



TEDDY'S BIRTHDAY SPECIAL

23rd-27th October 2025

POKER ROOM TERMS & CONDITIONS

Proprietorship and Ownership

In these Terms, the terms "we," "our," "Club" or "us" refer collectively to Bombay Group OÜ (the holding company), Kopikas Entertainment OÜ (registration no. 14045680, the licensed operator), and other companies within the same corporate group, including subsidiaries and sister companies owned by the same ultimate parent company.

This includes the following brands:

- YOLO.com
- YoloWallet.com
- YoloClub.com
- YoloPoker.com

and any future entities or trading brands operated within the group. All such entities may act individually or jointly in the provision of our services.

Registered Address: Harju maakond, Tallinn, Kesklinna linnaosa, Rataskaevu tn 5, 10123

Company Registration Number: 16132057

These terms and conditions, together with the group premise "Club Rules" herein referred to as the "Terms" cover the agreement between you and us in relation to your use of the premise for the purposes of playing within the Poker Room and, your participation within a Poker Tournament event ("Tournament").

These terms and conditions are written, and made available to all Poker Room participants in accordance with:

- [Gambling Act](#)
- [Money Laundering and Terrorist Financing Prevention Act](#)
- [Personal Data Protection Act](#)

In these Poker terms and conditions, the following terms shall have the following meanings unless the context requires otherwise:

Tournament: A structured competitive event where participants engage in designated games. Entry into the tournament can require a registration fee, which provides participants with equal initial conditions to compete under the established rules of the event.

Tournament Poker: Refers to any variant of the traditional poker game played between two or more individuals. Participants wager based on the poker hand values rather than against the casino or organiser. The organiser may impose entry and other fees associated with the tournament but cannot place bets with or against any player.

Players/you/your: Denotes the individuals participating in the poker game or tournament, which may change from time to time.

Poker Room: The designated area within a venue where live poker games and tournaments are conducted periodically.

Tournament Director: The individual responsible for overseeing the operation of the poker tournament, typically the manager of the poker room premises.



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Poker Supervisor: The individual overseeing all activities within the poker room, ensuring adherence to game integrity and regulatory compliance.

In addition to accepting these terms and conditions, Players acknowledge and agree to be bound by these terms and conditions, and the game rules of the Poker Room as amended from time to time. All players will be fully registered at the point of entry to the premise, adhering to all entry controls as prescribed by the company as encompassed within both the premise "Terms" and the Reception Policy and Procedural Manual.

1. Participation in any Poker Room game is entirely at the player's discretion. The company reserves the right to restrict, refuse, withdraw, or suspend participation in the games as it deems necessary.
2. It is the absolute responsibility of the Player to understand and agree to the terms and conditions, and the rules of the game played at any poker table at a premise. By joining and participating in a poker game the Player agrees and accepts the terms, conditions and rules of the game as applicable.
3. Players are solely responsible for the security of their cards and other information whilst at the table. Should a Player inadvertently disclose his or her cards to another person or persons, the Player agrees that this will not constitute a matter for complaint.
4. Any Player found attempting to manipulate or ascertain information concerning the game or involved in collusion, will be immediately disqualified from the Tournament, forfeiting all money, and will be barred from the premise. We reserve the right to prohibit any Player from participating in all Games, and may, where situations warrant, freeze the chips of any Player suspected of cheating in any form. We further reserve the right to restrict seating and/or to prohibit Players from playing in a particular Game.
5. We will not be liable for any loss resulting from any cheat or foul play.
6. Players must comply with the Tournament general and game rules as set out by the Poker Room Supervisor and/or Tournament Director from time to time. A Player is not permitted to make a wager more than the value of chips on the table at the beginning of a hand. If a Player runs out of chips during a hand, they are considered all-in. Players may not remove chips from the table during a playing session.
7. Abusive or offensive language or other behaviour considered inappropriate by us, and at our absolute discretion will not be tolerated. Bad behaviour or bad language identified by the Poker Room supervisor or brought to our attention will be dealt with swiftly, and may result in a entry to both the premise and or the Poker Room being prohibited, suspension or loss of playing privileges, ejection from the tournament or other such action as may be decided by the Poker Room supervisor, Tournament Director and/or premise Management.
8. Players are asked to refrain from "table talk" or talking during a hand in a way that compromises an opponent's hand. This applies to players playing in the hand or watching the hand.
9. Unacceptable behaviour:



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- a. Any activities that give a player an unfair advantage or would be considered unethical and unfair by most of the poker playing community, but which may be allowed under a strict interpretation of the rules, is prohibited.
 - b. Behaviour which is intended to disrupt the game is prohibited.
 - c. Examples of prohibited behaviour includes but is not limited to blocking seats or tables, intentionally stalling, taking undue advantage of an opponent, and following an opponent from table to table.
10. Collusion is strictly prohibited. Collusion is behaviour between players in which they act as a team, with or without prior agreement, to the actual or theoretical detriment of other players in the game.
- a. Players must always play in their own individual best interests. If a player makes decisions that are consistent with aiding other players, this is deemed to be collusion.
 - b. Players must not work together with another player to gain an advantage.
 - c. Players must not 'soft play' against friends. Players must play just as aggressively against somebody they know as they would against an unknown opponent (assuming both are utilising the same strategy).
 - d. Players must not 'chip dump' – i.e. they must not intentionally lose hands or manipulate the gameplay to transfer funds to any other player.
 - e. Players must not share hole card information, or any other card(s) which would not normally be known by all players, with any other player.
 - f. Players must not encourage any other player to collude.
 - g. These rules apply whether or not there is any explicit agreement between the players, and whether or not any actual demonstrable harm has been caused to others.
11. General
- a. Ensure your registration / entry information and seat assignments are correct, at all times.
 - b. "One Player, One Hand". Poker is a competitive game, and each player may only play their own hand.
 - c. High denomination chips must always be clearly visible on the table.
 - d. The right to dispute a hand ends once the next hand has started.
 - e. The use of personal devices such as iPods and iPads is permitted as long as it does not disrupt or slow down the game.
 - f. Any player can "Call for a Clock" after a reasonable amount of time without action. During hand-for-hand play, any Player at any table may call for the clock. The Tournament Supervisor will give the player one minute to act, with a 10-second countdown. If the player has not acted by the end of the countdown, their hand is deemed dead.
 - g. The House can prohibit any two players from playing at the same table to prevent soft play.
 - h. Players must not cover their cards with anything other than a recognised and Poker Room approved card protector, which must be smaller than the cards. Electronic devices cannot be used as card protectors.
 - f. Cards must always be visible to other players and the dealer.
 - g. Spectators may be asked to move away from the playing area at any time.
 - h. Hand Reconstructions are permitted and completed under the full direction and oversight of the Tournament Supervisor to ensure the integrity of the game and award the pot to the rightful Player.
 - i. The use of cameras or any recording/transmitting devices is strictly prohibited



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- b. Hand Reconstructions are permitted and completed under the full direction and oversight of the Tournament Supervisor to ensure the integrity of the game and award the pot to the rightful Player.
- c. The use of cameras or any recording/transmitting devices is strictly prohibited throughout the premise, except in designated event areas.
- d. Unless otherwise arranged prior to the commencement of a Tournament, the poker game played will be TEXAS HOLD'EM POKER. Other variations available include OMAHA POKER.
- e. The Company reserves the right to make minor amendments to the structure of any Tournament, including but not limited to changes in timing, player seating, and distribution of prizes. These adjustments may be made at any time to ensure the integrity and fairness of the Tournament. All key summary terms and changes will be communicated to participants in a clear and timely manner through Tournament summaries and updates provided both prior to and during the event.

12. Cash Games – Rake Structure

- a. A rake, being a commission fee retained by the house for facilitating and hosting the game, is applied to all eligible pots in cash games under the following general conditions shown under "Cash Game Structure and Rake" herein.
- i. All rake calculations and deductions are made in Euro (€), our operating currency.
- b. For more information see below: "Cash Game Structure and Rake"

13. Tournaments – Prize Pool and House Fee Structure

- a. In tournaments (where applicable and subject to individual tournament structure and key terms):
 - i. Where total buy-ins, including rebuys and add-ons, exceed the guaranteed prize pool, a portion of the excess amount may be retained by the house as a service fee.
 - ii. The remaining excess, after deduction of this fee, is added to the guaranteed prize pool and distributed among the winning participants in accordance with the published payout schedule.
 - iii. All applicable fees, percentages, and distribution models are confirmed in advance of each tournament and published as part of the unique tournament summary.

14. Pre-Flop Rake Conditions (Cash Games):

- a. Rake may only be applied during the pre-flop stage if the pot reaches the designated minimum threshold and a minimum number of betting actions has occurred.
- b. Betting actions include bets, raises, and mandatory blinds.
- c. The minimum required number of actions and pot size thresholds are specified as part of the daily game setup and may vary.

15. Deck and Dealing Procedures

- a. Misdeals Before Betting:
 - i. Failure to cut the deck.
 - ii. Two or more exposed dealer cards on the initial deal.
 - iii. Cards leaving the table due to dealer error.
 - iv. Starting the deal from the wrong position.
- b. Wrong Number of Cards:
 - i. Any player with the wrong number of cards will have their hand voided.



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- a. Exposed Cards on Initial Deal:
 - i. If one card is exposed on the initial deal, it will be replaced by the first burn card before the flop. If more than one card is exposed, the hand is void.
- b. Flop Dealing:
 - i. If four cards are dealt, they will be shuffled, and the top three used for the flop. The remaining card becomes the burn card for the turn.
 - ii. If a flop is dealt without a burn card, the three cards will be shuffled, one will become the burn card, and the current top card becomes the third card of the flop.
- c. Boxed Cards:
 - i. If a boxed card (a card that is face up in the deck) is found on the initial deal, it is exchanged for the first burn card.
 - ii. If a boxed card is discovered later, it remains in the deck until it comes into play and will be shuffled back into the live deck if necessary.
- d. Player Responsibility:
 - i. Players must always protect their cards. If a dealer voids an unprotected hand, it is considered dead, and the player has no claim to the pot.
- e. Live Hand:
 - i. A player's hand remains live until it touches the muck or burn cards. A mistakenly released live hand may be retrieved, but the player will be penalised from further action for the rest of the hand.
- f. Invalid Hands:
- g. Hands with too few or too many cards are invalid hands and are dead.

16. Betting Rules

- a. Exposure Errors:
 - i. If the flop, turn, or river is exposed in error before betting is complete, it will be shuffled back into the deck.
 - ii. The entire flop is replaced if any player facing a bet has not had the option to call or raise.
 - iii. If facing a check, the flop/turn/river remains, and the player is deemed to have checked.
- b. String Betting: Defined as going back for more chips or using the way they bet to gain an advantage. It is not permitted.
- c. Unofficial Vocabulary: Players use unofficial vocabulary and gestures at their own risk. These may be interpreted differently than intended.
- d. Bets and Calls: Must be made in full, regardless of misinformation from the dealer or the table.
- e. Ambiguous Declarations: When a chip is placed with a declaration that can have multiple meanings, it will be ruled as the smallest legitimate value unless clarified by the Player.
- f. Exposing Cards: Players exposing their cards with action pending may be penalised, but all betting options remain open for the rest of the hand.
- g. Out-of-Turn Actions: Stand unless in-turn action changes, in which case the out-of-turn bettor can call or fold.
- h. Substantial Action: Any player who misses their turn after substantial action (defined as two actions where one puts chips in the pot or three passive actions) will have their hand voided.
- i. Incorrect Button Placement: If substantial action occurs with the button



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incorrectly placed, the hand completes, and the button continues from that position.

j. Intentional Out-of-Turn Actions: Intentional out-of-turn actions to influence play result in a full round penalty unless misdirected by the dealer.

k. Binding Declarations: In-turn verbal declarations (call, raise, fold, pass, all-in) are binding. Out-of-turn declarations revert to other rules.

l. Under Raises: Only permitted if a player is going all-in.

m. Chip Add-Ons / Re-buys: players are permitted to purchase additional gaming chips through re-buys, provided their total chip count is equal to or less than the initial starting stack. Each player may purchase one add-on during the designated intervals specified by the Tournament summaries.

n. Chip Dumping: Players attempting to lose all chips to re-enter will not be allowed to re-enter.

o. Starting Tournament: The dealer button is decided by a draw at the start and announced to the room. The dealer button moves according to this draw.

p. Hand Start: A hand starts once the riffle shuffle begins.

q. Player Absence: Players must be in position by the time the last card is dealt, or their hand is dead.

r. All-In Situations: All live cards must be turned face up.

s. Heads-Up Play: When heads-up, the small blind is on the button and acts first pre-flop. After the flop, action starts off the button.

t. Blind/Ante Structure: The house can alter the published structure if required.

u. Incorrect Chip Amounts:

i. In competition, placing an incorrect amount up to the call amount is deemed a call. The player can make up the difference or pass and forfeit the amount already in the pot.

ii. If the amount is 50% or more of the last bet/raise, it is taken as a minimum raise. Less than 50% is considered a call, and excess chips are returned.

17. Showdown Rules

a. In the event of a showdown, the player who made the last aggressive action (a bet or raise) during the final betting round reveals their hand first. If no bets were placed during the last round, the first player to show is the one closest to the button, starting from the player who last took aggressive action in previous rounds. This ensures fair and transparent disclosure of hands when no player has been aggressive in the final round.

b. Only players with live cards can request to see other hands. If the winning player requests to see a hand, it remains live. Otherwise, the hand is mucked before being shown.

18. Penalties

Penalties may be applied based on the severity of the player's action, whether it is a mistake, or if it is a repeat offense.

a. Types of Penalties:

i. Warning.

ii. Dealt out for two hands.

iii. Dealt out for one complete round.

iv. Dealt out for two complete rounds.

v. Disqualification or removal from the game and Tournament.

b. Clarification: Supervisors can clarify rules or actions at any time.

c. Final Decision: In the unlikely event of a complaint or dispute that was unable to be settled in the first instance, the Tournament Directors decision is final.

d. Rule Changes: Rules may be changed without prior notice if deemed in the best



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19. Confidentiality and Data Privacy in accordance with Law no. 9887, on Personal Data Protection, as amended)

- a. Respecting Confidentiality: Players must respect the confidentiality of other players' affairs conducted on the premises.
- b. Photography and Recording: Subject to the Terms, the use of cameras or recording devices is prohibited outside designated event areas. Within designated event areas, photography is permitted for social media and general media publications.
- c. Consent for Photography: Players who do not consent to their image being used must inform the supervisor upon entry. Access to the event may be declined if consent is not given.



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No Limit Texas Hold'em Poker Rules

Introduction

No Limit Texas Hold'em is the most popular poker game of the 21st century. Its rise in the early 2000s is attributed to its simplicity (learned in five minutes), the growth of online poker, televised tournaments (including the World Poker Tour), and the victory of amateur player Chris Moneymaker at the 2003 World Series of Poker.

Gameplay

Each player receives two private cards ("hole cards") and must make the best hand possible using any combination of their hole cards and the five community cards available to all players.

Betting

As the name suggests, subject to any applicable tournament rules, there are no limits to betting amounts or the number of raises. Players can bet as much as they wish at any time, including all their chips ("all-in").

Hand Rankings

In Texas Hold'em, players use their two-hole cards plus the five community cards to form the best five-card hand. Here are the hand rankings, from highest to lowest:

1. Straight Flush: Five cards in numerical order, all of the same suit. The highest straight flush (A-K-Q-J-10) is called a "Royal Flush."
2. Four of a Kind: Four cards of the same rank. The fifth card (the "kicker") determines the winner if two players have the same four of a kind.
3. Full House: Three cards of one rank and two cards of another rank. The highest three of a kind determines the winner if two players have full houses.
4. Flush: Five cards of the same suit. The highest card in the flush determines the winner.
5. Straight: Five cards in numerical order, regardless of suit. The highest card in the straight determines the winner.
6. Three of a Kind: Three cards of the same rank. The kickers determine the winner if two players have the same three of a kind.
7. Two Pair: Two cards of one rank and two cards of another rank. The highest pair determines the winner, and if the pairs are the same, the kicker determines the winner.
8. One Pair: Two cards of the same rank. The kickers determine the winner if two players have the same pair.
9. High Card: If no other hand is made, the highest card wins. If necessary, the second, third, fourth, and fifth highest cards can be used to determine the winner.

How a Hand is Played

1. Blinds: Each hand starts with forced bets called "blinds." The player to the left of the dealer posts the small blind, and the next player posts the big blind, typically double the small blind.
2. The Deal: Each player receives two private hole cards.
3. Betting Rounds:
 - Preflop: The first round of betting begins with the player to the left of the big blind. Players can call (match the current bet), raise (increase the bet), or fold (discard their hand).
 - The Flop: Three community cards are dealt face up. A second round of betting begins.



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- The Turn: A fourth community card is dealt. A third round of betting begins.
- The River: A fifth community card is dealt. The final round of betting begins.

4. Showdown: If two or more players remain after the final betting round, they reveal their hands. The player with the best five-card hand wins the pot. If hands are tied, the pot is shared.



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Pot Limit Omaha Poker Rules

Introduction

Pot-Limit Omaha (PLO) is the second most common form of poker after No-Limit Hold'em. It gained popularity through the mid-2000s.

Variants

Omaha is typically played with four-hole cards, although versions with five or six cards exist. Variants include No-Limit Omaha and Hi/Lo versions. Mixed No-Limit Hold'em/Omaha games are also popular. Omaha is played in both cash games and tournaments.

Pot-Limit Definition

"Pot-Limit" restricts betting to the size of the current pot. Players cannot bet more than the pot size, which lowers the variance of bankroll swings.

Calculating Pot Size

For example, in a €1/€2 PLO game:

- The small blind (SB) posts €1 and the big blind (BB) posts €2.
- The next player calls €2, making the pot €5.
- If you want to raise the maximum, you call €2, making the pot €7, and can raise an additional €7, making your total bet €9.

Rules

- Players receive four-hole cards and must use exactly two of them to make the best five-card hand using three community cards.
- The community cards are dealt in the same way as in Texas Hold'em: preflop, flop, turn, and river, with betting rounds after each deal.

Example Hand

- Board: Ad Qd Th 5c 3d
- Hero's Hand: 7s 6c 4d 2d (Hero wins with an ace-high flush)
- Villain's Hand: Ah Ac Kd Kh (Villain's best hand is trip aces)

Transition from NLHE to PLO

- PLO offers more opportunities due to more hole cards, leading to more starting hand combinations.
- Start with hands that can flop the nuts or draw to the nuts to avoid common mistakes like playing too many hands.

Starting Hands

- Double-suited hands are preferred as they provide more ways to win the hand.
- Here are the top 30 starting hands in PLO (double-suited).



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Cash Game Structure and Rake

Rake Structure

Cash games going forward will all be "pot-rake", with time charge games only being an option for private game table rental.

Low Limit Rake Structure - "Promotional Cash Game"

This will apply to NLH games, only 1-2 blinds.

- Pot Rake of 5% with a cap of €12 including €2 EUR cap taken for dealer tips
- Rake is taken according to the schedule below
- €1 EUR taken out of every qualifying pot for BBJ, when 6 players or more have been dealt into the hand
- Minimum Buy-in €50 (25BB)
- Max Buy-in €200

Details:

- Live Straddles will not be allowed in the beginners cash games, these count as blind raises.
- Players in this game are eligible for both Bad Beat jackpot and High Hand Promotion

Middle Limit Rake Structure

All games aside from 1-2 NLH Promotional Cash Game and up to games with a big blind of €10 Details:

- Rake is 3% with a cap of €22, including €2 cap per hand for tip
- Rake is taken on the schedule below
- Games are not eligible for Bad Beat Jackpot or High Hand Promotion
- Min Buy-in of 50BB
- No Maximum Buy-in
- Live Straddles are allowed

High Limit Rake Structure

All games with a big blind higher than €10

Details:

- Rake is a time charge of 1BB per player per half hour
- Games are not eligible for Bad Beat Jackpot or High Hand Promotion
- Min Buy-in of 100BB
- No Maximum Buy-in
- Live Straddles are allowed



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RAKE STRUCTURE 1-2 NLH CASH GAMES

Pot Size	Rake	Tip	BBJ (6+per)
0-19	0	0	0
20-39	1	0	1
40-59	2	0	1
60-79	2	1	1
80-99	3	1	1
100-119	4	1	1
120-139	4	2	1
140-159	5	2	1
160-179	6	2	1
180-199	7	2	1
200-219	8	2	1
220-239	9	2	1
240	10	2	1



RAKE STRUCTURE ALL GAMES except. 1-2 NLH

Pot Size	Rake	Tip	Pot Size
0-32	0	0	0-32
33-65	1	0	33-65
66-99	2	0	66-99
100-132	2	1	100-132
133-165	3	1	133-165
166-199	4	1	166-199
200-232	4	2	200-232
233-265	5	2	233-265
266-299	6	2	266-299
300-332	7	2	300-332
333-365	8	2	333-365
366-399	9	2	366-399
400-432	10	2	400-432
433-465	11	2	433-465
466-499	12	2	466-499
500-532	13	2	500-532
533-565	14	2	533-565
566-599	15	2	566-599
600-632	16	2	600-632
633-665	17	2	633-665
666-699	18	2	666-699
700-732	19	2	700-732
733	20	2	733



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