



Devotion to Children

2017 Cards for Kids™ Official Rules

SECTION I – C4K REGISTRATION AND ENTRY

1. As used herein, “DTC” means Devotion To Children, Inc., its agents or independent contractors involved in running Cards for Kids (herein “C4K” refers to the contest being held on **Saturday, September 23, 2017** at **Fleming’s Prime Steakhouse & Wine Bar**, located at **1960-A Chain Bridge Rd., McLean, VA 22102**). **Fleming’s Prime Steakhouse & Wine Bar** shall hereinafter be referred to as the “Venue”. C4K is a sweepstakes which complies with VA Code §§ 18.2-325, *et seq.*
2. Entry into C4K is limited to persons 21 years of age and older, with proof of age, that DTC, acting in its sole and absolute discretion, deems appropriate.
3. Participants may register for C4K in person at the C4K Registration Area the day of C4K at the Venue, or may pre-register via the online method at www.devotiontochildren.org, or at such other pre-registration events held from time-to-time by DTC.
4. Registration requires participants to fill out a registration form. Each participant must certify their own eligibility on the registration form. By filling out a registration form and/or participating in C4K, such participant agrees to these rules.
5. No purchase is necessary to play. Registration, Re-Entry and Additional Purchase (i.e., Buy-In, Re-Buy & Add-On) fees are suggested donations only. Registration in CK is free and separate from any donation made to DTC. While it may improve your karma, making a donation will not increase your odds of winning. The odds of winning are dependent on the number of entries.
6. DTC may limit the number of entries into C4K due to space availability as it deems appropriate. Any such limit will be based on a first come, first served basis.
7. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with C4K registration.

8. Registration is open until the end of the fourth level. If there is a player break at the end of the registration period, registration will remain open until play resumes.
9. Re-Entry is allowed for any player who has been eliminated during the registration period. Players may re-enter these events by registering at C4K Registration Area. Players must have zero (0) chips remaining to re-enter, or be subject to disqualification. Players who re-enter these events will be seated at a different table than they were originally assigned, and be treated as a new player to C4K. Players may re-enter multiple times during the registration period.
10. At the end of the fourth level, each player may make an Additional Purchase of chips until play resumes.
11. Late registrants will be subject to the following rules in addition to all other rules. A late registrant is defined as a player that registers for an event after C4K has officially started. Any player registering after C4K has officially started will either begin play at the start of the subsequent level or be randomly seated at tables where players have already been eliminated. All late registrants will start C4K with a full chip stack. A player who enters during the first round of play will receive no penalty so long as the blinds have not passed their starting position. Players who enter after the first round of blinds must wait until their first opportunity to post to begin play.
12. No teams, substitutes, transfers or assisted play will be permitted. DTC reserves the right to accommodate players based on special needs.
13. The ability to register, pre-register or participate in C4K as described in these rules is void where prohibited or in any way restricted by law.
14. Registration forms will be retained for record-keeping purposes.
15. When and immediately upon request of DTC personnel, C4K 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 rule No's 30 and 80.

SECTION II – SCHEDULING

16. C4K times are approximate. DTC reserves the right to change C4K times in its sole and absolute discretion.
17. DTC may cancel, modify, relocate or reschedule C4K for any reason without prior notification.
18. DTC 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 DTC, 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 C4K.

19. DTC is not responsible for injuries or losses arising or resulting from participation in C4K and is not liable for any acts or omissions by employees, agents or independent contractors, whether negligent or willful, in the conduct of C4K, and is not liable in the event of any equipment or software malfunction. This includes, but is not limited to, any loss of any chips players leave at playing tables during play, including during authorized breaks.
20. If for any reason C4K 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 DTC that corrupt or affect the administration, security, fairness, integrity or proper conduct of C4K, DTC reserves the right at its sole discretion to cancel, terminate, modify or suspend C4K.

SECTION III – PRIZING AND SEATING

21. The Prize Pool is made up of one-half (1/2) of the total Registration, Re-Entry and Additional Purchase fees. The Prize Pool does not include other funds collected in connection with C4K such as proceeds from sponsorships, black jack, silent auction, raffles, etc. Prizes for the event are as follows:
 - a. 1st Place – **50% of the Prize Pool**;
 - b. 2nd Place – **20% of the Prize Pool**;
 - c. 3rd Place – **15% of the Prize Pool**;
 - d. 4th Place – **10% of the Prize Pool**;
 - e. 5th Place – **5% of the Prize Pool**;
 - f. 6th Place – **\$200 gift certificate**;
 - g. 7th Place – **\$150 gift certificate**;
 - h. 8th Place – **\$100 gift certificate**;
 - i. 9th Place – **\$75 gift certificate**;
 - j. 10th Place – **\$50 gift certificate**.
22. DTC reserves the right to substitute prizes of equivalent value for any prizes. Prizes may be made up of multiple gift certificates.
23. Prizes and entries are non-transferable. Winners are responsible for payment of any and all taxes, licenses, registrations and other fees associated with C4K prizes. Winners of prizes worth \$600 or more must furnish DTC a social security number prior to receiving such prize and shall be issued an IRS Form 1099-MISC reflecting the value of the prize received.
24. Winners must show their current valid picture identification (driver's license, state or military identification card) acceptable to DTC in order to collect prizes. If a participant is not a U.S. citizen, a current passport, consular identification or alien registration card is required.

25. Entrants will be assigned to a table and seat through a random computer selection.
26. The random seating draw for C4K will be determined based on expected participation. DTC reserves the right to allow additional table seating beyond expected capacity. In the event tables are added to C4K beyond the anticipated random draw, those players assigned to the additional tables will be the first to break.
27. If the participant is not present at the start of C4K, all forced antes and blinds bets will be removed from an absent player's stack accordingly. If player shows up and still has chips remaining, he or she may play his or her chips.
28. DTC reserves the right to cancel, change or modify C4K at any time, including prizes, for any reason, provided that such modification shall not, as of the date of such modification, materially alter or change any participant's prize already awarded.
29. Non-value chips are used for C4K and are the exclusive property of DTC and may not be removed from the C4K area. Players found to be transferring chips from one event to another or from one player to another will be subject to penalty in accordance with Rule No. 30.

SECTION IV – PLAYER CONDUCT AND C4K INTEGRITY

30.
 - a. The competitive integrity of play at C4K is paramount. All participants must adhere to the spirit and letter of the Official Rules which forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
 - i. Cheating is defined as any act a person engages in to break the established rules of play to gain an advantage.
 - ii. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; card marking; card substitution; or the use of any kind of cheating device.
 - iii. Collusion is defined as any agreement amongst two (2) or more players to engage in illegal or unethical acts against other players.
 - iv. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another player; sending or receiving signals from or to another player; the use of electronic communication with the intent to facilitate collusion; and any other act that DTC deems inappropriate.
 - b. All participants are entitled to expect civility and courtesy from one another at every table and throughout the C4K area. Any individual who encounters behavior that is not civil or courteous -- or is abusive in any way -- is encouraged to immediately contact a C4K official. This shall include, but is not limited to, any player whose personal hygiene has become disruptive to the other players seated at their table. The determination as to whether an individual's personal

hygiene is disruptive to other players shall be determined by DTC which may, in its discretion, implement sanctions upon any such player who refuses to remedy the situation in a manner satisfactory to DTC.

- c. DTC will penalize any act that, in the sole and absolute discretion of DTC, is inconsistent with the official rules or bests interests of C4K.
 - d. Anyone found to have engaged in or attempted to engage in any act that DTC believes in its sole and absolute discretion compromises or could compromise the competitive integrity of C4K will be subject to sanctions imposed by DTC. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of DTC and may include, but shall not be limited to the following:
 - i. FORFEITURE OF CHIPS;
 - ii. FORFEITURE OF PRIZES;
 - iii. EJECTION FROM C4K;
 - iv. LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE C4K EVENTS.
 - e. Any and all violations of this Code of Player Conduct may be publicly disclosed in an effort to deter future violations and to assist other charities in identifying players who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.
31. In addition to that authorized in Rule 30, DTC 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 C4K as determined by DTC, acting in its sole and absolute discretion. This may include, but shall not be limited to, expulsion from the event and property, loss of the right to participate in this C4K and/or any future C4Ks. Additionally, DTC may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in DTC's view engages in inappropriate conduct during play.
32. DTC, 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 C4K or as otherwise reasonable or necessary for DTC to comply with applicable statutes and regulations. DTC also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner or counter to the best interests of C4K and/or DTC.
33. Any attempt by any person to deliberately damage, corrupt or undermine the operation of C4K may be a violation of criminal and civil laws. Should such an attempt be made, DTC reserves the right to seek damages from any such person to the fullest extent of the law.
34. All decisions regarding the interpretation of the Official Rules, player eligibility, scheduling and staging of C4K, and penalties for misconduct lie solely with DTC, whose decisions are final.

35. DTC will use reasonable efforts to consider the best interests of C4K and fairness as the top priority in the decision-making process, with the understanding that “best interests of C4K and fairness” shall be determined by DTC, 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. DTC decisions are final and cannot be appealed and shall not give rise to any claim for monetary damages, as each participant understands that 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.
36. DTC prohibits the use of obscene or foul language at the C4K at any time. Any player who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another player, a dealer or DTC, will be penalized. These penalties will be levied based on Rules 30 and 80.
37. Excessive celebration through extended theatrics, inappropriate behavior, or physical actions, gestures, or conduct will be subject to penalty. Any player that engages a member of C4K staff during the celebration or utilizes any property of DTC will be penalized in accordance with Rules No. 30 and 80. DTC property includes but is not limited to chairs, tables, and stanchions.
38. Player or staff abuse will not be tolerated. A player will incur a penalty up to and including disqualification for any abuse towards another player or staff member, and the player could be asked to leave the property. Repeated etiquette violations such as touching another player’s cards or chips, delay of game and excessive chatter will result in penalties.
39. Where a situation arises that is not covered by these rules, DTC shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of C4K and the maintenance of its integrity and public confidence.

SECTION VI – POKER RULES

40. The C4K Director is 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 C4K Director reserves the right to overrule any decision made by any other member of DTC.
41. DTC reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its players.
42. The English-only rule will be enforced at C4K tables during play. Players who violate this rule are subject to penalty in accordance with Rule No. 80.
43. Mobile Phone Rule: Players 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 player at the

table. If DTC, acting in its sole and absolute discretion, believes a player is communicating with another player at the table, both parties will be immediately disqualified from C4K and face imposition of additional penalties as described in Rule 30. Players may not talk on a mobile phone while sitting at a table. All players desiring to talk on a mobile phone must be at least one table length away from their assigned table during all said communication. Those individuals who talk on a mobile phone not at least one table length away from their assigned table shall be subject to a penalty to be determined by DTC.

44. Approved Electronic Device Rule: Players are allowed to use as approved electronic devices iPods, MP3 and other music players or noise-reduction headsets during play, so long as the approved electronic devices are not used to collude or cheat in any way.
45. C4K seats will be randomly assigned. DTC reserves the right to relocate players from their assigned seat to accommodate players based on special needs, and to balance tables at the start of C4K.
46. Players 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. DTC reserves the right to alter the breaking order due to unusual circumstances.
47. There will be a re-draw for seat assignments when play reaches the final table.
48. Cards speak. Verbal declarations as to the content of a player's hand are not binding; however at DTC discretion, any player deliberately miscalling his hand will be subject to penalty in accordance with Rule No. 80.
49. All cards will be turned face up once a player is all in and all action is complete. If a player accidentally folds/mucks their hand before cards are turned up, DTC reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
50. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
51. At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. At showdown, any player at the table may request to see a folded hand from any player who has called all bets on the last round of betting. If a player with the last aggressive action on the last round of betting refuses to show their hand and intentionally mucks his or her hand, the player in violation will receive a penalty, in accordance with Rule No. 80.
52. Odd Chips: The odd chip(s) will go to the high hand. When there are two (2) or more high hands, the odd chip(s) will go to the left of the button. If an odd chip exists as a result from the first split of a pot, it will be awarded to the high hand.
53. Each side pot will be split as a separate pot. Pots will not be mixed together before they are split.

54. A player must show both of his or her cards when playing the board to get part of the pot.
55. The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
56. Chip race rule: Race-off is defined as removal of a denomination chip no longer in use. When it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start at the first player left of the dealer. A player cannot be raced out of C4K. In the event that a player has only one chip remaining, the regular race procedure will take place. If that player loses the race, he or she will be given one chip of the smallest denomination still in play. Players found to have lower denomination chips remaining in their stack after the race-off will forfeit those chips unless they are equivalent in value to a chip still in play. Players are encouraged to witness the chip race.
57. Deck changes are in the discretion of DTC. Players may not ask for deck changes unless a card is damaged.
58. When time has elapsed in a round and a new round is announced by a member of DTC, the new limits apply to the next hand. As stated in Rule No. 55, a new hand begins with the first riffle. Rounds shall last approximately thirty (30) minutes.
59. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than two (2) minutes, has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead. DTC reserves the right to speed up the amount of time allotted for a clock if it appears that a player is deliberately stalling. Any player intentionally stalling the progress of the game will incur a penalty in accordance with Rule No. 80.
60. A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand. Players must be at their seats to call time. "At your seat" is defined as being within reach or touch of your chair.
61. Players must remain at the table if they still have action pending on a live hand. If a player leaves the table before they have acted on their hand, a penalty, in accordance with Rule No. 80, will be enforced when the player in violation returns to the table.
62. C4K play will use the dead button rule. Dead Button is defined as a button that cannot be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button.
63. A player 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 Rule No. 80.
64. When heads up, 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.

65. Exposure of one of the first two cards dealt is a misdeal. Players may be dealt two consecutive cards on the button. The following situations may also be cause for a misdeal, if during the initial deal: a) two or more extra cards have been dealt; b) the first card was dealt to the wrong position; c) cards have been dealt to an empty seat or a player not entitled to a hand; or d) a player has been dealt out who is entitled to a hand provided substantial action has not occurred. Substantial action is considered: three folds, three checks, two or more calls, a fold and a call, or a bet and or a raise or a call and or a fold.
66. If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the four cards face down. A C4K 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.
67. Verbal declarations in turn regarding wagers are binding. Players must act in turn at all times. Action out of turn will be binding if the action to that player has not changed. A check, call or fold is not considered action changing. If a player 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. Players may not intentionally act out of turn to influence play before them. Violators will receive a penalty in accordance with Rule No. 80.
68. All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player 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 No. 67.
69. A raise must be made by: a) placing the full amount in the pot in one or more continuous motion(s) without going back toward the player's stack; or b) verbally declaring the full amount prior to the initial placement of chips into the pot; or c) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion back to the player's stack.
70. If a player puts in a raise of fifty percent (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. 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 player who has already acted. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, player A - bets 500, player B - raises to 1,000, player C - calls 1,000, player D - moves all-in for 1,300, player E - moves all-in for 1,700. If player A calls or folds, then players 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, players B or C would be allowed to call 1,700 or raise.

71. Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the player doesn't announce a raise. For example, a player who places two 500 chips into the pot on a 300-600 blind level when the bet is 600 without an announcement will be considered a call. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
72. There is no cap on the number of raises.
73. Dealers will not count the pot. If requested, dealers may spread the pot so that it can be counted by a player.
74. Dealers will be solely responsible for calling string bets/raises. All players at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a player's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a player's action is complete.
75. It is the player's responsibility to ensure the accuracy of another player's bet and/or all-in wager regardless of what is stated by the dealer and/or other players at the table. If a player requests a count but receives incorrect information from the dealer or another player at the table, then places said amount into the pot, it is assumed he/she is accepting the action and will be subject to the correct wager and/or all-in amount.
76. Players must keep their highest denomination chips visible at all times.
77. All chips must be visible at all times. Players may not hold or transport chips in any manner that takes them out of view or out of the C4K area. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play.
78. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his or her money back. An exception would be if a player raised and his or her raise had not been called yet, he or she would be entitled to receive his or her raise back.
79. Card caps can be no larger than two (2) inches in diameter.
80. In its sole and absolute discretion, DTC may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from C4K. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior. A penalty will also be imposed if a player throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-player-to-a-hand rule or engages in similar behavior.
 - a. DTC 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. Repeat infractions are subject to escalating penalties up to disqualification.
 - d. It should be noted that penalties may not always be imposed in successive manner. DTC in its sole discretion, for example, can disqualify a person for a first offense if action of player is deemed worthy. Or a player, for example, may forego a warning and be assessed a three round penalty. Players should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
81. Players are obligated to protect the other players in C4K at all times. Therefore, whether in a hand or not, players may not: a) disclose contents of live or folded hands; b) advise or criticize play before the action is completed; or c) read a hand that hasn't been tabled. While in a hand, players may not: a) discuss hands or strategy with any spectator; or b) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rules 30 and 80.
82. A player 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 players at the table are entitled to see the exposed card(s), if requested.
83. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
84. A player who is disqualified shall have his or her chips removed from play. Any player who forfeits play for health or other personal reasons after the start of C4K will have his or her chips blinded off accordingly.
85. A player shall initially receive **\$10,000** in chips for his or her Registration.
86. A player shall receive an additional **\$10,000** in chips for a Re-Entry.
87. A player shall receive an additional **\$10,000** in chips for an Additional Purchase.
88. The schedule of blinds and antes will be provided the day of the event.