



1. POKER ROOM RULES

LPR (Empire Poker Room) is committed to providing a welcoming and enjoyable environment in which to play poker. While LPR is not responsible for the conduct of individual players, it has established this Code of Conduct, which all players must follow.

The behaviours listed below are prohibited, and anyone who breaches these standards may be refused access to the Empire Poker Room:

- 1.1 Disregarding instructions from the dealer, floor person, supervisor or management.
- 2.1 Collusion with another player or any other form of cheating.
- 3.1 Verbally/physically threatening or abusing another player or member of the poker room team.
- 4.1 Using profanity or obscene language.
- 5.1 Making Racist, Sexist or Homophobic comments.
- 6.1 Creating a disturbance by arguing, shouting or making excessive noise.
- 7.1 Throwing, tearing, bending or destroying cards.
- 8.1 Damaging any other LPR property.

2. HOUSE POLICIES

- 1.1 Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
- 2.1 Decisions of the floor person, supervisor or manager are final.
- 3.1 The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.
- 4.1 If an incorrect rule interpretation or decision by an employee is made in good faith, LPR has no liability.
- 5.1 LPR is not responsible for any cash or chips that a player has left unattended at the table.
- 6.1 The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
- 7.1 A ruling may be made regarding a pot if it has been requested before the next deal starts. Otherwise, the result of a deal may stand if the players in question have played a hand since. The cutting of the deck marks the start for a deal.
- 8.1 If a pot has been incorrectly awarded and mixed with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting and then transfer that amount to the proper player.
- 9.1 To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed. The delay could be to check the CCTV, get the shift supervisor to give the ruling, or for some other good reason. In such circumstances, a pot or portion of it may be impounded by the house while the decision is pending.
- 10.1A player, before he acts, is entitled to request and receive information as to whether any opposing hand is alive or dead, or whether a wager is of sufficient size to reopen the betting.

3. POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:



- 1.1 Deliberately acting out of turn.
- 2.1 Deliberately splashing chips into the pot.
- 3.1 Agreeing to check a hand out when another player is all-in.
- 4.1 Reading a hand for another player at the showdown before it has been placed face up on the table.
- 5.1 Advising a player to turn a hand face up at showdown.
- 6.1 Revealing the contents of a live hand in a multi-way pot before the betting is complete.
- 7.1 Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
- 8.1 Speech play is ONLY permitted in 'heads-up' situations.
- 9.1 Needlessly stalling the action of a game.
- 10.1 Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
- 11.1 Stacking chips in a manner that interferes with dealing or viewing cards.
- 12.1 Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
- 13.1 Touching other players' chips.
- 14.1 Showing your hand to another player or spectator.
- 15.1 Using a Mobile phone at the table (if it interferes with or slows down the game).
- 16.1 Intentionally causing an unnecessary delay in revealing a winning hand at showdown (also known as Slow- Rolling).

4. WARNINGS AND PENALTIES

Violators of the above policies or any rules may face any of the following reprimands, depending on the severity of the violation:

- 1.1 They may be warned against future violations.
- 2.1 They may be limited to passive action only (Call or Pass).
- 3.1 Their hand may be ruled 'dead'.
- 4.1 They may be given a missed hand penalty.
- 5.1 They may be given a missed round penalty.
- 6.1 They may be given a specific time penalty.
- 7.1 They may be 'suspended' from use of the facilities for a certain period of time.
- 8.1 They may be 'barred' from using the facilities permanently.
- 9.1 All Management Decisions Are Final

5. POKER CASH GAMES

Opening a Game

- 1.1 The cards will be spread face down on the table to verify the deck is entirely of the same colour. The cards will then be laid individually in suited groups face up on the table.
- 2.1 Table with a shuffling machine - When using a table with a shuffling machine, this procedure has to be conducted the same way using two decks of a different colour.
- 3.1 Both decks have to be shuffled using the shuffling machine on the table.
- 4.1 On commencement of a game the button will be determined by a high card draw.
- 5.1 All blinds are 'off the button'.
- 6.1 The shuffle will consist of: A shemi-shuffle (wash), 2 riffles, 1 strip, 1 riffle and will be finished with the dealer cutting the cards (this should take no more than 20 seconds).
- 7.1 Tables with a shuffler – The deck can be placed straight into the machine at the end of the hand. A one-handed cut is still necessary before dealing the next hand.

Dealers Responsibilities

- 8.1 The dealer will be responsible for the integrity of the game.
- 9.1 The dealer will be responsible for protecting the deck at all times by holding the deck. If a situation requires two hands then the deck must be secured by a chip from the main pot.
- 10.1 The dealer will be permitted to prompt the action when players are not acting.
- 11.1 A player may be told all of their options upon request. However, a dealer can only advise of the action on that current betting round, any action on previous betting rounds cannot be recalled by the dealer.
- 12.1 Only when all bets are matched should they be brought into the pot
- 13.1 The pot should not be stacked, it should be laid in a neat pile left of the community board
- 14.1 Before the drawing of any burn card, the table should be knocked twice
- 15.1 The edge of the first burn card should be pushed under the pot, subsequent burn cards should be pushed underneath each other.
- 16.1 The flop should be dealt face down out of the box and all three cards turned and spread together within the box.
- 17.1 Dealers should not discuss or comment on the play of a customer or engage in a debate over a ruling.
- 18.1 The hand will be deemed to have started when the deck is cut.
- 19.1 No person at the table other than the dealer may interfere with the pot.

Blinds

- 20.1 Blinds should be posted before cards are dealt.
- 21.1 One live straddle is permitted, this must be posted before any cards are dealt. In games above £1/2 levels, more than one straddle will be live.
- 22.1 A straddle will be classed as an additional blind.
- 23.1 New players are not required to post a big blind to commence play.
- 24.1 New Players may come in on the small blind, only if they 'buy the button'. This is done by posting both blinds (the big blind is live).

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25.1A player who has temporarily left the game and misses both blinds may either wait until they are next in the big blind to play, or they may post a (dead) small blind and a (live) big blind.

26.1A player who has missed ONLY the big blind and returns in the 'small blind' position may either 'buy' the button or wait for their next big blind to play. If 2 players return to the small blind position at the same time, they can both be dealt in providing that they both 'buy the button' in turn. If a person misses the small blind only they will not have to post any blinds on their return.

Betting

27.1All games are table stakes only, a player may not be bet out of a pot, they may call all in and a side pot will be formed with the excess.

28.1Verbal declarations in turn are binding, verbal declarations not in turn are not binding. This may however, be considered as action out of turn. (See Rule 33.1)

29.1A verbal declaration of intent will take precedent over a differing physical action.

30.1A single oversized chip placed into the pot will count as a call, unless verbally declared as a raise (this includes both blind positions).

31.1Placing multiple chips into the pot where one chip would suffice constitutes a raise. This is subject to rules 39 and 40.

32.1Players are required to act in turn.

33.1Action out of turn will stand, unless positive action occurs from the correct positions – a check, call or fold is not considered positive action. If there is out of turn action and then positive action, the offender may call the new bet or fold. A bet made out of turn must stand. The offender will lose positive action for that betting round.

34.1All-ins out of turn do not stand and will be treated as described in rule 33.1.

35.1If a player does not realise there has been positive action and offers into the pot enough to make a previous call, the offender may call the raise or fold and lose his erroneous call.

36.1It is each player's responsibility to know what the bet is prior to placing any chips into the pot or announcing call or raise.

37.1All raises must be at least the size of the largest previous bet or raise of the current betting round.

38.1A raise must be made by (1) placing the full amount in the pot one motion (2) verbally declaring the full amount prior to initial placement of chips into the pot (3) verbally declaring 'raise,' prior to the placement of the amount to call into the pot and then completing the action with one additional motion. It is the players' responsibility to make their intentions clear.

39.1If a player puts into the pot a raise of 50% or more of the previous bet but less than the minimum raise they must make a full raise – the raise will be exactly the minimum raise allowed.

40.1If a player puts into the pot a raise of less than 50% of the previous bet they will be deemed to have called.

41.1An under-raise is ONLY permitted if a player is going all in.

42.1An all-in wager of less than a full raise does not re-open the betting to a player who has been under raised. Players who have not been under raised still have all options.

43.1An all-in bet should not be cut down or counted until an active player requests a count.

44.1String bets are not allowed. Bets must be made in one continuous motion. A player's intention and experience will always be considered.

45.1Dealers will be responsible for calling string bets and raises.

46.1 Players are not entitled to ask for a pot count in no-limit games. The pot can be spread flat on the table by request.

47.1 On a table with no betting line the players cards are the betting line, all bets must be offered into the pot in one forward motion in front of the cards. If a table has a betting line, it will be in use. Any chips offered forward of the line will be considered to be offered into the pot. On a table with no betting line forward motions may be deemed as an action, all bets must be offered into the pot in one forward motion in front of the cards.

Irregularities

48.1 In the event that positive action has taken place and a player does not have the correct amount of cards for the game, their hand will be ruled dead.

49.1 Players must keep all high denomination chips visible to the other players. Chips must be stacked in an orderly fashion so a visible estimate can be made by opposing players.

50.1 Players must keep their cards in view at all times. They must be above the table, and they should not be obscured to the other players and dealer. A hand that is not in view may be ruled dead. If action occurs out of turn due to a hand that is not visible, it is the player's responsibility to stop play. If a third 'out of turn' action occurs, the hand that is not visible may be ruled dead. Other players will still have all options if the action is changed.

51.1 If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if the player had raised and the raise had not yet been called, the raise will be returned to the player.

52.1 A card leaving the table due to a player error will not constitute a misdeal, the player will have no redress and must still play the card.

53.1 A card leaving the table due to a dealer error will not constitute a misdeal, instead it will be treated as an exposed card.

54.1 An exposed card on the initial deal will be replaced with the burn card.

55.1 Two exposed cards on the initial deal will constitute a misdeal.

56.1 If either of the first two cards to be dealt are exposed a misdeal will be called.

57.1 A misdeal will occur if the button has been placed in the wrong position.

58.1 An incorrect amount of cards dealt to any player is a misdeal.

59.1 Cards dealt in the wrong order is a misdeal

60.1 Players receiving another players cards is a misdeal.

61.1 Cards dealt to a vacated seat constitutes a misdeal.

62.1 An exposed card to the button will not constitute a misdeal, the button may receive two consecutive cards.

63.1 If a duplicate card appears on the table, it will constitute a misdeal regardless of any action. All bets in the current hand will be returned to each player. All previous hand decisions will stand.

64.1 If a card with a different colour/style back appears it will constitute a misdeal regardless of any action. All bets in the current hand will be returned to each player. All previous hand decisions will stand.

65.1 Only the dealer/floor person may call a misdeal.

66.1 A misdeal may only be called if no action has taken place. For this instance action is defined as 3 players acting.

67.1 A card face up in the deck (boxed card) will be treated as a 'meaningless scrap of paper'. It will be treated as if it was never in the deck. Two or more boxed cards in the deck will void the hand and bets will be returned for that hand.

68.1 If a customer exposes a card or cards whilst facing action their hand may be ruled dead if they have attempted to gain

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an advantage.

69.1 If a customer exposes a card or cards when not facing action they will go passive – call, fold or check behind only – they may not bet or raise

70.1 Any cards shown to one player MUST be shown to ALL players.

71.1 The dealer is responsible for announcing any exposed cards to the players.

72.1 If a Dealer draws the FLOP before action is complete, the flop cards will be shuffled back into the deck, excluding the burn and mucked cards, and redrawn. A supervisor must be called before this action is performed and is subject to their discretion. Rule 50 may be considered.

73.1 If a Dealer draws the TURN card before action is complete, the error is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn or mucked cards. The dealer then cuts the deck and deals the final card without burning a card. A supervisor must be called before this action is performed. If a Dealer draws the RIVER card before action is complete the river card will be shuffled back into the deck, excluding the burn and mucked cards, and redrawn. A supervisor must be called before this action is performed.

74.1 If the flop contains too many cards, the supervisor will be called to randomly select the 3 cards to be used as the flop. The extra card or cards will then act as a subsequent burn card.

75.1 Players are obligated to protect other players at all times, therefore players – whether in the hand or not – may not disclose contents of live or folded hands, advise or criticize play or read a hand that has not been tabled.

76.1 Any player at the table who was active in the current hand can call for a clock after a reasonable amount of time has passed. A supervisor must be called. A sixty-second countdown will be given, the last ten seconds of which will be counted down verbally, if the player has not acted after this their hand will be ruled dead.

Showdown

77.1 To claim a pot at showdown both hole cards must be placed face up on the table. If the cards are not presented in this manner a player cannot claim the pot. It is the players' responsibility to display their hand correctly. If a player makes a positive action and is called, they may muck. By doing so the opposing player will no longer have to reveal the contents of their hand and may also muck. (This will not apply in Tournaments). If a hand is verbally declared by a player which initiates the other play to muck, this hand must be shown in all cases.

78.1 At showdown the last player to make positive action on the river will be required to show their hand first.

79.1 If there has been no betting on the river the hands will be shown in order from the button. Unless there has been an 'all in' previously, where the player who is 'all in' shall be required to show first.

80.1 At showdown, if any player tables their hand and it is the winning hand by other players left holding cards, they may muck. These players are obliged to show their cards if a player dealt into the hand suggests there may have been collusion. A floor person must be called, and this is subject to their discretion.

81.1 Any player who is dealt cards in a hand may request to see any other players cards, however this is to stop 'soft play' or collusion and may not be used simply to gather information on another players style. If a request is made for information on a player's style it will be refused if the opposing player has an option to muck and no collusion is suspected.

82.1 Shown hands should be brought in and displayed before the losing hand/hands are killed

83.1 The remaining hand/hands should be promoted by the board and the pot raked and shoved accordingly.

84.1 Cards offered face down in a forward motion at showdown or when facing action should be mucked by the dealer instantly. If cards are thrown face down by players with the intention to fold and the dealer has not mucked the hand immediately, this hand is no longer live.

85.1 Cards speak, verbal declarations as to the content of a player's hand are not binding. Players deliberately miscalling their hand may be penalised or removed from the game. These hands must be shown in all cases.

86.1 "Rabbit hunting" is not allowed, looking at mucked cards, burnt cards or cards that have yet to be dealt is strictly forbidden.

Seating

87.1 A player must get permission from the floor person before joining a game.

88.1 Playing over without permission is not permitted. Players may overplay at a vacant position on the understanding they will vacate the seat on the rightful player's return and all players at the table must be made aware that they are playing over. Playing over is not permitted if there are vacant seats on a similar game. A play over box must be used to protect the original player's chips.

89.1 A player may not hold a seat in more than one game, this also includes tournaments.

90.1 A list for all games will be managed by Poker room staff/management who will decide when to start each game. Tables will be opened and closed at the discretion of the supervisor/manager.

91.1 Comfort breaks may be taken. If these are more than 30 minutes long you may lose your seat.

92.1 Transferring between tables without permission is not permitted.

93.1 Players may only make a transfer request for one table at a time. If the transfer is refused when available to the player, they will be taken off the list. If another request is made, they will revert to the last position in the queue.

6. MISCELLANEOUS

1.1 Only English may be spoken whilst at the table at all times. Any spectators must also communicate in English with players at the table.

2.1 Players are not entitled to ask for a pot count in no-limit games – the pot can be spread flat on the table by request.

3.1 In a split pot scenario the chips will be split in order of high to low denomination, if there are any odd chips remaining they will go to the person to the left of the button.

4.1 Multiple all-ins will be dealt with in order of smallest chip stack first. The smallest stack should be matched by all players, added to the main pot to form pot 1 and placed on the left of the table. The next all-in stack would follow the same procedure being placed to the right of pot 1 and so on. Care must be taken and this process must be completed if a side pot is being contested. Allocation of pots to winning hands must be done backwards – starting with the pot that is furthest to the right of the table and then work backwards to pot 1. Pot 1 will be raked first and if the cap is not reached the next pot will be raked and so on.

5.1 Multiple all-ins should, if staff levels permit, be supervised.

6.1 A player may disclose the content of their hand without the hand being declared dead, however this is not in the 'spirit of the game' and repeat offenders may invoke penalties.

7.1 A player who shows his cards to another player or spectator may have the hand ruled dead if any advantage may have been gained by this action.

8.1 Only a dealer can request a deck change, a customer request for a deck change will be refused.

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9.1 Players may not take away or add to their chip stacks during a hand.

10.1 Players may pay for incidental items such as food or drinks from their stack.

11.1 Players may not remove any chips from play (subject to rule 10.1). If you wish to play for a lesser amount in a game you must cease playing for 2 hours.

12.1 If a player wishes to move from a higher limit game to the lower limit game, they will need to sit with the maximum stack possible on the table or transfer their whole stack from the higher limit table. (This is subject to the floor person's discretion and may be refused).

Running it Twice:

This is an option for any pots at management approval. This can only be suggested and performed when all action is complete. If there is an all-in on a previous betting round, this may not be an option if it may affect the natural outcome of the hand for that player.

If players agree to run it twice, a supervisor must be called before the hand progresses to the next stages. This action will only be performed with instruction from the supervisor once players involved have confirmed with the supervisor to do so.

In order to run a board twice players in the pot must:

13.1 Have agreed and confirmed with the supervisor. If it is not heads up and a player refuses, please see section below on standalone pots.

14.1 Have no further betting options available to them as their chips are all in.

15.1 Have not discussed this prior to betting actions being complete

16.1 If the players are all in pre-flop, the flop, turn and river will be dealt before the second community board begins. Burn cards will also occur naturally. On the second community board one burn card will be required before the flop, and subsequent burn cards will occur naturally.

17.1 If players are all-in on the flop, the turn and river cards will both be dealt twice. Burn cards will occur naturally. On the second community board, subsequent burn cards will occur naturally.

18.1 If players are all-in on the turn, only the river cards will be dealt twice. On the second community board, subsequent burn cards will occur naturally.

19.1 If one player wins both lines on the community board, they will win the pot. In the event that each player wins a line on the community board, the pot will be split.

20.1 If one player wins one board and the other is a split pot situation, the pot will be split 75% to 25%.

21.1 In any event, the rake will be deducted from the pot regardless of the outcome of the hand. The Royal Flush Jackpot will only be valid on the first line of the community board.

Running It Twice – Standalone Pots

22.1 Only in the event that a player in a multi-way pot refuses to run the board twice, the main pot will become standalone and independent from any other outcome.

23.1 The main pot will be awarded in full to whoever wins the first board.

24.1 Player A (player who refused the option) cannot win the second board or side pot in any case.

25.1 Player B and C will contest both boards.

26.1 The side pot winner will be determined by whom out of Player B and C wins the first and second board.

27.1 If Player B wins the first board but loses the second board, Player B will win the whole of the main pot and take 50% of



the side pot back as both players have won one board each.

28.1 Player C would win nothing from the main pot and take 50% of the side pot back.

29.1 If player B wins both boards, player B wins both pots.

30.1 If the second board is a split pot, Player B will take 75% of the side pot and the whole of the main pot.

31.1 If in a pre-flop situation, there is only the small and big blind remaining, they may take their bets back if both parties agree and that hand will be forfeited. This is also known as 'chopping,' the blinds.

32.1 If a situation arises that cannot be accounted for in these rules the supervisors' decision will be final.

7. TOURNAMENTS

Empire Poker Room will run poker tournaments daily, below are some of the variations of rules specific to tournaments:

- 1.1 Each entrant must register prior to the commencement of the tournament. (or before the end of the entry period if alternates are allowed).
- 2.1 All entrants must pay the entrance fee prior to commencement of play.
- 3.1 Seating in tournaments is strictly random (unless accommodating for a disabled player).
- 4.1 Prior to the commencement of the tournament the appropriate starting amount of chips will be placed on the table for each paid entrant.
- 5.1 A starting stack of chips will be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director. (Usually at the end of the rebuy period).

Rule Stack Surrender

A player may surrender their current chip stack during a tournament provided it is NOT a Bounty tournament. The player informs the dealer/tournament director that they wish to surrender their stack prior to the end of the late registration period and before the clock starts for the next level. The player pays the re-entry fee. The player's chip stack value must be less than the original starting stack. Surrendered chip stack is removed from play.

- 6.1 Once all possible betting is complete, all cards will be turned face up.
- 7.1 Tournament play will use a dead button.
- 8.1 A player who intentionally avoids any blind when moving from a broken table will incur a penalty.
- 9.1 A player's hand will be killed if they are not present in their seat when the first card is dealt.
- 10.1 In heads-up play, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.
- 11.1 Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.
- 12.1 A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes.
- 13.1 Re-entries will be permitted for the first three levels of a tournament but will be relocated to another table if possible. A re-entry will need to join an existing alternate list and is not treated as a re-buy. They will be seated as close to the big blind as possible. Registration fees will apply.
- 14.1 In daily tournaments there will typically be 10% + 1 of the field paid in prizes in accordance with WSOP payout.

structures.

15.1 We operate a big blind ante policy in our poker room. In the event that a big blind and an ante cannot be posted by a player, the blind will take precedent, and the antes may be short for that hand.

8. GAMES SPREAD

NO LIMIT HOLD'EM

Blind	(Optional)	Min buy-in	Max buy-in
£1 - £2	£5	£80	£400 (or half the biggest stack)
£1 - £3	£6/£12	£120	£600 (or half the biggest stack)
£2 - £5	£10/£20	£200	£1000 (or half the biggest stack)

Any excessive buy-in amounts will be refused and are subject to the supervisors/managers decision.

OMAHA

Blind	(Optional)	Min buy-in	Max buy-in
£2 - £2	£5/£10	£100	None
£5 - £5	£10/£20	£250	None

- 1.1 Each player is dealt four cards face down, as opposed to the two cards that are dealt in Texas Hold'em. That is the first variation.
- 2.1 Five community cards are then dealt.
- 3.1 The second noticeable difference from Texas Hold'em is the fact that the players must choose two of their four cards and are required to use both of them in order to make the best hand possible.
- 4.1 In Omaha you MUST use 2 of your hole cards when forming your best possible hand.
- 5.1 Pot Limit - In this popular variation of Omaha, the maximum amount that can be bet is the total sum of the chips in the pot.
- 6.1 4, 5, 6 Card Omaha – In this variation of Omaha the person “On the button,” can decide how many hole cards each player is dealt. This can also be determined for each orbit. This is subject to there being enough cards available in the deck.
- 7.1 (8 Max Table) UTG sits out if 6 cards are requested and all players are present at the table.
- 8.1 Triple Board Omaha – In this variation of the game three community boards are dealt. The game works on a point system where one point is awarded for each line of the community board. The whole pot is awarded to the player or players who win the majority of the points available. The pot is not divided into the percentage of points won. (Six Max Table)
- 9.1 If six players are present, all players can be dealt in. In this situation only, there will only be ONE BURN CARD pre-flop. The remaining streets will be dealt without a burn card.
- 10.1 Mixed Omaha - In this variation of Omaha the person “On the button,” can decide how many hole cards each player is dealt and how many community boards will follow. This is subject to there being enough cards available in the deck.

11.1(7 Max Table) UTG may need to be dealt out, and 6 card Triple Board may not be an option in this game if all players are present at the table. The dealer will burn only 1 card when the person “on the button” requests 6 cards with 6 players and 5 cards with 7 players.

12.1 In Triple Flop Omaha a compulsory showdown is required from all active players in the hand as this may affect the outcome of the hand and the winner of the pot.

9. PROMOTIONS

- 1.1 Empire Poker Room may run promotions from time to time, please see separate panel for advice.
- 2.1 £1 extra will be deducted from pots over £20. This will contribute to promotions for the poker room.

10. RAKE CHARGES – MAY 2026

£1 - £2 No Limit Texas Hold’Em	5% Capped at £11 + £1 Promo Rake
£1 - £3 No Limit Texas Hold’Em	5% Capped at £11 + £1 Promo Rake
£2 - £5 No Limit Texas Hold’Em	5% Capped at £11 + £1 Promo Rake
£5 - £10 No Limit Texas Hold’Em	£26 per hour (session fee)
£10 - £25 No Limit Texas Hold’Em	£30 per hour (session fee)
£2 - £2 Pot Limit Omaha	5% Capped at £11 + £1 Promo Rake
£5 - £5 Pot Limit Omaha	5% Capped at £11 + £1 Promo Rake



Free, confidential advice is also available from the National Gambling Helpline on 0808 8020 133 (24 hours).