

COLLECTION FEES
PASTIME CARD ROOM

Omaha

8-6 Players - \$3.00 Drop

6-4 Players - \$3.00 Drop

3-1 Players - \$2.00 Drop

Texas Hold'em

8-6 Players - \$3.00 Drop

6-4 Players - \$3.00 Drop

3-1 Plyers - \$2.00 Drop

Crazy Pineapple

8-6 Players - \$3.00 Drop

6-4 Players - \$3.00 Drop

3-1 Players - \$2.00 Drop

OMAHA

Omaha is played with a standard 52-card deck, with each player receiving **four** down cards as their initial hand. There is a round of betting after these cards have been delivered. Three board cards are then turned face-up ("called the flop") and another round of betting occurs. Another card is then turned face up and it also is followed by a round of betting. A final board card is then turned up and a final round of betting ensues. These five board cards are "community cards" and after the final round of betting has been completed, a player must use a **combination of two cards in their hand and three cards from the board** to determine their best hand.

Omaha uses a "Dealer Button" to indicate the player, who in theory, deals the cards hand. The Button (player with the Dealer-Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first. One or more 'blind' bets are used to stimulate action and initiate play. "Blinds" are posted before the player looks at their cards. "Blinds" count as part of that player's bet, unless the structure for a specific game or situation requires part or all of a particular "blind" to be "dead." "Dead" chips are not part of a player's bet and are taken into the center of the pot.

"Blinds" are posted by players in consecutive clockwise order from the Button. Action is initiated on the first betting round, by the player on the immediate left of the person who posted the furthest "blind" clockwise from the Button. On all subsequent betting rounds, the action is started by the first active player clockwise from the Button.

OMAHA HI-LO "8 or Better"

In high-low games there is an "8 or Better" qualifier. If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards.

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the **players responsibility to protect their hand at all times.** The player instigating the action, either by betting or checking, must turn his hand over first upon completion of all action.

Buy-in for Omaha games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

No limit on raises with only two players remaining.

HOLD'EM

Hold'em is a poker game where each player receives two cards as their initial hand. There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is referred to as, "playing the board."

Hold'em uses a flat disc called a Dealer Button to indicate the player, who in theory, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at their cards. Blinds count as part of the player's bet, unless the structure of a specific game or situation requires part or all of the blinds to be "dead." Dead chips are not part of a player's bet and are taken into the center of the pot.

Blinds are posted on the Button and by players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that is short on his blind will not be eligible for the dealer position (the Button).

Half a blind or more constitutes a full blind. However, a player must meet the total amount of the blind obligation every round.

RULES

Buy-in for all Hold'em games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String raises are not allowed. A player must put in the full raise at one time or announce his intention to raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce 'raise'.

At the showdown the winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand. All losing hands should be killed and the winning hand should remain faceup until the pot has been awarded.

If a player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of

the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game they are playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then, deal the fifth card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

Playing the Board: A player may play the board by throwing their hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call, and the best hand is on the board. A verbal declaration is not necessary.

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Hold'em game have several options. (1) wait for the big blind, (2) wait until the Button passes and then post the big blind, or (3) post the big blind immediately upon sitting down with the blind being a live bet.

If a player leaves the table for any reason and the blinds pass his position, they may resume play by posting the total amount of the blinds for the game or wait for the big blind. If they chooses to post the total amount of the blinds, only the big blind is live, and all other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$5 and \$10 game, on the last card, the first player bets \$10. The next player goes all-in for \$18. The next player may call the initial bet of \$10 and \$8 action (a total of \$18) or may raise the initial bet of \$10 to \$20.

POKER GAMES

Crazy Pineapple Hi-Low Split

Crazy Pineapple Hi-Low Split is played with a standard 52-card deck. In order for a hand to qualify for the low hand, the hand must contain an 8-low or better (lower). Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player to the left of the person who posted blind clockwise from the button. The blinds act last on the first betting.

All players receive three cards dealt face down (hole cards) as their initial hand. The first round of betting occurs. Check and raises are permitted. Three cards are turned face up in the middle of the board simultaneously (flop). These board cards are community cards and available to all players. The second round of betting occurs. At this time players choose to keep two of their three hole cards from their initial hand and discard the third. The next two board cards are turned up one at a time with a round of betting after each card. After the final round of betting has been completed, a player may use any combination of five cards (one hole card and four from the board, etc.) to determine their best high and qualifying low hand(s). A player may use all of the board cards (playing the board). The qualifying low hand must have an 8-low or better. The winning hand must show both hole cards face up on the table. The best five-card high and five-card qualifying low poker hand splits the pot. If there is no qualifying low hand, the high hand wins the entire pot. In the event of a tie, that portion of the pot is split equally.

Rank