



# redtooth

## poker

**How the new legislation will effect your  
Redtooth Poker nights**

Welcome to this **Redtooth Poker Update** - here you will find out how the changes in the new **Gaming Act 2005**, which comes into force from September 1st 2007, could affect you and the choices you have regarding poker in your pub.

You have three choices in how to run **Redtooth Poker** nights in your pub.

- 1) Carry on as you are playing for **points** only.
- 2) Play for **points** but offer **prizes** for the winner each week.
- 3) Play for league **points** but also allow **small stakes** gambling between the players.

## Option One

**Carry on playing for points only.**

Simply play as you have been doing awarding points for the winners and returning the tournament report sheets. At the end of each season you have a winner. If you continue in this way the new legislation will not affect you.

## Option Two

**Carry on playing for points but offer prizes for the winner each week.**

One of the changes is that you are allowed to offer prizes each night up to a value of £100. On a Redtooth Poker night this would mean that you could offer a gallon of beer for the winner or something similar as long as the total value did not exceed £100 and players are not charged for taking part.

### The Gaming Supervisor

You will need to appoint a 'gaming supervisor' (this will be the same person who is also your 'premises supervisor' as specified in the Licensing Act 2003) their role is:

- To ensure that the maximum prize limits are not exceeded and that there are records kept of the date, number of players and prize amount given (Redtooth have provided a printable chart available at [www.redtoothpoker.com](http://www.redtoothpoker.com) for you to use for this purpose).
- To ensure that under age players do not engage in any gambling activities and that the game takes place in an adult section of the pub.
- To take reasonable steps to ensure that all staff understand their responsibilities relating to the Redtooth Poker nights.

This is all that is required of you to go with option two - don't forget to read the full guidelines which are available from the Redtooth Poker website and also at the end of the document.

## Option Three

**Play for league points but allow small stakes gambling between players.**

The major change in the legislation is that you are now able to allow players to play for small stakes of up to £100 per night (Max £5 per person) providing certain rules are followed.

### **Here's an example of how this might work...**

You have 20 players on your **Redtooth Poker** night, they would be allowed to put in £5 each - making the maximum pot of £100 for the night. If you had 16 players - they would still only be able to put in a maximum of £5 - making a pot of £80. If you had 50 players, they would only be able to put in £2 each - still making the limit of £100 per night.

There are some other rules you need to put in place too. You'll need a **Gaming Supervisor** whose responsibilities are detailed under option two as well as these further rules...

- Pubs may not charge participation fees or make deductions from stakes or prizes.
- All gaming must be located in the licensed premises and operated within licensed hours. It must also be in an area that can be supervised by members of staff.
- All stakes must be paid in cash before the start of the game. No credit can be offered to customers. Players should be notified of any stakes limits that apply.
- When games are played the money should be kept in sight behind the bar during the game and under the responsibility of the gaming supervisor.
- All equipment should be supplied by the venue and secured when not in use (Redtooth are able to supply additional equipment if required).
- For Redtooth Poker nights the rules of the game (supplied by Redtooth on laminated cards) should be made available to players before and during the game.
- Side bets, additional raises and re-buys are prohibited in Redtooth Poker events.
- As under option two, the gaming supervisor is to keep a record of the number of games played, the number of players and the amount staked to ensure that individual, daily and weekly stake and pot and prize limits are not exceeded. A pdf file is available from the Redtooth Poker website to enable Gaming Supervisors to keep appropriate records ([www.redtoothpoker.com](http://www.redtoothpoker.com))

It is important that you familiarise yourself and your staff with the full legislation and ensure that this is followed.

If you have any further questions on how these changes affect your Redtooth Poker night then please call us on 01246 813713.



## Code of Practice for Equal Chance Gaming in Clubs and Premises with an Alcohol Licence

July 2007

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### 1 General provisions

- 1.1** This is the Commission's Code of Practice relating to the provision of facilities for equal chance gaming in pubs and clubs. It is issued in accordance with section 24 of the Gambling Act 2005 (the Act) and in respect of gaming carried out under Part 12 of the Act and the associated Regulations. This gaming is known as 'exempt gaming', and may be carried out without a gambling licence or permit. Where a club holds a club gaming permit additional entitlements are available.
- 1.2** Compliance with the code of practice should be the responsibility of a designated person:
- in pubs – the designated premises supervisor (which the Licensing Act 2003 requires as a condition of any alcohol premises licence); and
  - in clubs –
    - if an alcohol licence is held, the designated premises supervisor;
    - if no alcohol licence is held, a responsible individual to be nominated by the club; and
    - this person is referred to in this code as the 'gaming supervisor'.
- 1.3** The Regulations place certain limits on stakes and prizes for equal chance gaming. All exempt gaming is expected to be 'low level' and the gaming supervisor is expected to take all reasonable steps to ensure that this remains the case. Gaming in pubs and clubs should be ancillary to the main purpose of the premises – i.e. the gaming should not be the main reason to go to the premises. The statutory limits on stakes, prizes and, for clubs, participation fees, are set out in the attached table. Pubs may not charge participation fees. All gaming in pubs (other than dominoes and cribbage) has a stakes limit of £5 per person per game. Neither clubs nor pubs may impose levies or deductions on stakes or prizes.
- 1.4** All gaming carried out on the premises must be located so that it can be supervised by staff whose duties include supervision of gaming (including bar or floor staff).
- 1.5** The gaming supervisor should put into effect procedures designed to prevent underage gambling. This should include:
- holding the gaming in premises or parts of premises which are restricted to adults;
  - checking the age of potentially underage players; and
  - refusing access to the gaming to anyone apparently underage who cannot produce an acceptable form of age verification and identification.
- 1.6** Acceptable identification will:
- contain a photograph from which the customer can be identified;
  - be current,
  - be legible and have no visible signs of tampering or reproduction, and
  - contain information from which the age of the person can be verified.



*(The Commission considers acceptable forms of identification to include any identification carrying the PASS logo, e.g. Citizencard and Validate cards, driving licence (including a provisional licence) with photocard; and passport).*

- 1.7** Procedures should be in place for dealing with cases where an underage person repeatedly attempts to gamble including verbal warnings and reporting the offence to the Gambling Commission and the police.
- 1.8** The gaming supervisor should take reasonable steps to ensure that all employees understand their responsibilities under this code.
- 1.9** All payments in respect of the gaming covered by this code (including, in the case of clubs, any participation fees) should be paid for in cash before the commencement of the game. No credit may be offered to customers by the gaming supervisor. All players should be notified of any stakes limits that apply.
- 1.10** All equipment used in the gaming should be supplied by the premises and the equipment should be secured when not in use. The equipment should be replaced when damaged or marked. No player should supply his/her own equipment.
- 1.11** For all organised games, the rules of the game being played should be displayed or otherwise made available to all players before and during the game, for example by providing the rules on a laminated card.
- 1.12** Gaming supervisors should ensure a pleasant atmosphere and deny participation to customers who cheat or collude with other players or employees, threaten other players or employees, create a disturbance or damage equipment.

## **2 Specific provisions for poker**

- 2.1** To ensure that the stake and prize limits are not breached, it is strongly advised that cash games should not be permitted. Where cash games are allowed, the pot should be kept in sight so that it can be viewed by the gaming supervisor at all times.
- 2.2** In any event, all games organised by, or on behalf of, the management of the premises should not be cash games but tournament poker played in chips supplied by the premises.
- 2.3** The maximum stakes and prizes set out in the regulations are for a game and not a hand of poker. In the context of the code a game is what is generally considered to be an established and conventional game.
- 2.4** The gaming supervisor is to keep a record of:
  - the number of games played;
  - the number of players; and
  - the amount staked.to ensure that the individual, daily and weekly stake and prize limits are not exceeded.
- 2.5** The gaming supervisor should take all reasonable steps to ensure that individual stakes limits are not exceeded through side bets, additional raises, re-buys or other ways of increasing the pot. Where this is discovered to be the case, the game should be stopped immediately and stakes returned to the individual players.

## **3 Specific provisions for bingo**

- 3.1** Separate provisions apply in respect of bingo. Gaming supervisors should contact the Commission if the total stakes or prizes for bingo games played in any seven day period exceeds £2000.

## 4 Specific provisions for clubs

- 4.1 Clubs must ensure that appropriate membership records are completed for each member with a record of subscriptions paid. Records of daily participation fees should be kept separately. The club should demonstrate it has a bona fide club membership scheme.
- 4.2 Clubs that hold a club gaming permit may offer two kinds of banker's game only: pontoon and chemin de fer.

Gambling Commission July 2007

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The Gambling Commission regulates gambling in the public interest. It does so by keeping crime out of gambling, by ensuring that gambling is conducted fairly and openly, and by protecting children and vulnerable people from being harmed or exploited by gambling. The Commission also provides independent advice to government on gambling in Britain.

For further information or to register your interest in the Commission please visit our website at: [www.gamblingcommission.gov.uk](http://www.gamblingcommission.gov.uk)

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Annex 1

SUMMARY OF GAMING ENTITLEMENTS FOR CLUBS AND PUBS

	Members' Club or WMI Institute with Club Gaming Permit	Members' Bridge or Whist Club with Club Gaming Permit	Commercial Club with Club Machine Permit	Members' Club, Commercial Club or WMI Institute without a Permit	Pubs and other alcohol-licensed premises
Equal Chance Gaming	Yes	Bridge and/or Whist only	Yes	Yes	Yes
Limits on stakes	No limit	No limit	<b>Poker</b> £1000 per week £250 per day £10 per person per game <b>Other gaming</b> No limit	<b>Poker</b> £1000 per week £250 per day £10 per person per game <b>Other gaming</b> No limit	<b>Cribbage &amp; Dominoes</b> No limit <b>All other gaming</b> £5 per person per game <b>Poker</b> £100 per premises per day
Limits on prizes	No limit	No limit	<b>Poker</b> £250 <b>Other gaming</b> No limit	<b>Poker</b> £250 <b>Other gaming</b> No limit	<b>Poker</b> £100 <b>All other gaming</b> No limit
Maximum Participation Fees – per person per day	<b>Bridge and/or Whist</b> £20 <b>Other gaming</b> £3	£20	<b>Bridge and/or Whist</b> £18 <b>Other gaming</b> £3	<b>Bridge and/or Whist</b> £18 <b>Other gaming</b> £1	None permitted
Banker's or Unequal Chance Gaming	Pontoon Chemini de Fer	None permitted	None permitted	None permitted	None permitted
Limits on bingo	Maximum of £2,000 per week in stakes/prizes. If more then will need an operating licence				