an all-in and call during Hand-for-Hand, the cards of all participants in the hand should remain face down. Dealers should not deal additional cards until instructed.

SECTION VIII – TOURNAMENT BETTING FORMATS

LIMIT

- a. Restricts participants to betting and raising to a set amount on each betting round according to the structure for the event.
- b. All limit events are played with a bet and a maximum of four raises unless heads-up at the final table.

NO - LIMIT

- a. The maximum amount a participant can bet or raise is only limited by the amount of chips they have in their possession.
- b. The minimum bet is equal to the amount of the Big Blind.
- c. The Dealer WILL NOT tell a participant the total amount of the pot at any time. The dealer may spread the pot for viewing by the participant with action pending, upon request.

POT LIMIT

- a. The maximum amount a participant can bet or raise is limited to the amount of the pot.
- b. The minimum bet is equal to the amount of the Big Blind.
- c. The Dealer MUST tell a participant the total of the pot when asked by the participant facing action.
- d. If a participant “over-bets” the pot, the Dealer MUST announce the correct bet amount immediately. An accurate pot total should be maintained at all times. In pot limit, if a participant bets the pot based on an inaccurate count, if the pot count is too high (an illegal bet), it will be corrected for all participants anywhere on the current street; if too low, corrected until substantial action occurs.

SECTION IX – TOURNAMENT GAME FORMATS

FLOP GAMES

- a. Played with 2-10 participants.
- b. The Dealer will always deal the first card to the participant directly following (clockwise) the Dealer button (Small Blind position).
- c. The Dealer should announce the number participants remaining active in the hand while dealing the flop, turn and river.

1. TEXAS HOLD’EM

In Texas Hold’Em, each participant receives two down cards as their personal hand, or hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the “flop”, are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the “turn”, is placed out on the board followed by a betting round. Another card is burnt and the final card, “the river”, is placed out on the board followed by the final betting round. The board cards are community cards, and a participant may use any five-card combination from among the board and personal cards to make the best possible five-card poker hand. A participant may use all of the board cards and no personal cards to form a hand playing the board. A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

2. OMAHA

In Omaha, each participant receives four down cards as their personal hand, hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the “flop”, are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the “turn”, is placed out on the board followed by a betting round. Another card is burnt and the final card, “the river”, is placed out on the board followed by the final betting round. The five board cards are community cards. A participant may only use three boards cards combined with any two of the participant’s four hole cards to make the best possible five-card poker hand. A dealer button is used along with a small blind and big blind.

3. OMAHA HI/LOW 8 or BETTER

Omaha can be played as a high-low split pot game. The participant must use any combination of two hole cards and three board cards for the high hand and either a different or the same combination of two hole cards and three board cards for the low hand. All the rules of Omaha apply to Omaha high-low split. This game is played with a split-pot format. Half of the pot is awarded to the participant or participants with the highest 5-card poker hand. The other half of the pot is awarded to the participant or participants holding the lowest 5-card poker hand. A qualifier of 8-or-better for the low hand is used. This means to win the low half of the pot, a participant’s hand at the showdown must have five cards of different ranks that are an eight or lower in rank. An ace can be played as either high or low. Straights and flushes do not count against a low hand so the best possible low hand is 5-4-3-2-A, also known as a WHEEL. The best high poker hand wins the entire pot if there is no qualifying hand for low.

4. OMAHA "BIG O" HI/LOW 8 or BETTER (5 Card Omaha)

All the rules of Omaha High-Low apply to Omaha "The Big O" with the following change; all participants are dealt 5 cards in their initial starting hand. Game is played with 7 participants so Final Table can be seated with 8 participants

SEVEN CARD GAMES

Played with a maximum of 8 participants.

In a seven-card game, each participant first receives two down cards followed by one up card to start the hand. After each participant receives their three initial cards, there is the first round of betting. There are then three more up-cards and a final down card, with a betting round after each, for a total of five betting rounds on a deal played to the showdown. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, third and fourth street, and the larger bet is wagered for the last three betting rounds, on the fifth, sixth, and seventh street. Deliberately changing the order of your up-cards in a stud game is improper because it unfairly misleads the other participants; a participant deliberately changing the order of the up-cards may have a dead hand.

When the wrong person is designated as the bring-in and bets, if the next participant has not yet acted; the action will be corrected to the correct bring-in position, who has the option to either post the bring-in or complete to the full bet according to the structure. The incorrect bring-in takes back the wager. If the next hand has acted after the incorrect low card action, the wager stands, action continues from there, and the real low card has no obligations.

Increasing the amount wagered by the forced bring-in, up to a full bet does not count as a raise but merely as a completion of the bet. For example: Bring-in 100, complete to 400; four raises are then allowed.

If you are not present at the table when third street has been delivered to the final participant position, you forfeit your ante and bring-in, if any.

The down cards will be killed; the up card, third street; will be killed when action reaches your position. Fourth street will not be delivered to an absent participant position.

All new pairs are announced; possible straights or flushes are not announced.

In all fixed-limit games, when an open pair is showing on Fourth Street, the second up card, any participant has the option of betting either the lower or the upper limit. For example: In a level with 500-1000 betting limits, if you have a pair showing and are the high hand, you may bet either 500 or 1000. If you bet 500, any participant then has the option to call 500, raise 500, or raise 1000. If a 1000 raise is made, then all other raises must be in increments of 1000. If the participant high with the open pair on fourth street checks, then subsequent participants have the same options that were given to the participant who was high.

1. SEVEN CARD STUD

The first round of betting starts with a forced bet, the bring-in, indicated by the lowest card by rank and suit. The participant with the forced bet has the option of opening with the bring-in or the full bet as designated in the structure. On subsequent betting rounds, the high hand on board initiates the action, a tie is broken by position, with the participant who received cards first acting first. If the participant with the low card is all-in for the ante, the person to that participant's left acts first. If the participant with the low card is all-in for a portion of the bring-in, the bet is made; all other participants must enter for at least the bring-in amount or the full bet as designated in the structure.

2. SEVEN CARD STUD HI/LOW 8 or BETTER

Seven-card stud/8 is a stud game which is played both high and low. A qualifier of 8-or-better for the low hand is required. This means to win the low half of the pot, a participant's hand at showdown must have five cards of different ranks that are an eight or lower in rank. An ace is the highest card and also the lowest card. If there is no qualifying hand for low, the best high hand wins the whole pot. A participant may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand. On Fourth Street, a participant showing an open pair does not have an option of opening with an upper limit bet.

The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first participant in the tie clockwise from the dealer acts first. If the high hand is all-in, action proceeds clockwise as if that person had checked. Straights and flushes do not affect the value of a low hand.

When there is an odd chip in a pot, the chip goes to the high hand. If two participants split any portion of the pot by tying for either the high or the low, that portion of the pot shall be split as evenly as possible to the lowest denomination chip in play. The participant with the highest card by suit receives the odd chip. When making this determination, only the five cards used by the participant at showdown are considered. All other rules for seven-card stud apply to Seven-Card Stud/8 if not mentioned above.

3. SEVEN CARD STUD HI/LOW REGULAR

All rules of Seven Card Stud/8 apply except there is no qualifier for low and the high card by suit initiates the action on the first round with the king of spades being the highest card by rank and suit. Ex: The low hand may be: 10♦, 8♣, 6♥, 3♦, A♦.

4. SEVEN CARD RAZZ

The lowest-ranking hand wins the pot. Aces are low only, and two aces are the lowest pair. The format is similar to seven-card stud high, except that the high card, with the king of spades being the highest card by rank and suit, is required to make the forced bet on the first round. The low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A, known as a wheel. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A. The low hand acts first on all subsequent rounds. If the low hand is tied, the first participant clockwise from the dealer starts the action. On Fourth Street, a participant showing an open pair does not have an option of opening with an upper limit bet. All other rules for seven-card stud apply to Seven-Card Razz if not mentioned above.

DRAW GAMES

Draw games are played with six participants with the exception of Badugi, which is played with eight participants.

Lowball is draw poker with the lowest hand winning the pot. Each participant is dealt five cards facedown, after which there is a betting round. Exception: Badugi, each participant is dealt 4 cards facedown. The structure may call for an ante and/or to open with a raise. Tournament play begins with a small and big blind. The participants who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones; this is the draw. There are two basic formats, Limit and No-Limit.

Limit games are generally triple draw; the basic rules for limit poker apply.

In Triple draw, the participants will have a betting round with the initial hand, after the first draw, after the second draw, and again after the third draw, with four betting rounds total. The most popular forms of limit triple draw lowball are ace-to-five lowball(also known as California lowball) and deuce-to-seven lowball(also known as Kansas City lowball). Ace-to-five lowball gets its name because the best hand is 5-4-3-2-A; Aces are low and a straight or flush may qualify as a winning hand. Deuce-to-seven lowball gets its name because the best hand is 7-5-4-3-2, not suited; Aces are high only and straights or flushes are ranked as straights or flushes but are not fouled hands. Other forms of limit triple draw lowball are Badugi, Bادهucey and Badacey.

No-Limit draw games are generally played with a single draw and the basic rules for No-Limit apply.

In Single draw, the participants will have a betting round with the initial hand and a second betting round after the first draw; two betting rounds total. The most popular forms of No-Limit single draw lowball are Deuce to Seven No-Limit, 5 Card Draw High No-Limit.

In the event of a re-shuffle, meaning the dealer has gotten down to the last card of the deck while participants still need cards, the discards from the current draw will not be included. The last card will be reshuffled with the muck and the discards from all previous draws. This means that the dealer will not use the discards from the round in progress. If the dealer can complete the draws for that round by using the last card in the stub, the dealer will use this card but only if the last card will complete all draws for the round.

ALL exposed cards, while dealing the initial hand, will be replaced. The second exposed card on the initial deal will constitute a misdeal.

Participants cannot change the number of cards to be replaced once their discards have been placed, in turn, on the table, but they may exchange any of their discards for a different card in their hand at any time prior to cards being dealt for that round.

The dealer should not burn and begin to deal the next round of cards until all participants have, in turn, placed their discards forward or stood pat (participant does not draw any cards). After “**ALL**” participants have discarded, the dealer will announce the number of cards each participant is drawing prior to the delivery of the next round of cards. This announcement prevents future changes of the discards.

If all participants stand pat, one card is still burned to designate the round.

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

LIMIT TRIPLE DRAW GAMES

1. Ace to Five or Deuce to Seven

- Played with six participants maximum
- Lowball games will be played with a particular qualifier
- A – 5: Lowest possible hand is 5-4-3-2-A. Aces are Low.
- A straight or flush may qualify as a winning hand
- 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
- Straights and flushes are ranked as straights or flushes but are not fouled hands.

2. **BADUGI**

- Played with eight participants maximum
- 4-Card Triple Draw – Lowest 4-card unsuited hand wins.
- Best Hand: “A – 2 – 3 – 4” all four suits represented.
- Four cards dealt down to each participant on the initial round; starting with the participant in the Small Blind position.
- At Showdown, if no participant shows a perfect 4 card Badugi, the winner is determined by the lowest 3-Card Badugi hand.

3. **LOWBALL HYBRIDS**

- Played with six participants maximum

BADACEY

- The pot is split between the best Badugi hand and the best Ace-to-Five hand.
- Check-raising with a perfect hand is permitted.
- Best hand is A, 2, 3, 4 of different suits (A four card Badugi) with a 5 of any suit.
- All draw Lowball rules mentioned in the previous sections apply to these games that are not mentioned above.

BADEUCEY

- The pot is split between the best Badugi hand (excluding the Ace) and the best Deuce-to-Seven hand.
- Check-raising with a perfect hand is permitted.
- Best hand is 2, 3, 4, 5 of different suits with a 7 of any suit. (The "Ace" is always a HIGH CARD)
- All draw Lowball rules mentioned in the previous sections apply to these games that are not mentioned above.

NO-LIMIT SINGLE DRAW GAMES

- Played with seven participants max

1. **DEUCE to SEVEN NO-LIMIT SINGLE DRAW**

- 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
- Straights and flushes are ranked as straights or flushes but are not fouled hands.

2. **5 CARD NO-LIMIT SINGLE DRAW HIGH ONLY**

- Highest five-card poker hand wins. This is not a lowball game but is governed by all other draw game rules.

SECTION X – GLOSSARY OF POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
<u>ACTION</u>	The participant position which follows a check, bet, raise, or fold from the active participant position to the right
<u>ACTION OUT of TURN</u>	Subject to a penalty and is binding to the Out of Turn participant if the action to that participant has not changed. A check, call or fold does not change the action. If action changes, the Out of Turn bet is not binding and is returned to the Out of Turn participant who then has all options available including making a call, raise or fold. An Out of Turn “FOLD” is binding; the dealer should immediately muck the hand.
<u>ALL - IN</u>	A participant position which has invested all of its remaining chips in the outcome of a hand. In a structured event, an All-In wager cannot be more than the call of a bet and a full raise, if a raise is an option. In a No-Limit event, an All-In wager may be for all of the remaining chips which a participant has on the table. In a Pot-Limit event, an All-In wager may not be for more than the current pot plus the previous wagers on the table in the round. A participant can only win that portion of the pot to which He/she has contributed plus other participants who have called. An All-In for some amount greater that a previous bet but for less than a full raise is not to be interpreted as a raise. Should greater wagers be made by other participants in the hand; side pots will be established.
<u>ANTE</u>	A forced bet to initiate tournament play; generally introduced after level 3 or 4 in the structure.
<u>BET</u>	A participant's wager made in turn when facing action. In Tournaments, a participant's wager will consist of the chip denominations in play according to the structure of the event.
<u>BET - " FIXED LIMIT "</u>	To bet a designated amount based on the structure of the game being played.

BET - "NO LIMIT"	To bet an amount the minimum of which is the big blind up to the total amount of the chips in the participants possession (ALL-IN)
BET - "POT LIMIT"	To bet an amount the minimum of which is the big blind up to the total amount currently in the pot. (POT)
BET - FORCED	A mandatory bet for the purpose of starting action such as Small or Big Blinds.
BET "Out of Turn"	A participant's wager made prior to the active participants to his right completing action. BET "Out of Turn" may be binding pending the completion of action from those participants who have been skipped over.
BETTING ROUND	A complete cycle from the time the first participant facing action to the last participant to complete the call. A " BETTING ROUND " may complete one or more times around the table based on subsequent action, raises, all-ins, etc.
BLIND(s)	A designated bet by game structure placed before the first card is dealt. The blind(s) is a live bet which can win the pot if not called or raised. A game may be designated as either a single blind or double blind. With a double blind, the first will be designated as the "Small Blind" and the second as the "Big Blind" The Small Blind is generally one half of the value of the Big Blind. Refer to the Tournament Structure.
BOXED CARD	A card found "face up" in the deck after shuffle. A boxed card is to be treated as a blank piece of paper, shown to all participants then placed in to the muck.
BRING-IN	The forced bet in a seven card game such as Stud, Stud Hi/Low 8 or Better, Stud Hi/Low Regular or Razz to initiate action based on either the high or low card by suit.
BURN or BURN CARDS	A burn card is the card(s) removed from the top of the deck by the dealer. The purpose of the burn card is to protect the top of the deck from exposure to the participants. It is never to be exposed at any time including after completion of the hand. There will be a burn card prior to every betting round. The burn cards will be dropped discreetly to the felt, then pushed under a chip in the pot for protection and separation from the other cards that form the muck.
BUTTON	An object or disc used to identify a particular action or function including, but not limited to, designating a seat or participant status at the table. Each button will be distinct and marked to denote its purpose. Ex: Dealer Button, Absent Participant Button, Missed Small or Big Blind Button
BUY-IN	The purchase of chips or participant's checks for a tournament. At the time of the Buy-in, a table number and seat will be assigned. A buy-in may consist of cash, casino chips or tokens representing cash such as from a satellite.
CAGE	A secure area with access to the gaming floor from which participants, chip runners etc, complete a purchase. The purchase may be participant's checks, tournament entries or a cash-out of participant's checks for money, etc.
CALL	A call is the placement of a bet equal to a previous participant's action. In games where there are blinds, the first participant to act after the initial deal will call by placing an amount equal to the big blind with forward motion towards the pot on the table surface. A participant will be bound to a call if they verbally announce their intentions to do so.
CAP	In a limit game, an initial bet and the maximum amount of raises in accordance to the rules of the tournament.
CARDS SPEAK	Any hand that has been placed "face-up" on the surface of the table by the participant will be read by the dealer or announced by any other participant at the table. The participant does not have to correctly identify the hand to win the pot if fully exposed, face-up on the surface of the table. Cards which are held in the participants hand even though exposed to another participant should not be read by another participant; " ONE PARTICIPANT to a HAND "
CHECK	A participant's option of not initiating a bet but retaining all rights to call or raise if faced with a future action. A check can only be an option without either the presence of a blind or another participants' action.
CHIP BAGGING	A procedure used during the closing of a tournament at the end of a day. A participant will be provided a Tournament Re-Draw Slip with a new table and seat number selected at random. A self-sealing plastic bag will be provided to the participants to contain and protect his/her chips until the re-start.

	The participant will write his/her name and chip count on the outside of the bag before placing chips inside. The dealer will assist the participants in the process of chip bagging assuring that a copy of the re-draw slip is placed in the bag before the bag is sealed.
COLLUSION	The act(s) of a group of participants attempting to influence the outcome of a live action game or tournament event.
COLOR-UP	The process of removing smaller denomination chips for chips of larger denomination in a tournament
COMMUNITY CARDS	Cards dealt face-up in a flop type game which can be used by all participants to complete their best hand.
COMPLETION	Stud, Stud Hi/Low 8 or Better, Stud Hi/Low Regular or Razz: To complete to a full bet following the forced bring-in by either the high or low card by suit. The completion of the bring-in is not a raise; four raises remain.
CUT	To divide the deck into two face-down stacks and then reunite them by placing the bottom stack on top of the former top stack without changing the order of the cards within each stack. The cut should be approximately one half (50%) of the deck.
CUT CARD	A plastic card of solid color to be placed under the bottom of the deck before being picked up into the dealer's hand. Often called a "BOTTOM CARD"; used to protect and conceal the bottom of the deck.
DEAD BUTTON	A Dealer Button placed in front of an empty seat to adjust the movement of the blinds, so that each participant pays the small and big blinds correctly.
DEAD HAND	A hand that has no claim to the pot; a new participant to the game, a participant who has moved seats in excess of the number allowed by the poker room procedures, or a new participant to the table.
DEAL	The process of distribution of playing cards to each participant position.
DEALER	A poker room employee who distributes the cards to the participant positions, controls the action of the game and handles all pot duties; but, does not receive a hand or have a financial stake in the game.
DEALERS CHOICE	A game that consists of several games to be determined by the participants in rotation. The series of games will be determined by the structure of the event or live action game supervisors. A group of plaques will be placed on the table with a plaque for each game as per above. As the Dealer Button moves around the table, the participant position will make a game selection from the group of plaques. The chosen game will be played for a pre-determined number of hands from one hand up to a maximum of the number of participants in the game as determined by the structure.
DEALER BUTTON (A.K.A.) "The Button"	A button placed to indicate the designated participant who will receive the last cards in each round of play. At the start of a new game each participant will receive a card; the highest card by rank and suit to determine the initial position of the Dealer Button. In tournament play, the Dealer Button will begin in the first live seat to the right of the Dealer. The Dealer Button will move clockwise around the table by one participant position at the conclusion of each hand.
" DEALT - OUT " BUTTON	A button placed by the dealer in front of a participant's position denoting that the participant is to be "DEALT-OUT" of the current hand.
DEFECTIVE DECK	A deck that is damaged in some fashion, contains too many cards for the game in progress, duplicate cards, a joker, more than two boxed cards, cards of different back designs or colors, cards in-play which have become marked or broken, or whose rank or suit can be determined due to a manufacturing imperfection. Defective Decks must be replaced to maintain the security and integrity of the game. Should the dealer determine a defective deck; the floor should be called to initiate replacement.
DRAW	The process of replacing cards in a game such as No-Limit Single Draw or Limit Triple Draw.
DOWN CARD	A card that is dealt face down without exposure to the participants. A down card may also be the card signed by each dealer as they rotate through the tournament table.
FLOP	The first three community cards dealt face down, then turned face up simultaneously with a single motion.
FOLD	To surrender a hand or refuse to call a bet when facing action.
FOREIGN CHIP (s)	Any chip with a logo other than the logo for the Host Property or World Series of Poker.

	<p>TOURNAMENT: "All FOREIGN CHIPS" will be removed from play along with the participant who introduced the chips into play. The participant will be removed and banned from future events without a return of tournament entry fees.</p>
HAND	<p>The time between the first card being dealt to the determination of a winner and the pushing of the pot.</p> <p>One game in a series of games, one deal, the cards held by a participant, cards retained by a participant entitling participation in the action, or the combination of cards necessary to win a pot.</p>
" HEADS-UP"	<p>Only two participants remaining in action in a given betting round. A tournament designed to be played as a series of two participant events; the winner of each moves to a higher bracket ultimately culminating into a final table of the two remaining participants.</p>
HOLE CARDS	<p>A participant's concealed or down cards.</p>
HOUSE	<p>The casino operator or poker room.</p>
LAMMER	<p>A button used to designate the number of hands dealt or hands remaining in a tournament such as HORSE. May be several buttons of varying amounts to indicate the total amount of exchange.</p>
LIMITS	<p>The range or structure of betting in a game.</p>
FIXED LIMIT	<p>A game played where the minimum bet is the big blind or subsequent raises of the big blind; four raises of the constitutes a cap for the round.</p>
"NO -LIMIT"	<p>A game played where the minimum bet is the big blind; the maximum bet is for all of the participant's chips.</p>
"POT- LIMIT"	<p>A game played where the minimum bet is the big blind; the maximum bet is the amount of the current pot.</p>
MISDEAL	<p>A hand dealt incorrectly or the action of dealing a hand incorrectly. Misdeals include but are not limited to:</p> <p>Two or more boxed cards found during the initial deal, The first card dealt is dealt to the wrong seat, Cards are dealt to a seat not entitled to a hand, and A seat entitled to a hand is skipped and dealt out. Please refer to the various forms of MISDEALS in the tournament or live action rules.</p>
MUCK	<p>The discard pile of cards surrendered or taken out of play.</p>
OPEN	<p>The first betting action as determined by the blinds or rank and suit of cards for the game.</p>
OPENER	<p>The participant to which the first action is directed.</p>
OVERSIZE CHIP	<p>A wager made with a single chip that is in excess of the previous action.</p>
PAT	<p>In a game such as No-Limit Single Draw or Limit Triple Draw, the participant's decision to take "NO" cards in any specific drawing round. In Limit Triple Draw, this decision may be changed in any subsequent drawing round remaining.</p>
POT	<p>The sum of the ante, blinds, bets and subsequent action.</p>
POT - "MAIN POT"	<p>The first pot created in a hand of poker.</p>
POT - "SIDE - POT"	<p>The pot(s) created after one or more participants have declared to be ' ALL IN '</p> <p>Side pots are awarded separately or split as the winning hands are determined; never combined with the main pot.</p>
RACK	<p>A tray in front of the dealer installed into the table to store chips, cards, dealer down card and/or other items which may be used in the operation of a poker tournament.</p>
RAISE	<p>A bet within the table limits that is an implicit call plus an amount in excess of the previous action by at least as large an amount; except in the case of an ALL-IN. A participant will be held to raise if, in turn, they announce their intention to do so.</p>
RAKE	<p>The commission due to the casino or poker room for hosting the game.</p>
ROUND of PLAY	<p>A completion of one time around the table, not necessarily being from seat 1 through seat 10 EX: HORSE. Any given game would begin in seat 1, ending in seat 8. A HORSE event is sat with eight participants. In a Participants Choice event, a round of play may begin in seat 3, ending in seat 2.</p>
SCRAMBLE	<p>A procedure requested by a participant to mix the cards; a dealer will spread the deck, face down, and mix the cards in a random procedure. The cards will then be collected and shuffled according to standard procedures.</p>
SHOWDOWN	<p>Determining the winner of the pot after the completion of all betting action.</p>

SUBSTANTIAL ACTION	Any two actions in turn, at least one of which involves putting chips into the pot. The accumulated actions may consist of betting, checking, folding, calling or raising except two checks or folds. The combination of any three actions in turn.
SUIT	A group of similarly colored and like-symbol cards. EX: Spades, Hearts, Clubs or Diamonds
TOURNAMENT	A competition conducted in accordance to a predetermined list of events, buy-ins and structures.
TOURNAMENT DIRECTOR	The person responsible for the overall management of a tournament.
TOURNAMENT PARTICIPANT	A person who chooses to enter a tournament and pay the buy-in for a given event and structure.
TOURNAMENT RULES	A predetermined set of terms and procedures approved for a tournament.

EXHIBIT A

Participant Points / Payout Percentages

In addition to cash prizes, winners receive points based on the number of participants and payout percentages in each ring event. Participants can qualify for the 2017/18 Global Casino Championship in one of the following ways: (a.) win a 2017- 18 Circuit Main Event at any domestic or international stop (b.) win a 2017-18 Circuit “Casino Championship,” which is defined as the participant at each stop who accumulates the most points throughout the 12-event gold ring schedule at any domestic or international stop (c.) be one of the top 50 cumulative point earners over the entire season who hasn’t otherwise qualified (Domestic tour only). Each of these participants will receive a “free roll” seat into the culminating event. In addition to those who qualify for entry due to an automatic invite or cumulative standings, certain participants will be eligible to buy-in to the *WSOP Global Casino Championship* for \$10,000. The top 100 ranked participants from the WSOP Participant of the Year from the previous year (2017) are eligible to buy into the Event for \$10,000 (thus the 2017 WSOP POY Standings in this case). In addition, any participants that have won any official “ring event” at a 2017-18 Circuit Event are also eligible to buy into the Event for \$10,000. All additional \$10,000 direct buy-ins from eligible ring event winners and 2017 WSOP POY will be added to the \$1 million the WSOP is putting into the prize pool.

Seats into the WSOP Global Casino Championship have no cash value and are non-transferrable.

Points are awarded based on the below point matrix.

*Note: There will likely be several duplicate names who automatically qualified. Each participant can only qualify once, therefore the duplicate names will be scrubbed and the next highest point earners in the cumulative point rankings will qualify.

**Note: Participants excluded from Caesars properties and its affiliates are not eligible to participate or qualify for the WSOP Global Casino Championship.

\$1675 Main Event
1st - exemption
2nd – 50 points
3rd – 45 points
4th – 40 points
5th – 37.5 points
6th – 35 points
7th – 30 points
8th – 27.5 points

9th – 25 points
Remaining 20% of those in the money – 20 points
Remaining 30% of those in the money - 10 points
Remaining 50% of those in the money – 5 points

Ring Events
1st – 50 points
2nd – 37.5 points
3rd – 30 points
4th – 27.5 points
5th – 25 points
6th – 22.5 points
7th – 20 points
8th – 17.5 points
9th – 15 points
Remaining 20% of those in the money – 10 points
Remaining 30% of those in the money - 5 points
Remaining 50% of those in the money – 2.5 points

Prize structures for the Tournaments are set forth as follows:

2017-18 WSOP Circuit Nine Handed Payout Percentages

# Places	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-120	121-150	151-180
1	100	60	50	45	37.50	37.5	35.000	34.000	32.000	30.0000	28.0000	27.0000
2		40	30	30	23.18	23.2	21.629	21.037	19.777	18.5420	17.3060	16.6860
3			20	15	16.14	15.2	14.341	13.848	13.844	13.2020	12.4920	12.0110
4				10	12.51	10.5	10.152	9.694	10.084	9.5900	9.1790	8.8030
5					10.67	7.7	7.6430	7.184	7.4190	7.1040	6.8620	6.5660
6						5.9	6.0970	5.618	5.5420	5.3630	5.2170	4.9830
7							5.1380	4.624	4.4450	4.1250	4.0330	3.8460
8								3.995	3.7050	3.2310	3.1680	3.0170
9									3.1840	2.5760	2.5290	2.4060
10										2.0890	2.0500	1.9490
11										2.0890	2.0500	1.9490
12										2.0890	2.0500	1.9490
13											1.6880	1.6040
14											1.6880	1.6040
15											1.6880	1.6040
16												1.3410
17												1.3410
18												1.3410

# Places	181-210	211-240	241-270	271-300	301-330	331-360	361-450	451-540	541-630	631-720	721-810	811-900
1	26.0000	25.0000	24.5000	24.0000	23.5000	23.0000	22.0000	21.5000	21.0000	20.5000	20.0000	19.5000
2	16.0610	15.4520	15.1380	14.8320	14.5300	14.2190	13.5950	13.2930	12.9890	12.6850	12.3300	12.0500
3	11.5970	11.2460	10.9370	10.7620	10.5530	10.3730	9.9340	9.7110	9.4980	9.3040	9.0900	8.8760
4	8.5170	8.3170	8.0490	7.9400	7.7950	7.6940	7.3760	7.1990	7.0480	6.9190	6.7750	6.6240
5	6.3630	6.2470	6.0300	5.9550	5.8520	5.7960	5.5620	5.4140	5.3030	5.2150	5.1170	5.0080
6	4.8350	4.7650	4.5950	4.5380	4.4630	4.4330	4.2570	4.1300	4.0450	3.9830	3.9150	3.8350
7	3.7350	3.6900	3.5600	3.5120	3.4570	3.4400	3.3060	3.1950	3.1280	3.0820	3.0330	2.9740
8	2.9330	2.9000	2.8030	2.7600	2.7180	2.7080	2.6040	2.5070	2.4520	2.4160	2.3790	2.3350
9	2.3400	2.3130	2.2420	2.2020	2.1690	2.1620	2.0800	1.9950	1.9480	1.9180	1.8890	1.8560
10	1.8970	1.8720	1.8210	1.7830	1.7570	1.7490	1.6840	1.6090	1.5680	1.5420	1.5180	1.4930
11	1.8970	1.8720	1.8210	1.7830	1.7570	1.7490	1.6840	1.6090	1.5680	1.5420	1.5180	1.4930
12	1.8970	1.8720	1.8210	1.7830	1.7570	1.7490	1.6840	1.6090	1.5680	1.5420	1.5180	1.4930
13	1.5620	1.5370	1.5020	1.4650	1.4440	1.4350	1.3820	1.3160	1.2780	1.2550	1.2350	1.2150

14	1.5620	1.5370	1.5020	1.4650	1.4440	1.4350	1.3820	1.3160	1.2780	1.2550	1.2350	1.2150
15	1.5620	1.5370	1.5020	1.4650	1.4440	1.4350	1.3820	1.3160	1.2780	1.2550	1.2350	1.2150
16	1.3060	1.2790	1.2580	1.2210	1.2040	1.1930	1.1500	1.0900	1.0550	1.0340	1.0170	1.0010
17	1.3060	1.2790	1.2580	1.2210	1.2040	1.1930	1.1500	1.0900	1.0550	1.0340	1.0170	1.0010
18	1.3060	1.2790	1.2580	1.2210	1.2040	1.1930	1.1500	1.0900	1.0550	1.0340	1.0170	1.0010
19	1.1080	1.0790	1.0700	1.0320	1.0180	1.0050	0.9690	0.9150	0.8820	0.8620	0.8470	0.8340
20	1.1080	1.0790	1.0700	1.0320	1.0180	1.0050	0.9690	0.9150	0.8820	0.8620	0.8470	0.8340
21	1.1080	1.0790	1.0700	1.0320	1.0180	1.0050	0.9690	0.9150	0.8820	0.8620	0.8470	0.8340
22		0.9230	0.9230	0.8850	0.8730	0.8580	0.8270	0.7780	0.7470	0.7270	0.7140	0.7030
23		0.9230	0.9230	0.8850	0.8730	0.8580	0.8270	0.7780	0.7470	0.7270	0.7140	0.7030
24		0.9230	0.9230	0.8850	0.8730	0.8580	0.8270	0.7780	0.7470	0.7270	0.7140	0.7030
25			0.8080	0.7690	0.7590	0.7420	0.7150	0.6700	0.6400	0.6210	0.6090	0.5990
26			0.8080	0.7690	0.7590	0.7420	0.7150	0.6700	0.6400	0.6210	0.6090	0.5990
27			0.8080	0.7690	0.7590	0.7420	0.7150	0.6700	0.6400	0.6210	0.6090	0.5990
28				0.6780	0.6690	0.6500	0.6260	0.5850	0.5550	0.5360	0.5250	0.5160
29				0.6780	0.6690	0.6500	0.6260	0.5850	0.5550	0.5360	0.5250	0.5160
30				0.6780	0.6690	0.6500	0.6260	0.5850	0.5550	0.5360	0.5250	0.5160
31					0.5970	0.5760	0.5550	0.5170	0.4880	0.4680	0.4580	0.4500
32					0.5970	0.5760	0.5550	0.5170	0.4880	0.4680	0.4580	0.4500
33					0.5970	0.5760	0.5550	0.5170	0.4880	0.4680	0.4580	0.4500
34						0.5170	0.4980	0.4630	0.4340	0.4140	0.4040	0.3970
35						0.5170	0.4980	0.4630	0.4340	0.4140	0.4040	0.3970
36						0.5170	0.4980	0.4630	0.4340	0.4140	0.4040	0.3970
37							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
38							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
39							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
40							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
41							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
42							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
43							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
44							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
45							0.4520	0.4190	0.3900	0.3700	0.3600	0.3540
46-54								0.3840	0.3550	0.3340	0.3240	0.3190
55-63									0.3270	0.3050	0.2950	0.2900
64-72										0.2800	0.2710	0.2670
73-81											0.2490	0.2460
82-90												0.2260

# Places	901-990	991-1080	1081-1170	1171-1350	1351-1530	1531-1710	1711-1890	1891-2070	2071-2250	2251-2500	2501-2750	2751-3000
1	19.0000	18.5000	18.2500	17.7500	17.2500	16.7500	16.2500	15.7500	15.2500	14.7500	14.5000	14.2500
2	11.7520	11.4380	11.2720	11.0000	10.7000	10.3760	10.0990	9.9360	9.4540	9.2800	9.0260	8.8070
3	8.6740	8.5000	8.3760	8.0730	7.8410	7.8300	7.5260	7.3100	7.1240	6.9590	6.8720	6.7540
4	6.4900	6.3900	6.3000	6.1000	5.9610	5.9500	5.7020	5.5490	5.4400	5.3590	5.3060	5.2320
5	4.9170	4.8590	4.7970	4.6550	4.5380	4.5300	4.3680	4.2570	4.1960	4.1630	4.1270	4.1080
6	3.7720	3.7380	3.6960	3.5830	3.4950	3.4800	3.3820	3.3010	3.2680	3.2500	3.2350	3.2210
7	2.9290	2.9090	2.8810	2.7900	2.7230	2.7100	2.6470	2.5870	2.5700	2.5600	2.5560	2.5430
8	2.3030	2.2900	2.2710	2.1980	2.1460	2.1300	2.0930	2.0490	2.0410	2.0400	2.0350	2.0210
9	1.8320	1.8240	1.8100	1.7520	1.7110	1.7000	1.6730	1.6390	1.6370	1.6530	1.6340	1.6260
10	1.4750	1.4700	1.4590	1.4120	1.3800	1.3700	1.3510	1.3250	1.3200	1.3100	1.3000	1.2900
11	1.4750	1.4700	1.4590	1.4120	1.3800	1.3700	1.3510	1.3250	1.3200	1.3100	1.3000	1.2900
12	1.4750	1.4700	1.4590	1.4120	1.3800	1.3700	1.3510	1.3250	1.3200	1.3100	1.3000	1.2900
13	1.2020	1.1980	1.1890	1.1510	1.1250	1.1200	1.1020	1.0820	1.0810	1.0800	1.0700	1.0600
14	1.2020	1.1980	1.1890	1.1510	1.1250	1.1200	1.1020	1.0820	1.0810	1.0800	1.0700	1.0600
15	1.2020	1.1980	1.1890	1.1510	1.1250	1.1200	1.1020	1.0820	1.0810	1.0800	1.0700	1.0600
16	0.9910	0.9870	0.9800	0.9490	0.9270	0.9260	0.9080	0.8920	0.8910	0.8900	0.8800	0.8710
17	0.9910	0.9870	0.9800	0.9490	0.9270	0.9260	0.9080	0.8920	0.8910	0.8900	0.8800	0.8710
18	0.9910	0.9870	0.9800	0.9490	0.9270	0.9260	0.9080	0.8920	0.8910	0.8900	0.8800	0.8710
19	0.8260	0.8220	0.8160	0.7910	0.7730	0.7720	0.7560	0.7430	0.7420	0.7400	0.7300	0.7210
20	0.8260	0.8220	0.8160	0.7910	0.7730	0.7720	0.7560	0.7430	0.7420	0.7400	0.7300	0.7210
21	0.8260	0.8220	0.8160	0.7910	0.7730	0.7720	0.7560	0.7430	0.7420	0.7400	0.7300	0.7210
22	0.6960	0.6920	0.6870	0.6660	0.6510	0.6500	0.6360	0.6250	0.6240	0.6220	0.6120	0.6020
23	0.6960	0.6920	0.6870	0.6660	0.6510	0.6500	0.6360	0.6250	0.6240	0.6220	0.6120	0.6020
24	0.6960	0.6920	0.6870	0.6660	0.6510	0.6500	0.6360	0.6250	0.6240	0.6220	0.6120	0.6020
25	0.5930	0.5890	0.5840	0.5670	0.5540	0.5510	0.5400	0.5310	0.5290	0.5240	0.5150	0.5060
26	0.5930	0.5890	0.5840	0.5670	0.5540	0.5510	0.5400	0.5310	0.5290	0.5240	0.5150	0.5060
27	0.5930	0.5890	0.5840	0.5670	0.5540	0.5510	0.5400	0.5310	0.5290	0.5240	0.5150	0.5060

28	0.5110	0.5070	0.5020	0.4880	0.4770	0.4720	0.4630	0.4550	0.4530	0.4500	0.4370	0.4290
29	0.5110	0.5070	0.5020	0.4880	0.4770	0.4720	0.4630	0.4550	0.4530	0.4500	0.4370	0.4290
30	0.5110	0.5070	0.5020	0.4880	0.4770	0.4720	0.4630	0.4550	0.4530	0.4500	0.4370	0.4290
31	0.4450	0.4410	0.4360	0.4240	0.4150	0.4080	0.4010	0.3940	0.3910	0.3860	0.3730	0.3660
32	0.4450	0.4410	0.4360	0.4240	0.4150	0.4080	0.4010	0.3940	0.3910	0.3860	0.3730	0.3660
33	0.4450	0.4410	0.4360	0.4240	0.4150	0.4080	0.4010	0.3940	0.3910	0.3860	0.3730	0.3660
34	0.3920	0.3880	0.3820	0.3730	0.3650	0.3560	0.3500	0.3440	0.3400	0.3340	0.3210	0.3150
35	0.3920	0.3880	0.3820	0.3730	0.3650	0.3560	0.3500	0.3440	0.3400	0.3340	0.3210	0.3150
36	0.3920	0.3880	0.3820	0.3730	0.3650	0.3560	0.3500	0.3440	0.3400	0.3340	0.3210	0.3150
37	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
38	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
39	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
40	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
41	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
42	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
43	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
44	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
45	0.3490	0.3450	0.3380	0.3310	0.3240	0.3140	0.3090	0.3040	0.2990	0.2910	0.2780	0.2730
46-54	0.3140	0.3100	0.3020	0.2970	0.2910	0.2800	0.2750	0.2710	0.2650	0.2550	0.2430	0.2390
55-63	0.2860	0.2810	0.2730	0.2690	0.2640	0.2520	0.2470	0.2440	0.2370	0.2260	0.2140	0.2100
64-72	0.2630	0.2570	0.2490	0.2460	0.2410	0.2290	0.2240	0.2210	0.2140	0.2010	0.1900	0.1860
73-81	0.2420	0.2360	0.2290	0.2260	0.2220	0.2100	0.2050	0.2020	0.1950	0.1810	0.1700	0.1660
82-90	0.2230	0.2170	0.2110	0.2080	0.2040	0.1930	0.1880	0.1860	0.1790	0.1640	0.1530	0.1500
91-99	0.2050	0.2000	0.1940	0.1910	0.1880	0.1780	0.1730	0.1710	0.1640	0.1500	0.1390	0.1360
100-108		0.1840	0.1780	0.1760	0.1730	0.1640	0.1590	0.1570	0.1500	0.1380	0.1270	0.1240
109-117			0.1640	0.1620	0.1590	0.1510	0.1590	0.1570	0.1500	0.1380	0.1270	0.1240
118-126				0.1490	0.1460	0.1390	0.1460	0.1440	0.1380	0.1380	0.1270	0.1240
127-135				0.1490	0.1460	0.1390	0.1460	0.1440	0.1380	0.1270	0.1270	0.1240
136-144					0.1340	0.1280	0.1340	0.1320	0.1380	0.1270	0.1170	0.1140
145-153					0.1340	0.1280	0.1340	0.1320	0.1270	0.1270	0.1170	0.1140
154-162						0.1180	0.1230	0.1210	0.1270	0.1170	0.1170	0.1140
163-171						0.1180	0.1230	0.1210	0.1270	0.1170	0.1170	0.1140
172-180							0.1130	0.1210	0.1170	0.1170	0.1080	0.1050
181-189							0.1130	0.1110	0.1170	0.1080	0.1080	0.1050
190-198								0.1110	0.1170	0.1080	0.1080	0.1050
199-207								0.1110	0.1080	0.1080	0.1080	0.1050
208-216									0.1080	0.1080	0.0990	0.0970
217-225									0.1080	0.0990	0.0990	0.0970
226-234										0.0990	0.0990	0.0970
235-243										0.0990	0.0990	0.0970
244-252										0.0990	0.0910	0.0970
253-261											0.0910	0.0890
262-270											0.0910	0.0890
271-279											0.0910	0.0890
280-288												0.0890
289-297												0.0890

# Places	2971-3240	3241-3420	3421-3690	3691-3960	3961-4230	4231-4410
1	17.2500	17.0000	16.7500	16.5000	16.2500	16.0000
2	10.6740	10.4810	10.3370	10.1400	10.0370	9.8480
3	7.5540	7.5560	7.4700	7.3730	7.2870	7.1430
4	5.4680	5.4920	5.4340	5.4000	5.3570	5.2910
5	4.0040	4.0340	3.9950	3.9920	3.9730	3.9490
6	2.9660	2.9950	2.9680	2.9790	2.9720	2.9700
7	2.2220	2.2470	2.2280	2.2440	2.2430	2.2510
8	1.6830	1.7030	1.6890	1.7060	1.7070	1.7190
9	1.2890	1.3050	1.2940	1.3090	1.3100	1.3230
10	0.9980	1.0100	1.0010	1.0130	1.0140	1.0260
11	0.9980	1.0100	1.0010	1.0130	1.0140	1.0260
12	0.9980	1.0100	1.0010	1.0130	1.0140	1.0260
13	0.7810	0.7900	0.7820	0.7910	0.7910	0.8020
14	0.7810	0.7900	0.7820	0.7910	0.7910	0.8020
15	0.7810	0.7900	0.7820	0.7910	0.7910	0.8020
16	0.6180	0.6240	0.6170	0.6230	0.6230	0.6310

17	0.6180	0.6240	0.6170	0.6230	0.6230	0.6310
18	0.6180	0.6240	0.6170	0.6230	0.6230	0.6310
19-27	0.4940	0.4980	0.4910	0.4950	0.4940	0.5010
28-36	0.3990	0.4010	0.3950	0.3970	0.3950	0.4000
37-45	0.3260	0.3260	0.3210	0.3210	0.3190	0.3220
46-54	0.2690	0.2680	0.2630	0.2620	0.2590	0.2610
55-63	0.2240	0.2220	0.2180	0.2150	0.2120	0.2130
64-72	0.1880	0.1860	0.1820	0.1780	0.1750	0.1750
73-81	0.1600	0.1570	0.1530	0.1490	0.1460	0.1450
82-90	0.1370	0.1340	0.1300	0.1260	0.1220	0.1210
91-99	0.1190	0.1150	0.1120	0.1070	0.1030	0.1020
100-108	0.1040	0.1000	0.0970	0.0920	0.0880	0.0860
109-117	0.1040	0.1000	0.0970	0.0920	0.0880	0.0860
118-126	0.1040	0.1000	0.0970	0.0920	0.0880	0.0860
127-135	0.1040	0.1000	0.0970	0.0920	0.0880	0.0860
136-144	0.1040	0.1000	0.0970	0.0920	0.0880	0.0860
145-153	0.0920	0.0880	0.0970	0.0920	0.0880	0.0860
154-162	0.0920	0.0880	0.0840	0.0790	0.0880	0.0860
163-171	0.0920	0.0880	0.0840	0.0790	0.0750	0.0730
172-180	0.0920	0.0880	0.0840	0.0790	0.0750	0.0730
181-189	0.0920	0.0880	0.0840	0.0790	0.0750	0.0730
190-198	0.0820	0.0780	0.0840	0.0790	0.0750	0.0730
199-207	0.0820	0.0780	0.0840	0.0790	0.0750	0.0730
208-216	0.0820	0.0780	0.0730	0.0690	0.0750	0.0730
217-225	0.0820	0.0780	0.0730	0.0690	0.0750	0.0730
226-234	0.0820	0.0780	0.0730	0.0690	0.0650	0.0630
235-243	0.0740	0.0700	0.0730	0.0690	0.0650	0.0630
244-252	0.0740	0.0700	0.0730	0.0690	0.0650	0.0630
253-261	0.0740	0.0700	0.0730	0.0690	0.0650	0.0630
262-270	0.0740	0.0700	0.0640	0.0690	0.0650	0.0630
271-279	0.0740	0.0700	0.0640	0.0610	0.0650	0.0630
280-288	0.0670	0.0700	0.0640	0.0610	0.0650	0.0630
289-297	0.0670	0.0630	0.0640	0.0610	0.0570	0.0630
298-306	0.0670	0.0630	0.0640	0.0610	0.0570	0.0550
307-315	0.0670	0.0630	0.0640	0.0610	0.0570	0.0550
316-324	0.0670	0.0630	0.0570	0.0610	0.0570	0.0550
325-333		0.0630	0.0570	0.0610	0.0570	0.0550
334-342		0.0630	0.0570	0.0540	0.0570	0.0550
343-351			0.0570	0.0540	0.0570	0.0550
352-360			0.0570	0.0540	0.0500	0.0550
361-369			0.0570	0.0540	0.0500	0.0550
370-378				0.0540	0.0500	0.0480
379-387				0.0540	0.0500	0.0480
388-396				0.0540	0.0500	0.0480
397-405					0.0500	0.0480
406-414					0.0500	0.0480
415-423					0.0500	0.0480
424-432						0.0480
433-441						0.0480

2017-18 WSOP Circuit Eight Handed Payout Percentages

# Places	2-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-120
1	100.0000	60.0000	50.0000	45.0000	37.5000	37.5000	35.0000	34.0000	32.0000	30.0000
2		40.0000	30.0000	30.0000	23.1800	23.2000	21.6290	21.037	19.7770	18.5420
3			20.0000	15.0000	16.1400	15.2000	14.3410	13.848	13.8440	13.2020
4				10.0000	12.5100	10.5000	10.1520	9.694	10.0840	9.5900
5					10.6700	7.7000	7.6430	7.184	7.4190	7.1040
6						5.9000	6.0970	5.618	5.5420	5.3630

7							5.1380	4.624	4.4450	4.1250
8								3.995	3.7050	3.2310
9									3.1840	2.5760
10										2.0890
11										2.0890
12										2.0890
#										
Places	121-160	161-200	201-240	241-280	281-320	321-360	361-400	401-480	481-560	561-640
1	28.0000	27.0000	26.0000	25.0000	24.5000	24.0000	23.5000	23.0000	22.5000	22.0000
2	17.3070	16.6810	16.0780	15.4560	15.1370	14.8480	14.5170	14.2320	13.8960	13.5970
3	12.3420	11.9000	11.7510	11.3490	11.1680	10.8940	10.7210	10.3680	10.0480	9.7940
4	8.9770	8.6400	8.6700	8.4140	8.3010	8.0760	7.9740	7.6350	7.3750	7.1500
5	6.6570	6.3870	6.4570	6.2970	6.2170	6.0410	5.9750	5.6770	5.4640	5.2860
6	5.0310	4.8070	4.8560	4.7570	4.6920	4.5580	4.5110	4.2620	4.0940	3.9560
7	3.8730	3.6820	3.6880	3.6270	3.5680	3.4680	3.4310	3.2310	3.1010	2.9960
8	3.0370	2.8710	2.8300	2.7920	2.7330	2.6610	2.6290	2.4730	2.3740	2.2950
9	2.4240	2.2780	2.1930	2.1690	2.1090	2.0580	2.0290	1.9120	1.8370	1.7780
10	2.4240	2.2780	2.1930	2.1690	2.1090	2.0580	2.0290	1.9120	1.8370	1.7780
11	1.9690	1.8380	1.7160	1.7000	1.6400	1.6050	1.5770	1.4920	1.4360	1.3930
12	1.9690	1.8380	1.7160	1.7000	1.6400	1.6050	1.5770	1.4920	1.4360	1.3930
13	1.6270	1.5080	1.3560	1.3450	1.2840	1.2620	1.2350	1.1750	1.1350	1.1040
14	1.6270	1.5080	1.3560	1.3450	1.2840	1.2620	1.2350	1.1750	1.1350	1.1040
15	1.3680	1.2580	1.0820	1.0740	1.0130	1.0000	0.9740	0.9340	0.9060	0.8840
16	1.3680	1.2580	1.0820	1.0740	1.0130	1.0000	0.9740	0.9340	0.9060	0.8840
17		1.0670	0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
18		1.0670	0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
19		1.0670	0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
20		1.0670	0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
21			0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
22			0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
23			0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
24			0.8720	0.8650	0.8050	0.7980	0.7730	0.7500	0.7310	0.7160
25				0.7030	0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
26				0.7030	0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
27				0.7030	0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
28				0.7030	0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
29					0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
30					0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
31					0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
32					0.6440	0.6420	0.6180	0.6070	0.5950	0.5860
33						0.5210	0.4980	0.4960	0.4900	0.4850
34						0.5210	0.4980	0.4960	0.4900	0.4850
35						0.5210	0.4980	0.4960	0.4900	0.4850
36						0.5210	0.4980	0.4960	0.4900	0.4850
37							0.4980	0.4960	0.4900	0.4850
38							0.4980	0.4960	0.4900	0.4850
39							0.4980	0.4960	0.4900	0.4850
40							0.4980	0.4960	0.4900	0.4850
41								0.4090	0.4070	0.4060
42								0.4090	0.4070	0.4060
43								0.4090	0.4070	0.4060
44								0.4090	0.4070	0.4060
45								0.4090	0.4070	0.4060
46								0.4090	0.4070	0.4060
47								0.4090	0.4070	0.4060
48								0.4090	0.4070	0.4060
49									0.3420	0.3410
50									0.3420	0.3410
51									0.3420	0.3410
52									0.3420	0.3410
53									0.3420	0.3410
54									0.3420	0.3410
55									0.3420	0.3410
56									0.3420	0.3410
57										0.2920
58										0.2920

59										0.2920
60										0.2920
61										0.2920
62										0.2920
63										0.2920
64										0.2920

2017-18 WSOP Circuit Six Handed Payout Percentages

# Places	2-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-120
1	100.0000	60.0000	50.0000	45.0000	37.5000	37.5000	35.0000	34.0000	32.0000	30.0000
2		40.0000	30.0000	30.0000	23.1800	23.2000	21.6290	21.037	19.7770	18.5430
3			20.0000	15.0000	16.1400	15.2000	14.3410	13.848	13.8440	13.3160
4				10.0000	12.5100	10.5000	10.1520	9.694	10.0840	9.6130
5					10.6700	7.7000	7.6430	7.184	7.4190	6.9450
6						5.9000	6.0970	5.618	5.5420	5.0310
7							5.1380	4.624	4.4450	3.6580
8								3.995	3.7050	3.6580
9									3.1840	2.6670
10										2.6670
11										1.9510
12										1.9510
# Places	121-150	151-180	181-210	211-240	241-270	271-300	301-360	361-420	421-480	481-540
1	28.5000	28.0000	27.5000	27.0000	26.5000	26.0000	25.0000	24.0000	23.0000	22.0000
2	17.6170	17.3090	16.9880	16.6820	16.3880	16.0660	15.4480	14.8230	14.3020	13.6600
3	12.6970	12.4270	12.0040	11.6870	11.3920	11.1540	10.7210	10.3740	10.1200	9.8400
4	9.1890	8.9330	8.5300	8.2440	8.0060	7.8260	7.5310	7.3360	7.1650	7.1000
5	6.6750	6.4210	6.0970	5.8600	5.6840	5.5500	5.3530	5.2450	5.1470	5.1400
6	4.8660	4.6160	4.3830	4.1990	4.0760	3.9780	3.8490	3.7900	3.7330	3.7300
7	3.5590	3.3200	3.1690	3.0340	2.9520	2.8820	2.7990	2.7680	2.7350	2.7300
8	3.5590	3.3200	3.1690	3.0340	2.9520	2.8820	2.7990	2.7680	2.7350	2.7300
9	2.6120	2.3880	2.3040	2.2100	2.1590	2.1100	2.0590	2.0430	2.0250	2.0200
10	2.6120	2.3880	2.3040	2.2100	2.1590	2.1100	2.0590	2.0430	2.0250	2.0200
11	1.9240	1.7190	1.6850	1.6230	1.5940	1.5610	1.5310	1.5240	1.5140	1.5100
12	1.9240	1.7190	1.6850	1.6230	1.5940	1.5610	1.5310	1.5240	1.5140	1.5100
13	1.4220	1.2400	1.2390	1.2020	1.1890	1.1670	1.1500	1.1480	1.1430	1.1400
14	1.4220	1.2400	1.2390	1.2020	1.1890	1.1670	1.1500	1.1480	1.1430	1.1400
15	1.4220	1.2400	1.2390	1.2020	1.1890	1.1670	1.1500	1.1480	1.1430	1.1400
16		1.2400	1.2390	1.2020	1.1890	1.1670	1.1500	1.1480	1.1430	1.1400
17		1.2400	1.2390	1.2020	1.1890	1.1670	1.1500	1.1480	1.1430	1.1400
18		1.2400	1.2390	1.2020	1.1890	1.1670	1.1500	1.1480	1.1430	1.1400
19			0.9160	0.8970	0.8950	0.8810	0.8750	0.8740	0.8720	0.8700
20			0.9160	0.8970	0.8950	0.8810	0.8750	0.8740	0.8720	0.8700
21			0.9160	0.8970	0.8950	0.8810	0.8750	0.8740	0.8720	0.8700
22				0.8970	0.8950	0.8810	0.8750	0.8740	0.8720	0.8700
23				0.8970	0.8950	0.8810	0.8750	0.8740	0.8720	0.8700
24				0.8970	0.8950	0.8810	0.8750	0.8740	0.8720	0.8700
25					0.6800	0.6720	0.6700	0.6690	0.6680	0.6670
26					0.6800	0.6720	0.6700	0.6690	0.6680	0.6670
27					0.6800	0.6720	0.6700	0.6690	0.6680	0.6670
28						0.6720	0.6700	0.6690	0.6680	0.6670
29						0.6720	0.6700	0.6690	0.6680	0.6670
30						0.6720	0.6700	0.6690	0.6680	0.6670
31							0.5250	0.5220	0.5210	0.5200
32							0.5250	0.5220	0.5210	0.5200
33							0.5250	0.5220	0.5210	0.5200
34							0.5250	0.5220	0.5210	0.5200
35							0.5250	0.5220	0.5210	0.5200
36							0.5250	0.5220	0.5210	0.5200
37								0.4140	0.4135	0.4130
38								0.4140	0.4135	0.4130
39								0.4140	0.4135	0.4130

40								0.4140	0.4135	0.4130
41								0.4140	0.4135	0.4130
42								0.4140	0.4135	0.4130
43									0.3800	0.3750
44									0.3800	0.3750
45									0.3800	0.3750
46									0.3800	0.3750
47									0.3800	0.3750
48									0.3800	0.3750
49										0.3500
50										0.3500
51										0.3500
52										0.3500
53										0.3500
54										0.3500

2017-18 WSOP Circuit Seven Handed Payout Percentages

# Participants	2-7	8-14	15-42	43-69	70-139	140-209	210-279
1	100.0000	60.0000	50.0000	35.0000	31.0000	28.5000	27.5000
2		40.0000	30.9000	21.6290	19.1580	17.6070	17.0000
3			19.1000	14.3410	12.1440	11.7960	11.2170
4				10.1520	8.2250	8.1180	7.6560
5				7.6430	5.8440	5.7360	5.3620
6				6.0970	4.3470	4.1610	3.8510
7				5.1380	3.3790	3.0980	2.8350
8					2.7390	2.3660	2.1380
9					2.3580	1.8530	1.6510
10					2.3580	1.8530	1.6510
11					2.3580	1.8530	1.6510
12					2.0300	1.5040	1.3050
13					2.0300	1.5040	1.3050
14					2.0300	1.5040	1.3050
15						1.2210	1.0670
16						1.2210	1.0670
17						1.2210	1.0670
18						1.2210	1.0670
19						1.2210	1.0670
20						1.2210	1.0670
21						1.2210	1.0670
22							0.8720
23							0.8720
24							0.8720
25							0.8720
26							0.8720
27							0.8720
28							0.8720

2017-18 WSOP Circuit Shootout Payout Percentages

# Places	101-200	201-300	301-400	401-500	501-600
1	26.5000	24.5000	24.0000	23.5000	23.0000
2	16.3770	15.1440	14.8300	14.5120	14.2440
3	11.8640	11.3070	10.8910	10.4960	9.4610
4	8.7570	8.4990	8.0620	7.6700	7.0210
5	6.5810	6.4280	6.0150	5.6640	5.2690
6	5.0320	4.8930	4.5240	4.2270	3.9930
7	3.9130	3.7470	3.4290	3.1870	3.0530
8	3.0940	2.8880	2.6190	2.4270	2.3530

9	2.4860	2.2390	2.0160	1.8670	1.8270
10	2.0290	1.7470	1.5640	1.4500	1.4290
11	1.3367	0.9304	0.7350	0.6250	0.5670
12	1.3367	0.9304	0.7350	0.6250	0.5670
13	1.3367	0.9304	0.7350	0.6250	0.5670
14	1.3367	0.9304	0.7350	0.6250	0.5670
15	1.3367	0.9304	0.7350	0.6250	0.5670
16	1.3367	0.9304	0.7350	0.6250	0.5670
17	1.3367	0.9304	0.7350	0.6250	0.5670
18	1.3367	0.9304	0.7350	0.6250	0.5670
19	1.3367	0.9304	0.7350	0.6250	0.5670
20	1.3367	0.9304	0.7350	0.6250	0.5670
21		0.9304	0.7350	0.6250	0.5670
22		0.9304	0.7350	0.6250	0.5670
23		0.9304	0.7350	0.6250	0.5670
24		0.9304	0.7350	0.6250	0.5670
25		0.9304	0.7350	0.6250	0.5670
26		0.9304	0.7350	0.6250	0.5670
27		0.9304	0.7350	0.6250	0.5670
28		0.9304	0.7350	0.6250	0.5670
29		0.9304	0.7350	0.6250	0.5670
30		0.9304	0.7350	0.6250	0.5670
31			0.7350	0.6250	0.5670
32			0.7350	0.6250	0.5670
33			0.7350	0.6250	0.5670
34			0.7350	0.6250	0.5670
35			0.7350	0.6250	0.5670
36			0.7350	0.6250	0.5670
37			0.7350	0.6250	0.5670
38			0.7350	0.6250	0.5670
39			0.7350	0.6250	0.5670
40			0.7350	0.6250	0.5670
41				0.6250	0.5670
42				0.6250	0.5670
43				0.6250	0.5670
44				0.6250	0.5670
45				0.6250	0.5670
46				0.6250	0.5670
47				0.6250	0.5670
48				0.6250	0.5670
49				0.6250	0.5670
50				0.6250	0.5670
51					0.5670
52					0.5670
53					0.5670
54					0.5670
55					0.5670
56					0.5670
57					0.5670
58					0.5670
59					0.5670
60					0.5670

2017-18 WSOP Circuit Heads-Up Payout Percentages

# Participants	64	128	256
1	34	28	26
2	21.037	17.302	16.078
3	11.771	9.341	9.141
4	11.771	9.341	9.141
5	5.35525	4.5675	3.946

6	5.35525	4.5675	3.946
7	5.35525	4.5675	3.946
8	5.35525	4.5675	3.946
9		2.21825	1.447
10		2.21825	1.447
11		2.21825	1.447
12		2.21825	1.447
13		2.21825	1.447
14		2.21825	1.447
15		2.21825	1.447
16		2.21825	1.447
17			0.7675
18			0.7675
19			0.7675
20			0.7675
21			0.7675
22			0.7675
23			0.7675
24			0.7675
25			0.7675
26			0.7675
27			0.7675
28			0.7675
29			0.7675
30			0.7675
31			0.7675
32			0.7675

Exhibit B
Event \$365 No-Limit Hold'em with unlimited re-entry

1. Each flight will play a total of 18 levels on Day 1. In the event that a flight reaches 10 participants before the conclusion of Level 18, that flight will end. If a flight has not reached the money with 10 participants remaining, due to the field size for that flight, play will continue until the first participant reaches the money and then that flight will end.
2. In the event that one or more than one of the flights does not play to the completion of Level 18, the Day 2 tournament clock will begin at the time remaining in the level of play for the shortest flight played.
3. At the conclusion of play, a participant will have an option to surrender his/her chip stack. A participant that chooses to surrender will receive the payout amount equal to the highest payout already paid for that field. If the participant's payout, according to the 2017-18 WSOP Circuit Payout tables, should be more than the highest payout already paid for that field, the remaining monies will be combined into the Day 2 prize pool.
4. Approximately 10% of the field will be paid.
5. A standard WSOP Circuit (WSOPC) payout will be calculated for each flight according to the 2017-18 WSOP Circuit Payout tables and based on total number of participants for that flight.
6. For example, if flight A has 500 participants, a payout table for 54 places will be generated.
7. Using the example of 54 places paid, participants who finish in 54th or higher will receive the respective payout for that place in that flight.
8. The same process will occur for subsequent flights.
9. The total number of participants and remaining prize pool from each flight will be combined together for day two.
10. The remaining prize pool for participants surviving day 1 will be calculated using the percentage ratios derived from the appropriate WSOPC payout table that represents the TOTAL number of participants for the event.
11. For example, if there are 138 participants remaining out of a total of 2,751 for all four flights, the ratios for places 1-138 from the payout table 2,751-3,000 will be used to distribute the remaining prize pool.
12. The minimum payout for day 2 will be no less than the highest amount paid out to a single place on any day 1 flight.
13. Payouts on day 2 may require slight modification to ensure min cash is greater than or equal to the highest amount paid out to a single place from any day 1 flight.
14. Participants can cash in more than one flight if they are eliminated "in the money" during day 1 but do not make day 2.

15. On the official list of results, all participants advancing to Day 2 will be listed in the order in which they are eliminated on Days 2 and beyond. Participants who make the money but who do not advance to Day 2 will be listed in the order of total payout received. (Using the above example, places 1 through 138 will be based on order of elimination on Days 2, 3, and 4. Places 139 and above will be based on payouts for Day 1 eliminations). Participant of the Year points will be awarded based off a participant's best finish.
16. Participant of the Year points will be calculated using places on the official list of results, described above.

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