

OMAHA

Type of Game

The game of Omaha is a poker game where the patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker. The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Omaha when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands shall rank, from highest to lowest, as follows:

Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2’s is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2’s and two 3’s is the lowest ranked full house.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 5, 4, 3 and 2 is the lowest ranked flush.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2’s is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3’s and two 2’s is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2’s is the lowest ranked pair.

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High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.
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Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” shall have the right of last action.
2. The game also utilizes two separate disks, one with the words “small blind” and the other with the words “big blind” on them, to visually designate which player is in the “small blind” position and which player is in the “big blind” position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card shall receive the flat white disk with the words dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

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- a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player;
 - b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.”
 - d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
 - e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
 8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
 9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - a. These are community cards and are shared by all players.
 10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
 11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits;
 - b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player;
 - c. Call a wager according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;
 - e. Raise the pot according to the rules and guidelines used in the previous round of play;
 12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player wagers into the pot.
 13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
 14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn card.”
 - b. This card shall also become a community card and is shared by all players.
 15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
 16. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits;
 - b. Call a wager according to the rules and guidelines used in the previous round of play;
 - c. Check according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;

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- e. Raise the pot according to the rules and guidelines used in the previous round of play;
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
 - a. This is referred to as “the river card.”
 - b. This card shall also become a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
21. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits.
 - b. Call a wager according to the rules and guidelines used in the previous round of play.
 - c. Check according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;
 - e. Raise the pot according to the rules and guidelines used in the previous round of play;
22. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot.
23. All active players shall then enter into a showdown with each other and compare their hands.

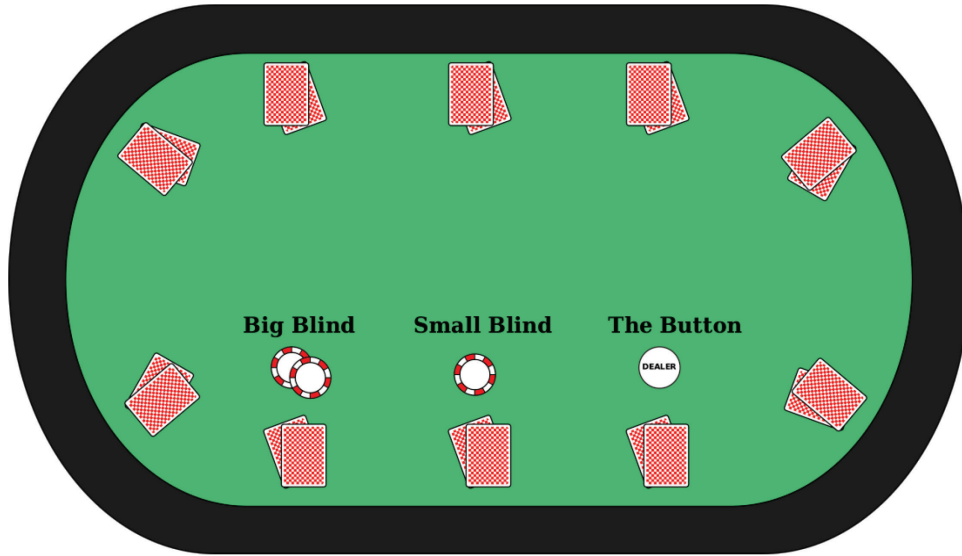
How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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Table Layout



Collection Rates Schedule

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

Schedule Option	Table Limits Or No Limit Games	Collection Fee Based on Number of Players		
		7+	5 or 6	4 or less

WAGERING LIMITS AND COLLECTION FEES TO BE DETERMINED BY EACH CARDROOM THAT SUBMITS A REQUEST TO HAVE THIS GAME APPROVED.

- Please specify the minimum and maximum wagering limits for the table. If the wagering limit is different for the bonus wagers, please specify the minimum and maximum wagering limits for each wager.
- Please specify the applicable collection fee for each wager.
- Please specify how and when the collection fees will be taken.
- Please specify any other applicable information concerning wagering limits or collection fees.