

## *SEATING*

1. You must be present to add your name to a waiting list.
2. It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the list-person, and can leave money for a lockup. The lockup amount is \$20.
3. When there is more than one game of the same stakes and poker form, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.
4. A player may not hold a seat in more than one game.
5. The host reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
6. When a button game starts, active players will draw a card for the button position. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games.
7. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number. If so, a seat will be removed as soon as someone quits the game.
8. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Host may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.
9. To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit, and cannot play in the must-move game or get on that list for one hour.
10. In all button games, a player going from a must-move game to the main game may play until due for the big blind. The player must then enter the game as a new player, and may either post an amount equal to the big blind or wait for the big blind.
11. You must play in a new game or must-move game to retain your place on the list, if with your playing there would be three or fewer empty seats.
12. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker

has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.

13. In all button games, a player voluntarily locking up a seat in another game must move immediately if there is a waiting list of two or more names for the seat being vacated, except that the player is entitled to play the button if a blind has already been taken. Otherwise, a player may play up to the blind before moving.

14. When a game breaks, each player may draw a card to determine the seating order for a similar game. The host draws a card for an absent player. If the card entitles the absent player to an immediate seat, the player has until due for the big blind in a button game to take the seat, and will be put first up on the list if not back in time.