

GAME RULES

1. Omaha Hi

Object: The player with the highest five card poker hand wins the pot. Players must play two cards from their hand and three cards from the five community cards dealt in the middle of the table.

Ranking of hands:

1. Royal Flush - A,K,Q,J,10 of the same suit
2. Straight Flush - 9,8,7,6,5 of the same suit
3. Four of a Kind - 4,4,4,4
4. Full House - A,A,A,8,8
5. Flush - A,Q,9,4,2 all the same suit
6. Straight - 10,9,8,7,6, five consecutive cards, any suit
7. Three of a Kind - 7,7,7,J,3
8. Two Pair - K,K,6,6,8
9. One Pair - A,A,9,6,4
10. No Pair - A,Q,10,4,3

An ace can be played high or low.

Betting Limits	Blinds		# of Players	Fee Assessment
	Small	Big		
\$3 - \$6	\$1	\$3	7+	\$4
			5-6	\$3
			2-4	\$2
\$4 - \$8	\$2	\$4	7+	\$4
			5-6	\$3
			2-4	\$2
\$4 - \$8 half kill (\$6 - \$12)	\$2	\$4	7+	\$5
			6	\$4
	\$3	\$6	5	\$3
			2-4	\$2

Omaha Hi is played with a standard 52 card deck. Licensed dealers are provided by the club, the players never deal or cut the cards. To start the game, the dealer shuffles the deck and then spreads it face down in front of the players. Each player then picks a card and the highest card drawn receives the dealer button. The ranking of the decks is Spades, Hearts, Diamonds and Clubs. The Ace of Spades therefore is the highest card in the deck. After the dealer places the dealer button in front of the player who drew the highest card, the dealer counts two players to the left of the person with the dealer button and places a blind button in front of that player. The player between the two buttons is now called the small blind and the player with the blind button is called the big blind. These two players must post their blinds (see limits above) and the dealer must collect these fees before any cards are dealt. The blinds are considered bets and are used to initiate the action. After the dealer collects the blinds, the appropriate fee assessment is taken for the house and if any money is left over it remains in the pot.

The dealer now deals four cards, in clockwise fashion, face down to each player in the game, starting with the player in the small blind position. The action now starts with the player sitting on the left of the player in the big blind position. With the action moving clockwise, each player in turn has the option of folding, calling the amount of the big blind or raising. When the action reaches the small blind position, that player has the option of folding and forfeiting the small blind, calling or raising the bet by making up the difference between the bet and the small blind that was posted. Example: \$3-\$6 limit game. There is a \$3 bet and a \$3 raise when the action reaches the small blind. The player may put \$5 in the pot and call or put \$8 in the pot and raise \$3. Remember the player has \$1 in the pot from posting the small blind. If there has been no raises when the action reaches the big blind position, that player opened the betting when they posted the big blind and now has the option to raise. If there is a raise when the action reaches the big blind, that player has the option of folding and forfeiting the money paid for the big blind, calling or raising. There is a maximum of three raises per betting round. Exception: If at the start of any betting round, there are only two players left in the hand, then there is unlimited raising. Players are always allowed to bet, call or raise short

of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has \$8 left, Player C can call the bet and raise their last \$2. After this betting round is completed, the dealer places the top card, on the deck, face-down. This card and succeeding cards that are placed face-down are to be known as burn cards. The dealer then exposes the next three cards in the deck, face-up, in the middle of the table. These three cards are known as the "flop". The betting in this round is still at the lower limit (\$3 in a \$3-\$6 game). The action now starts clockwise from the first player to the left of the dealer button that still has cards. This player has the option to check or bet. Each player thereafter must at least match the action of the previous players or fold. After this betting round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "turn card". The betting in this round is now at the higher limit (\$6 in a \$3-\$6 game). The action proceeds as it did in the previous round. After the betting in this round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "river card". Betting in this round is at the higher limit. After all betting is completed, the dealer asks the player who last initiated the action, by either betting or raising, to reveal their hand. All other hands are now exposed and the dealer determines the winning hand. The dealer announces the winning hand, kills all the losing hands and pushes the pot to the winner. In case of a tie, the dealer will split the pot evenly with all players tied. If there is an odd chip(s), the dealer will distribute it, clockwise, starting from the dealer button. After the pot has been pushed to the winning player(s), the dealer will collect the remaining cards and move the dealer button and blind button, clockwise, one position. The dealer is now ready to repeat the procedure for the next hand, the only exception is that the players do not re-draw for position because the buttons now move after each hand.

The winning hand must expose all of their down cards or the hand is considered not valid.

Verbal declaration in turn is binding. If it is a players turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If a player's down card is exposed by dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card off the deck. The exposed card will be used as the burn card. If two cards are exposed on the deal, then a misdeal will be called and the entire hand redealt.

If a player is dealt more or less than four cards and it is discovered before two players act on their hands, it is a misdeal and the hand is redealt. If it is discovered after two players have acted, all money and blinds are forfeited by the player with the wrong hand.

If the flop has too many cards or is flopped before all the betting is completed, it will be taken back and re-shuffled. The burn card will remain buried. No new burn card will be used.

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

If the fifth card is turned before the betting round is completed, it will be set aside. After the betting round is complete, the card set aside and the remaining cards, excluding the burn cards and discards, will be reshuffled. Without burning another card, the dealer will turn and place the new fifth card on the table.

A new player may enter the game without posting a blind.

If a player leaves the table for any reason and the blinds pass their position, they may rejoin the game by posting the total amount of the blinds or wait until the big blind comes around to them again. If the player chooses to post the total amount of the blinds, the small blind is considered dead money and goes directly into the pot, while the big blind amount is considered live and the player can, in turn, call the bet, fold and forfeit the money to the pot if there has been a raise, or raise the bet themselves.

2. Omaha Hi/Low Split (Eight or Better to Qualify)

Object: The player with the highest five card poker hand wins half the pot and the player with the lowest five card hand wins the other half of the pot. Players must play two cards from their hand and three cards from the five community cards dealt in the middle of the table. For low to qualify, there must be three or more (unpaired) cards, eight or less, comprising the five community cards. The best low hand possible is A,2,3,4,5, commonly known as a "wheel".

Ranking of hands:

1. Royal Flush - A,K,Q,J,10 of the same suit
2. Straight Flush - 9,8,7,6,5, of the same suit
3. Four of a Kind - 4,4,4,4
4. Full House - A,A,A,8,8
5. Flush - A,Q,9,4,2 all the same suit
6. Straight - 10,9,8,7,6, five consecutive cards, any suit
7. Three of a Kind - 7,7,7,J,3
8. Two Pair - K,K,6,6,8
9. One Pair - A,A,9,6,4
10. No Pair - A,Q,10,4,3

An ace can be played high or low.

Betting Limits	Blinds		# of Players	Fee Assessment	
	Small	Big			
\$3 - \$6	\$1	\$3	7+	\$4	
			5-6	\$3	
			2-4	\$2	
\$4 - \$8	\$2	\$4	7+	\$4	
			5-6	\$3	
			2-4	\$2	
\$4 - \$8 half kill (\$6 - \$12)	\$2	\$4	7+	\$5	
			\$3	6	\$4
				5	\$3
				2-4	\$2

Omaha Hi /Low Split is played with a standard 52 card deck. Licensed dealers are provided by the club, the players never deal or cut the cards. To start the game, the dealer shuffles the deck and then spreads it face down in front of the players. Each player then picks a card and the highest card drawn receives the dealer button. The ranking of the decks is Spades, Hearts, Diamonds and Clubs. The Ace of Spades therefore is the highest card in the deck. After the dealer places the dealer button in front of the player who drew the highest card, the dealer counts two players to the left of the person with the dealer button and places a blind button in front of that player. The player between the two buttons is now called the small blind and the player with the blind button is called the big blind. These two players must post their blinds (see limits above) and the dealer must collect these fees before any cards are dealt. The blinds are considered bets and are used to initiate the action After the dealer collects the the blinds, the appropriate fee assessment is taken for the house and if any money is left over it remains in the pot.

The dealer now deals four cards, in clockwise fashion, face down to each player in the game, starting with the player in the small blind position. (The house also plays Omaha Hi/Low Split where the dealer deals five cards down to each player. The only difference is the extra card to the players, all rules and action are the same).The action now starts with the player sitting on the left of the player in the big blind position. With the action moving clockwise, each player in turn has the option of folding, calling the amount of the big blind or raising. When the action reaches the small blind position, that player has the option of folding and forfeiting the small blind, calling or raising the bet by making up the difference between the bet and the small blind that was posted. Example: \$3-\$6 limit game. There is a \$3 bet and a \$3 raise when the action reaches the small blind. The player may put \$5 in the pot and call or put \$8 in the pot and raise \$3. Remember the player has \$1 in the pot from posting the small blind. If there has been no raises when the action reaches the big blind position, that player opened the betting when they posted the big blind

and now has the option to raise. If there is a raise when the action reaches the big blind, that player has the option of folding and forfeiting the money paid for the big blind, calling or raising. There is a maximum of three raises per betting round. Exception: If at the start of any betting round, there are only two players left in the hand, then there is unlimited raising. Players are always allowed to bet, call or raise short of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has \$8 left, Player C can call the bet and raise their last \$2. After this betting round is completed, the dealer places the top card, on the deck, face-down. This card and succeeding cards that are placed face-down are to be known as burn cards. The dealer then exposes the next three cards in the deck, face-up, in the middle of the table. These three cards are known as the "flop". The betting in this round is still at the lower limit (\$3 in a \$3-\$6 game). The action now starts clockwise from the first player to the left of the dealer button that still has cards. This player has the option to check or bet. Each player thereafter must at least match the action of the previous players or fold. After this betting round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "turn card". The betting in this round is now at the higher limit (\$6 in a \$3-\$6 game). The action proceeds as it did in the previous round. After the betting in this round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "river card". Betting in this round is at the higher limit. After all betting is completed, the dealer asks the player who last initiated the action, by either betting or raising, to reveal their hand. All other hands are now exposed and the dealer determines the winning hands. The dealer announces the winning hands, kills all the losing hands and splits the pot between the highest poker hand and the lowest poker hand. If none of the players can make a low hand of eight or less, then the entire pot shall be distributed to the high hand(s). In case of a tie, the dealer will split the pot evenly with all players tied. After the pot has been pushed to the winning player(s), the dealer will collect the remaining cards and move the dealer button and blind button, clockwise, one position. The dealer is now ready to repeat the procedure for the next hand, the only exception is that the players do not re-draw for position because the buttons now move after each hand.

Examples of pot distribution:

pot value - \$169 one winner high /one winner low

\$85 to the high hand

\$84 to the low hand

pot value - \$169 one winner high/two winners low

\$85 to the high hand

\$42 to each low hand

If there is just one high and one low winner in a hand and there is an extra chip it shall be given to the player with the highest hand. Exception: If there is more than than one low winner and there is an extra chip in the pot, the dealer will distribute it as shown above if the split is even for the low hands or as shown below if the odd chip is needed to even the split for the low hands.

pot value - \$171 one winner high/two winners low

\$85 to the high hand

\$43 to each low hand

Players do not have to use the same two cards from their hand to make their high and low hands.

Example: Players are dealt four cards. The board consists of Q Spades, 9 Spades, 7 Hearts, 6 Clubs, 3 Spades. The players hand consists of A Spades, K Diamonds, 9 Hearts, 7 Clubs, 2 Spades. This player has the best high hand possible from this board (an ace high spade flush). This player also has the best low hand possible from this board (7,6,3,2,A). It is possible to be tied for the low hand if another player has A,2 also.

If there are any odd chips to be distributed to players with tied hands, the chips will be distributed, clockwise, one at a time, starting from the dealer button position.

The winning hand must expose all of their down cards or the hand is considered not valid.

Verbal declaration in turn is binding. If it is a players turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If a player's down card is exposed by dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card off the deck. The exposed card will be used as the burn card. If two cards are exposed on the deal, then a misdeal will be called and the entire hand redealt.

If a player is dealt more or less than four cards and it is discovered before two players act on their hands, it is a misdeal and the hand is redealt. If it is discovered after two players have acted, all money and blinds are forfeited by the player with the wrong hand.

If the flop has too many cards or is flopped before all the betting is completed, it will be taken back and re-shuffled. The burn card will remain buried. No new burn card will be used.

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

If the fifth card is turned before the betting round is completed, it will be set aside. After the betting round is complete, the card set aside and the remaining cards, excluding the burn cards and discards, will be reshuffled. Without burning another card, the dealer will turn and place the new fifth card on the table.

A new player may enter the game without posting a blind.

If a player leaves the table for any reason and the blinds pass their position, they may rejoin the game by posting the total amount of the blinds or wait until the big blind comes around to them again. If the player chooses to post the total amount of the blinds, the small blind is considered dead money and goes directly into the pot, while the big blind amount is considered live and the player can, in turn, call the bet, fold and forfeit the money to the pot if there has been a raise, or raise the bet themselves.

NO LIMIT HOLD'EM PROCEDURES

The procedures for no limit Hold'Em are essentially the same as limit Hold'Em.

BRIEF DESCRIPTION OF NO LIMIT TEXAS HOLD'EM

The game is played with a standard 52 card deck (no joker). Each player is dealt two cards face down. Five community cards are turned face up on the board. The object of the game is to make the best five-card hand using any combination of the seven cards. The game is referred to using the blinds (two five no limit). There are minimum and maximum buy-ins. The opening bet is the size of the big blind, double the big blind, or more.

THE START OF THE GAME

The floor supervisor brings the set-up to the table after checking the cards (making sure all cards are present and that there are no marks or flaws). The dealer spreads both decks face up and face down checking for complete decks and any flaws. The dealer will then board scramble the cards. The dealer shuffles the cards (riffle, riffle, strip, and riffle). The dealer then cuts the cards and deals each player, in turn from seat one, one card face up. The highest card, using suit rankings, gets the dealer button. The first player in front of the dealer button (one seat clockwise from the dealer button) is the small blind and the second player in front of the dealer button (two seats clockwise from the dealer button) is the big blind.

THE OPENING DEAL

Each player is dealt two cards (one at a time in clockwise around the table) face down with the player on the small blind receiving the first card and the player with the dealer button getting the last card. The first betting round begins with the player immediately in front of the big blind. This player has the option to fold, call, or raise. The betting continues around the table clockwise. The big blind has the same options. After all betting is completed for the round the dealer will scoop the chips into the pot. The pot will be in the middle of the table. Any folded hands will be slid into the muck which will be to the left of the dealer's rack.

THE FEE COLLECTION

Drop Collection: At this time the dealer will take the appropriate drop collection from the pot and spread it in front of the drop slot. This will include the bad beat dollar (if applicable). After the flop the dealer will color up the drop collection to \$3 or \$5 chips.
Time Collection: The time collection fee will be collected from each player on the hour and on the half hour. The dealer will color up the chips to \$20, \$5, and \$3 chips. The floor supervisor will then check the time collection for accuracy and drop it.

Coloring up chips: The dealer will spread the chips collected from the players in front of their rack, pull out the corresponding chips equal to the value of the chips spread, and then put the original chips into their rack.

THE FLOP

The dealer will deal one card face down in front of them and slide in under a chip to the left of the pot. This is the first burn card. The dealer will then deal out three cards in front of them, turn them face up, and spread them in the middle of the table between the pot and their rack. Another round of betting commences with the first active player in front of the dealer button. This player has the option to check or bet the amount of the big blind or more. The betting continues around the table clockwise. After the betting is complete the dealer will scoop the chips into the pot.

THE TURN

The dealer will tap the table or rack (to let players know the betting round is complete) burn the second burn card (deal one card face down in front of them and slide in under the first burn card) and turn one card face up to the right of the flop. The third round of betting commences with the first active player in front of the dealer button. This player has the option to check or bet the amount of the big blind or more. The betting continues around the table clockwise. After the betting is complete the dealer will scoop the chips into the pot.

THE RIVER

The dealer will tap the table or rack (to let players know the betting round is complete) burn the third burn card (deal one card face down in front of them and slide in under the second burn card) and turn one card face up to the right of the turn. The last round of betting commences with the first active player in front of the dealer button. This player has the option to check or bet the amount of the big blind or more. The betting continues around the table clockwise. After the betting is complete the dealer will scoop the chips into the pot.

THE SHOWDOWN

The betting is done and the players must turn their cards face up on the table to be eligible to win the pot. The dealer determines the winning hand by comparing the five board cards with each of the players' two hole cards. The highest five card poker hand wins using standard poker hand rankings. The dealer will post (push forward) the three, four, or five board cards that are used in conjunction with the winning hand. All losing hands will be mucked. Only the board and the winning hand(s) will be face up. The dealer will push the pot to the winning hand, move the button, and drop the drop collection. The dealer is required to clear their hands after handling chips which includes: after scooping the pot, pushing the winning pot, making change, and dropping the drop collection.

ADDENDUM TO NO LIMIT TEXAS HOLD 'EM

NO LIMIT HOLD'EM			
GAME STRUCTURE		FEE COLLECTION	
BLINDS SMALL & BIG	BUY-IN MIN. - MAX.	DROP PER HAND	TIME PER PLAYER PER 1/2 HOUR
\$2 & \$5	\$50 - \$200	\$4 for 7-9 players \$3 for 6 players \$2 for 5 or less players	\$6
\$5 & \$10	\$200 - \$600	\$4 for 7-9 players \$3 for 6 players \$2 for 5 or less players	\$7
\$5 & \$10	\$500 - \$1000	\$4 for 7-9 players \$3 for 6 players \$2 for 5 or less players	\$7
\$10 & \$20	\$500 - \$1000	\$4 for 7-9 players \$3 for 6 players \$2 for 5 or less players	\$7
\$10 & \$20	\$1000 - NO LIMIT	\$5 for 7-9 players \$4 for 6 players \$3 for 5 or less players	\$8
\$20 & \$40	\$1000 - NO LIMIT	\$5 for 7-9 players \$4 for 6 players \$3 for 5 or less players	\$8
NO BLINDS	\$1000 - NO LIMIT	\$5 for 7-9 players \$4 for 6 players \$3 for 5 or less players	\$8

NO LIMIT HOLD'EM RULES

- GENERAL HOUSE RULES, GENERAL POKER RULES, AND HOLD'EM RULES WILL APPLY UNLESS STATED DIFFERENTLY BELOW
- IN THE EVENT OF A SPLIT POT THE \$5 CHIPS WILL NOT BE BROKEN DOWN EXCEPT IN THE \$50 - \$200 BUY-IN GAME
- CHIPS WILL PLAY IN \$5 INCREMENTS EXCEPT IN THE \$50 - \$200 BUY-IN GAME WHERE ALL CHIPS WILL PLAY
- IF THERE ARE TWO GAMES OF THE SAME LIMIT (buy-in) THEN THE SECOND GAME WILL BE A FORCED MOVE TO THE MAIN GAME
- IN DROP GAMES A PLAYER WITH TWO MISSED BLINDS WILL BE PICKED UP (unless there is prior approval from the floor supervisor)
- IN COLLECTION GAMES A PLAYER HAS THE ½ THAT THEY PAID FOR (if they are not at the table when the collection occurs they will be picked up unless there is prior approval from the floor supervisor)
- NO STRADDLES
- THERE IS NO CAP TO THE NUMBER OF RAISES
- THERE IS NO HALF BET RULE (if a player goes all in for less than a full raise the betting is not reopened to the original bettor unless another player completes the raise or raises)
- A BETTING LINE WILL BE USED (any chips crossing the line will be considered in the pot unless a verbal declaration is made before crossing the line)
- WHEN A PLAYER PUTS IN A LARGE DENOMINATION CHIP BEFORE THE FLOP IT IS ONLY A CALL WHILE AFTER THE FLOP IT PLAYS
- A PLAYER ACTING OUT OF TURN (actual or verbal) WILL BE REQUIRED TO PUT THAT AMOUNT INTO THE POT {i.e. if player A bets \$20 and player C says raise then player C will be required to put \$40 ,the minimum raise, into the pot regardless of what player B does}
- ALL CHIPS PUT INTO THE POT WILL STAY IN THE POT (exception: if a player puts less than ½ a raise into the pot they must call while if they put in ½ or more of a raise then they must make the minimum raise)
- THE MINIMUM RAISE WILL BE THE AMOUNT OF THE LAST RAISE
- THERE WILL BE A NO DROP NO FLOP SCENARIO FOR THE \$50-\$200 AND \$200-\$600 BUY-IN GAMES

GLOSSARY

ACTION: A fold, check, call, bet, or raise.

ACTIVE PLAYER: A player who has a live hand.

ALL IN: When a player puts all of his playable chips into a pot during the course of a hand, he/she is said to be all in.

BET: 1. Wager. 2. The act of placing a wager into the pot.

BIG BLIND: The largest blind in the game

BLIND: A required bet before any cards are dealt.

BOARD: The community cards placed face up on the table.

BOXED CARD: A card face up in the deck.

BRING IN: A required wager used to start the action on the first round of betting. Also known as "force bet".

BURN: The top card removed from the deck face down before each round of dealing

BURN AND TURN: When a dealer "burns" the top card and "turns" up the next card to be dealt.

BUTTON: A valueless chip used to indicate the player who would be dealing if a game were player dealt. That player may be called the designated dealer.

BUY-IN: The posted minimum amount in chips required to enter a game.

BUY THE BUTTON: A way to enter or re-enter a game. The player who buys the button posts both blinds in the small blind position. On the next hand, the player gets the button, and the blinds resume as usual.

CALL: To put the amount of chips into the pot required to match bets and raises made by previously acting players.

CAP: The maximum number of bets and raises allowed in a betting round.

CHECK: The action of not betting indicated by word or gesture. Checking is possible only when there is no bet to the player.

CHECK AND RAISE: To check in anticipation of being able to raise when the action gets back around.

CHOP BLINDS: See split blinds.

COLLECTION: The fee charged by the house.

COMMUNITY CARD: The cards turned in front of the dealer that play as part of all players' hands - the board. Sometimes called common cards.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet.

DEAD BLIND (MONEY): The part of a blind that does not count towards a player's wager. The dead amount becomes part of the pot.

DEAD CARD: A card that is not playable.

DEAD HAND: A folded or fouled hand. A hand that is not legally playable.

DEAL OFF: To play the hand on the dealer button, then change seats and resume play after the button passes.

DEALER: The casino employee who shuffles and deals the cards, controls the game, declares the winner, and delivers the pot, but does not participate in the play or the outcome.

DEALER BUTTON: See button.

DISCARD: To throw away a hand or card.

DISCARDS: Cards that have been thrown away.

FACING A BET: When a player is next to act after a wager has been made. That player's options are to fold, call, or raise.

FLOOR SUPERVISOR: The casino employee who supervises the game and makes decisions in case of disputes.

FLOP: 1. The first three community cards turned face up after the first round of betting.
2. To deal the first three community cards in Hold'em and Omaha.

FOLD: To end participation in a hand by not calling a bet and discarding one's hand.

FORCED BET: See BRING IN

FOREIGN CHIPS: Chips from other casinos.

FOUL: A card or hand that does not meet the requirements of the game and may not be played.

FULL BUY: A buy of at least as much as the posted buy-in.

FULL GAME: A game with all positions occupied by seated players.

GO BROKE: When a player goes all-in and loses the hand.

HAND: All of a player's cards. A single poker deal and all the events that surround it, from the shuffle to the time the winner is declared.

HEADS UP: When action is down to two players.

HOLD BUTTON: A flat disk used to indicate that a particular player has the right to occupy the seat in that position.

HOLD OUT: Cheating by hiding a card or cards to use later.

HOLE CARDS: The cards dealt to a player face down

LIMIT: The amount or range of amounts that are allowed as a bet or raise.

LIVE BLIND: A forced, blind bet that is posted before the cards are dealt.

LIVE HAND: A hand that can win the pot

LIVE STRADDLE: A voluntary blind bet, double the big blind, posted one seat left of the big blind before the cards are dealt.

LOBBY: To temporarily leave the game.

LOCK: To hold a seat for a new player.

MAIN GAME: The game that players in a must-move game move to.

MISDEAL: An entire hand declared void. When a misdeal is called, the entire hand is redealt.

MISSED BLIND BUTTON: A flat disk placed in front of a player who missed a blind or blinds.

MONEY PLAYS: An announcement that money, which has not yet been converted to chips, is in action for that hand.

MUCK: 1) The unused portion of the deck plus cards that players have discarded. 2) To throw away a hand, to discard a hand.

MUST-MOVE GAME: A game in which players are required to move to the main game of the same type and limit.

OPENER: The player who made the first voluntary bet.

PASS: To check if there is no bet or fold if there is a bet.

PLAY BEHIND: A declaration that a player will cover bets beyond the amount of chips in front of him/her.

PLAY OVER: To play one's own money in a seat temporarily vacated by a seated player.

PLAY THE BOARD: When a player uses all five community cards as his/her hand.

POST: 1. To place a blind in the pot. 2. To indicate which cards make the winning hand by showing the relative card(s) from the board.

POT FOR TIME: In time collection games, an agreement among the players that the winner(s) of a certain pot (called a Time Pot) will pay the time collection.

POT: All chips wagered during a hand.

RAISE: To call a previous bet and make an additional bet simultaneously.

RANK: The ordered position of a card or hand relative to other cards or hands as defined for the game.

RETRIEVABLE HAND: A hand that had been mucked and may then be ruled as a live hand.

RIVER CARD: The final card in any poker game.

ROUND: In poker games, periods used for dealing and betting.

SEATED PLAYER: A player who is in the game and seated at the table.

SETUP: Two suited decks of different colors to replace the current decks in the game.

SHORT BUY-IN: Any buy-in or add-on that is less than a full buy.

SHORT-HANDED GAME: A game with fewer than five players.

SHOWDOWN: The final act of showing hands and determining the winner of a pot after all the betting has been completed.

SIDE BETS: Wagers between players that are outside the permitted game structure.

SIDE POT: When one or more players are all in, other active players who still have chips may continue to bet. These bets are segregated into a side pot(s).

SIGN-UP BOARD: The board on which a waiting list is kept for players wanting seats in a specific game.

SMALL BLIND: The smallest blind in a game.

SPLIT BLINDS: An agreement between the two players with the small and big blinds to take back their blinds and not play the hand if no one else enters the pot.

SPLIT LIMIT: A betting structure that has different limits for different rounds of betting.

SPLIT POT: A pot that is divided among players in the event of a tie.

STREET: Cards dealt on a particular round. For instance, the fourth card dealt is called Fourth Street; the fifth card Sixth Street etc.

STRING RAISE (BET): A non-declared raise made in more than one motion.

STUB: The portion of the deck that has not been dealt.

SUBSTANTIAL ACTION: When two or more players have acted in sequence.

SUIT: The poker deck is divided into four groups – spades, hearts, diamonds, and clubs. Each of these groups is a suit.

TABLE CHANGE: A move from one game to another game of the same type and limit.

TABLE STAKES: Only the chips on the table at the beginning of the hand play.

TIME: 1. A request by a player to suspend play in order to consider his next action. 2. The fee for playing charged by the house.

TIME COLLECTION: When the house collects a fee from each player at a predetermined rate. Usually once per half hour.

TIME POT: See POT FOR TIME

TRAILING BLIND: Blinds that are posted behind the button.

TURN CARD: The fourth street card in Hold'em and Omaha.

UNDER THE GUN: The first player to act.

VERBAL DECLARATION: An audible announcement of a player's intentions.

WAGER: A bet or a raise.

WAITING LIST: See SIGN UP BOARD

NO BUST 21st CENTURY BLACKJACK

01/27/2003

**Copyright @ 2002. All rights reserved.
Any use of the game, rules, and/or trademarks without written authorization
from 21st Century Gaming Concepts Inc., is prohibited by law.**

**Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number
6,170,828 and three additional patents pending.**

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
-
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
 - An Ace has a value of either 1 or 11.
 - All cards from 2-9 have their face value.
 - Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

collection fees and drop them into a locked collection box affixed to the gaming table.

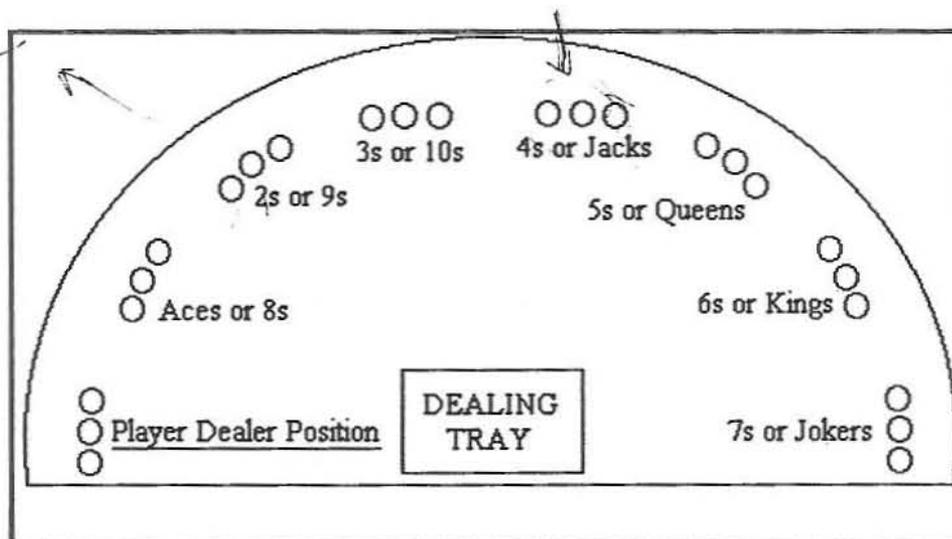
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
 8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
 9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.
-

Rules for Players

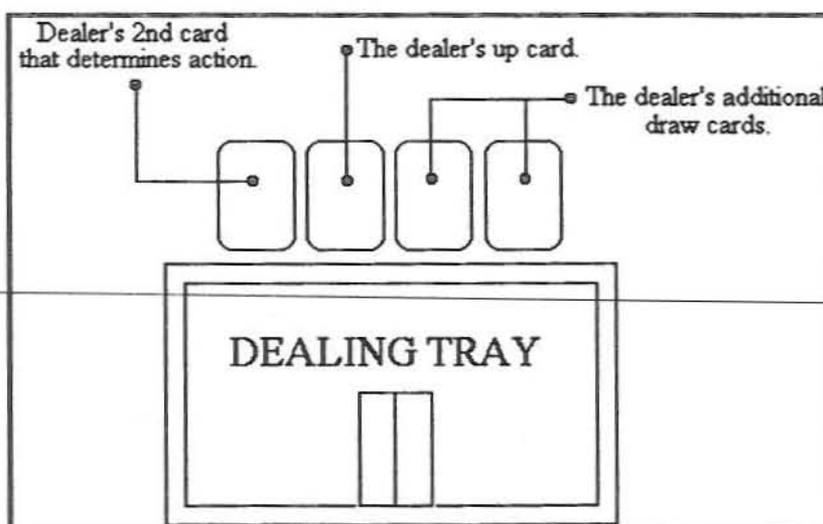
Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft & Hard 20</u>		<u>14</u>
<u>Soft & Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
-
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
 13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
 14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
 15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
 16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
 17. Backline betting is allowed; subject to local ordinance or code.
 18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
-

No Bust – 21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

RIVER CARD ROOM

NO BUST 21ST CENTURY BLACKJACK COLLECTION RATES

Total Bets	Player/Dealer Collection
\$5-\$50	\$0.50
\$51-\$200	\$2
\$201 & up	\$3

6. Mexican Stud

Object: The player with the highest five card poker hand wins the pot.

Ranking of hands:

1. Five of a Kind - Joker,6,6,6,6
2. Royal Flush - A,K,Q,J,10 of the same suit
3. Straight Flush - 9,8,7,6,5, of the same suit
4. Four of a Kind - 4,4,4,4
5. Full House - A,A,A,8,8
6. Flush - A,Q,9,4,2 all the same suit
7. Straight - 10,9,8,7,6, five consecutive cards, any suit
8. Three of a Kind - 7,7,7,J,3
9. Two Pair - K,K,6,6,8
10. One Pair - A,A,9,6,4
11. No Pair - A,Q,10,4,3

An ace can be played high or low.

If a player is dealt the joker, face-down, it is wild and can be any card in the deck. The joker remains wild even if the player later turns it up. If the joker is dealt, face-up, then it can only be used for aces, straights or flushes.

<u>Betting Limits</u>	<u>Per Player</u>	<u>Antes</u> <u># of Players</u>	<u>Fee Assessment</u>
\$2 - \$20	\$1	6+	\$4
\$2 - \$50		4-5	\$3
		2-3	\$2

<u>Betting Limits</u>	<u>Per Player</u>	<u>Antes</u> <u># of Players</u>	<u>Fee Assessment</u>
\$2 - \$500	\$2	6+	\$5
		5	\$4
		4	\$3
		2-3	\$2

Mexican Stud is played with a standard 52 card deck plus one joker. Licensed dealers are provided by the club, the players never deal or cut the cards. To start the game, the dealer button is placed in front of the first player on the dealers right. The dealer then asks that all players that wish to play the next hand post the appropriate ante as shown above. The dealer collects the fee assessment for the house and the remaining money is left in the pot.

The dealer then, starting with the player to the left of the player with the dealer button, deals, clockwise, one card face down to each player and then one card face up to each player. There are no burn cards in Mexican Stud. Mexican Stud is a spread limit game, therefore the players may bet anywhere from the minimum to the maximum limit of their game at any time. The player with the highest card begins the action by either checking or betting. Each player will then act in turn, clockwise from the high hand, and must at least match the action of the previous players or fold. Players are always allowed to bet, call or raise short of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has \$8 left, Player C can call the bet and raise their last \$2. After the betting round is completed, the dealer, starting with the first player to the left of the dealer button, will ask each player in turn if they want their next card face up or face down. If the player wants the next card face down, they will expose their down card before the dealer replaces it. If the player wants their next card face up, they will ask the dealer for it face up. The player with the poker hand showing begins the action for this round of betting. This process is continued through the fourth and fifth cards. When the betting is completed after the fifth card, the dealer asks the players to expose their down cards and the highest poker hand will win the pot. In case of a tie, the pot will be split evenly between all tied players. If there is an odd chip(s) when splitting the pot, the dealer will distribute them to the winning players, one at a time, starting from the dealer button and moving clockwise. The dealer will now collect the cards, move the dealer button, clockwise to the next active player and asks the players to ante if they want to play the next hand and the procedure repeats itself from there.

Players may skip hands or leave the table at any time and do not have to post missed antes.

The player with the winning hand must expose all of their cards.

Verbal declaration in turn is binding. If it is a player's turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If the dealer accidentally turns a player's card up after the player had asked for it down and exposed their down card, then the dealer will finish dealing, up or down, to each player but there will be no betting action on that round. The dealer will now continue with the next card. If this should happen on the fifth card, then all the players will expose their hands, as there is no betting and the dealer will give the pot to the player with the highest hand.

3. Hold'em Hi

Object: The player with the highest five card poker hand wins the pot. Players may use any combination of the two cards that are dealt to them and the five community cards dealt in the middle of the table to make their hand.

Ranking of hands:

1. Royal Flush - A,K,Q,J,10 of the same suit
2. Straight Flush - 9,8,7,6,5, of the same suit
3. Four of a Kind - 4,4,4,4
4. Full House - A,A,A,8,8
5. Flush - A,Q,9,4,2 all the same suit
6. Straight - 10,9,8,7,6, five consecutive cards, any suit
7. Three of a Kind - 7,7,7,J,3
8. Two Pair - K,K,6,6,8
9. One Pair - A,A,9,6,4
10. No Pair - A,Q,10,4,3

An ace can be played high or low.

Betting Limits	Blinds		# of Players	Fee Assessment
	Small	Big		
\$3 - \$6	\$1	\$3	7+	\$3
			2-6	\$2
\$4 - \$8	\$2	\$4	7+	\$3
			2-6	\$2
\$4 - \$8 half kill (\$6 - \$12)	\$2 \$3	\$4 \$6	7+	\$4
			6 2-5	\$3 \$2

Hold'em Hi is played with a standard 52 card deck. Licensed dealers are provided by the club, the players never deal or cut the cards. To start the game, the dealer shuffles the deck and then spreads it face down in front of the players. Each player then picks a card and the highest card drawn receives the dealer button. The ranking of the decks is Spades, Hearts, Diamonds and Clubs. The Ace of Spades therefore is the highest card in the deck. After the dealer places the dealer button in front of the player who drew the highest card, the dealer counts two players to the left of the person with the dealer button and places a blind button in front of that player. The player between the two buttons is now called the small blind and the player with the blind button is called the big blind. These two players must post their blinds (see limits above) and the dealer must collect these fees before any cards are dealt. The blinds are considered bets and are used to initiate the action. After the dealer collects the the blinds, the appropriate fee assessment is taken for the house and if any money is left over it remains in the pot.

The dealer now deals two cards, in clockwise fashion, face down to each player in the game, starting with the player in the small blind position. The action now starts with the player sitting on the left of the player in the big blind position. With the action moving clockwise, each player in turn has the option of folding, calling the amount of the big blind or raising. When the action reaches the small blind position, that player has the option of folding and forfeiting the small blind, calling or raising the bet by making up the difference between the bet and the small blind that was posted. Example: \$3-\$6 limit game. There is a \$3 bet and a \$3 raise when the action reaches the small blind. The player may put \$5 in the pot and call or put \$8 in the pot and raise \$3. Remember the player has \$1 in the pot from posting the small blind. If there has been no raises when the action reaches the big blind position, that player opened the betting when they posted the big blind and now has the option to raise. If there is a raise when the action reaches the big blind, that player has the option of folding and forfeiting the money paid for the big blind, calling or raising. There is a maximum of three raises per betting round. Exception: If at the start of any betting round, there are only two players left in the hand, then there is unlimited raising. Players are always allowed to bet, call or raise short of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has \$8 left, Player C can call the bet and raise their last \$2. After this betting round is completed, the dealer places the top card, on the deck, face-down. This card and succeeding cards that are placed face-down are to be known as burn

cards. The dealer then exposes the next three cards in the deck, face-up, in the middle of the table. These three cards are known as the "flop". The betting in this round is still at the lower limit (\$3 in a \$3-\$6 game). The action now starts clockwise from the first player to the left of the dealer button that still has cards. This player has the option to check or bet. Each player thereafter must at least match the action of the previous players or fold. After this betting round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "turn card". The betting in this round is now at the higher limit (\$6 in a \$3-\$6 game). The action proceeds as it did in the previous round. After the betting in this round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "river card". Betting in this round is at the higher limit. After all betting is completed, the dealer asks the player who last initiated the action, by either betting or raising, to reveal their hand. All other hands are now exposed and the dealer determines the winning hand. The dealer announces the winning hand, kills all the losing hands and pushes the pot to the winner. In case of a tie, the dealer will split the pot evenly with all players tied. If there is an odd chip(s), the dealer will distribute it, clockwise, starting from the dealer button. After the pot has been pushed to the winning player(s), the dealer will collect the remaining cards and move the dealer button and blind button, clockwise, one position. The dealer is now ready to repeat the procedure for the next hand, the only exception is that the players do not re-draw for position because the buttons now move after each hand.

The winning hand must expose all of their down cards or the hand is considered not valid.

Verbal declaration in turn is binding. If it is a players turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If a player's down card is exposed by dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card off the deck. The exposed card will be used as the burn card. If two cards are exposed on the deal, then a misdeal will be called and the entire hand redealt.

If a player is dealt more or less than two cards and it is discovered before two players act on their hands, it is a misdeal and the hand is redealt. If it is discovered after two players have acted, all money and blinds are forfeited by the player with the wrong hand.

If the flop has too many cards or is flopped before all the betting is completed, it will be taken back and re-shuffled. The burn card will remain buried. No new burn card will be used.

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

If the fifth card is turned before the betting round is completed, it will be set aside. After the betting round is complete, the card set aside and the remaining cards, excluding the burn cards and discards, will be reshuffled. Without burning another card, the dealer will turn and place the new fifth card on the table.

A new player may enter the game without posting a blind.

If a player leaves the table for any reason and the blinds pass their position, they may rejoin the game by posting the total amount of the blinds or wait until the big blind comes around to them again. If the player chooses to post the total amount of the blinds, the small blind is considered dead money and goes directly into the pot, while the big blind amount is considered live and the player can, in turn, call the bet, fold and forfeit the money to the pot if there has been a raise, or raise the bet themselves.

4. Hold'em Hi/Low Split (Eight or Better to Qualify)

Object: The player with the highest five card hand wins half the pot and the player with the lowest five card hand wins the other half of the pot. Players may use any combination of the two cards in their hand and the five community cards dealt in the middle of the table to make their hand. For low to qualify, there must be three or more (unpaired) cards, eight or less, comprising the five community cards. The best low hand possible is A,2,3,4,5, commonly known as a "wheel".

Ranking of hands:

1. Royal Flush - A,K,Q,J,10 of the same suit
2. Straight Flush - 9,8,7,6,5, of the same suit
3. Four of a Kind - 4,4,4,4
4. Full House - A,A,A,8,8
5. Flush - A,Q,9,4,2 all the same suit
6. Straight - 10,9,8,7,6, five consecutive cards, any suit
7. Three of a Kind - 7,7,7,J,3
8. Two Pair - K,K,6,6,8
9. One Pair - A,A,9,6,4
10. No Pair - A,Q,10,4,3

An ace can be played high or low.

Betting Limits	Blinds		# of Players	Fee Assessment
	Small	Big		
\$3 - \$6	\$1	\$3	7+	\$3
			2-6	\$2
\$4 - \$8	\$2	\$4	7+	\$3
			2-6	\$2
\$4 - \$8 half kill (\$6 - \$12)	\$2 \$3	\$4 \$6	7+	\$4
			6 2-5	\$3 \$2

Hold'em Hi /Low Split is played with a standard 52 card deck. Licensed dealers are provided by the club, the players never deal or cut the cards. To start the game, the dealer shuffles the deck and then spreads it face down in front of the players. Each player then picks a card and the highest card drawn receives the dealer button. The ranking of the decks is Spades, Hearts, Diamonds and Clubs. The Ace of Spades therefore is the highest card in the deck. After the dealer places the dealer button in front of the player who drew the highest card, the dealer counts two players to the left of the person with the dealer button and places a blind button in front of that player. The player between the two buttons is now called the small blind and the player with the blind button is called the big blind. These two players must post their blinds (see limits above) and the dealer must collect these fees before any cards are dealt. The blinds are considered bets and are used to initiate the action After the dealer collects the the blinds, the appropriate fee assessment is taken for the house and if any money is left over it remains in the pot.

The dealer now deals two cards, in clockwise fashion, face down to each player in the game, starting with the player in the small blind position. The action now starts with the player sitting on the left of the player in the big blind position. With the action moving clockwise, each player in turn has the option of folding, calling the amount of the big blind or raising. When the action reaches the small blind position, that player has the option of folding and forfeiting the small blind, calling or raising the bet by making up the difference between the bet and the small blind that was posted. Example: \$3-\$6 limit game. There is a \$3 bet and a \$3 raise when the action reaches the small blind. The player may put \$5 in the pot and call or put \$8 in the pot and raise \$3. Remember the player has \$1 in the pot from posting the small blind. If there has been no raises when the action reaches the big blind position, that player opened the betting when they posted the big blind and now has the option to raise. If there is a raise when the action reaches the big blind, that player has the option of folding and forfeiting the money paid for the big blind, calling or raising. There is a maximum of three raises per betting round. Exception: If at the start of any betting round, there are only two players left in the hand, then there is unlimited raising. Players are always allowed to bet, call or raise short of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has

\$8 left, Player C can call the bet and raise their last \$2. After this betting round is completed, the dealer places the top card, on the deck, face-down. This card and succeeding cards that are placed face-down are to be known as burn cards. The dealer then exposes the next three cards in the deck, face-up, in the middle of the table. These three cards are known as the "flop". The betting in this round is still at the lower limit (\$3 in a \$3-\$6 game). The action now starts clockwise from the first player to the left of the dealer button that still has cards. This player has the option to check or bet. Each player thereafter must at least match the action of the previous players or fold. After this betting round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "turn card". The betting in this round is now at the higher limit (\$6 in a \$3-\$6 game). The action proceeds as it did in the previous round. After the betting in this round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "river card". Betting in this round is at the higher limit. After all betting is completed, the dealer asks the player who last initiated the action, by either betting or raising, to reveal their hand. All other hands are now exposed and the dealer determines the winning hands. The dealer announces the winning hands, kills all the losing hands and splits the pot between the highest poker hand and the lowest poker hand. If none of the players can make a low hand of eight or less, then the entire pot shall be distributed to the high hand(s). In case of a tie, the dealer will split the pot evenly with all players tied. After the pot has been pushed to the winning player(s), the dealer will collect the remaining cards and move the dealer button and blind button, clockwise, one position. The dealer is now ready to repeat the procedure for the next hand, the only exception is that the players do not re-draw for position because the buttons now move after each hand

Examples of pot distribution:

pot value - \$169 one winner high /one winner low

\$85 to the high hand
\$84 to the low hand

pot value - \$169 one winner high/two winners low

\$85 to the high hand
\$42 to each low hand

If there is just one high and one low winner in a hand and there is an extra chip it shall be given to the player with the highest hand. Exception: If there is more than than one low winner and there is an extra chip in the pot, the dealer will distribute it as shown above if the split is even for the low hands or as shown below if the odd chip is needed to even the split for the low hands.

pot value - \$171 one winner high/two winners low

\$85 to the high hand
\$43 to each low hand

Players do not have to use both cards from their hand to make their high and low hands.

Example: The board consists of Q Spades, 8 Spades, 7 Hearts, 6 Clubs, 3 Spades.

The players hand consists of A Spades, Q Diamonds. This player has Q,Q,A,8,7 for a high hand and 8,7,6,3,A for a low hand.

If there are any odd chips to be distributed to players with tied hands, the chips will be distributed, clockwise, one at a time, starting from the dealer button position.

The winning hand must expose all of their down cards or the hand is considered not valid.

Verbal declaration in turn is binding. If it is a players turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If a player's down card is exposed by dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card off the deck. The exposed card will be used as the burn card. If two cards are exposed on the deal, then a misdeal will be called and the entire hand redealt.

If a player is dealt more or less than two cards and it is discovered before two players act on their hands, it is a misdeal and the hand is redealt. If it is discovered after two players have acted, all money and blinds are forfeited by the player with the wrong hand.

If the flop has too many cards or is flopped before all the betting is completed, it will be taken back and re-shuffled. The burn card will remain buried. No new burn card will be used.

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

If the fifth card is turned before the betting round is completed, it will be set aside. After the betting round is complete, the card set aside and the remaining cards, excluding the burn cards and discards, will be reshuffled. Without burning another card, the dealer will turn and place the new fifth card on the table.

A new player may enter the game without posting a blind.

If a player leaves the table for any reason and the blinds pass their position, they may rejoin the game by posting the total amount of the blinds or wait until the big blind comes around to them again. If the player chooses to post the total amount of the blinds, the small blind is considered dead money and goes directly into the pot, while the big blind amount is considered live and the player can, in turn, call the bet, fold and forfeit the money to the pot if there has been a raise, or raise the bet themselves.

7. Seven Card Stud Hi/Low Split. (Eight or Better to Qualify)

Object: The player with the highest five card hand wins half the pot and the player with the lowest five card hand wins the other half of the pot. Players may use any combination of the seven cards dealt to them to make their best five card high hand and their best possible low hand. For low to qualify, a player must be dealt five or more (unpaired) cards, eight or less. The best possible low hand is A,2,3,4,5, commonly known as a "wheel".

Ranking of hands:

1. Royal Flush - A,K,Q,J,10 of the same suit
2. Straight Flush - 9,8,7,6,5, of the same suit
3. Four of a Kind - 4,4,4,4
4. Full House - A,A,A,8,8
5. Flush - A,Q,9,4,2 all the same suit
6. Straight - 10,9,8,7,6, five consecutive cards, any suit
7. Three of a Kind - 7,7,7,J,3
8. Two Pair - K,K,6,6,8
9. One Pair - A,A,9,6,4
10. No Pair - A,Q,10,4,3

An ace can be played high or low.

Betting Limits	Per Player	Antes # of Players	Fee Assessment
\$3 - \$6	\$1	7+	\$4
		5-6	\$3
		2-4	\$2
\$6 - \$12	\$2	7+	\$5
		6	\$4
		5	\$3
		2-4	\$2

Seven Card Stud Hi/Low Split is played with a standard 52 card deck. Licensed dealers are provided by the club, the players never deal or cut the cards. The dealer shuffles the cards and asks the players to ante if they want cards for the next hand. After the dealer collects the antes, the appropriate fee assessment is taken for the house and if any money is left over it remains in the pot.

The dealer now deals, in clockwise fashion, starting with the player seated to the left of the dealer, one card face down to each player, then followed by another card face down to each player and then one card face up to each player. The dealer then locates the player with the lowest card showing, this player must open the betting. In a \$3-\$6 limit game, the player with the low card has the option of betting the amount of the ante (\$1) and the lower round betting limit of \$3. In a \$6-\$12 game, the option would be \$2 or \$6. Each player acting in turn, starting with the player to the left of the player with the lowest card, has the option to call, raise or fold. In a \$3-\$6 limit game, this betting round is \$3. There is a maximum of three raises per betting round. Players are always allowed to bet, call or raise short of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has \$8 left, Player C can call the bet and raise their last \$2. The dealer now burns a card and deals the fourth, card face, up to each player still in the game. The dealer locates the player with the highest hand showing and has that player begin the action by either checking or betting. This is a lower limit betting round, \$3 in a \$3-\$6 game. Each player in turn, now must at least match the action of the players before them. The dealer now burns a card and deals the fifth card, face up, to each player still in the hand. The dealer locates the player with the highest hand showing and has that player begin the action by either checking or betting. This is a higher limit betting round, \$6 in a \$3-\$6 game. The dealer now burns a card and deals the sixth card, face up, to each player still in the hand. This is a higher limit betting round. The dealer locates the player with the highest hand showing and the action starts with that player. After the betting is completed, the dealer will burn a card and deal the seventh card, face down, to each player still in the hand. This is a higher limit betting round. After all betting is completed, the dealer asks the player who last initiated the action, by either betting or raising, to reveal their hand. All other hands are now exposed and the dealer determines the winning hands. The dealer announces the winning hands, kills all the losing hands and

splits the pot between the highest poker hand and the lowest poker hand. If none of the players can make a low hand of eight or less, then the entire pot shall be distributed to the high hand(s). In case of a tie, the dealer will split the pot evenly with all players tied.

Examples of pot distribution:

pot value - \$169 one winner high /one winner low

\$85 to the high hand

\$84 to the low hand

pot value - \$169 one winner high/two winners low

\$85 to the high hand

\$42 to each low hand

If there is just one high and one low winner in a hand and there is an extra chip it shall be given to the player with the highest hand. Exception: If there is more than one low winner and there is an extra chip in the pot, the dealer will distribute it as shown above if the split is even for the low hands or as shown below if the odd chip is needed to even the split for the low hands.

pot value - \$171 one winner high/two winners low

\$85 to the high hand

\$43 to each low hand

The player with the winning hand must expose all of their cards.

Players may skip hands or leave the table at any time and do not have to post missed antes.

Verbal declaration in turn is binding. If it is a player's turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If the dealer exposes the first card dealt to a player, it shall remain up and the next two cards will be dealt down to that player.

If the dealer exposes the second card dealt to a player, it shall remain up and the next card will be dealt down to that player.

If after the first three cards are dealt, a player has two cards face up, then a misdeal shall be declared and all cards shall be collected and redealt.

If the dealer exposes the seventh card dealt to a player, the dealer will finish dealing the cards but there will be no betting and the players will just expose their hands and the pot will be awarded appropriately.

If the dealer determines that there are not enough cards to complete the deal of the seventh card, the dealer will add the burn card to the remaining cards in the deck, shuffle, and then without burning a card, deal the seventh card to each player. If the dealer determines that there is still not enough cards using this action, then the dealer will burn a card and then turn one card, face up, in the middle of the table, to be used as a community card by all the players.

5. Pineapple Hi/Low (Eight or Better to Qualify)

Object: The player with the highest five card poker hand wins half the pot and the player with the lowest five card poker hand wins the other half of the pot. The players are dealt three cards and may use 0, 1 or 2 of these cards and combine them with the five community cards dealt in the middle of the table to make the best hands. For low to qualify, there must be three or more (unpaired) cards eight or less comprising the five community cards. The best possible low hand is A,2,3,4,5, commonly known as the "wheel".

Ranking of hands:

1. Royal Flush - A,K,Q,J,10 of the same suit
2. Straight Flush - 9,8,7,6,5, of the same suit
3. Four of a Kind - 4,4,4,4
4. Full House - A,A,A,8,8
5. Flush - A,Q,9,4,2 all the same suit
6. Straight - 10,9,8,7,6, five consecutive cards, any suit
7. Three of a Kind - 7,7,7,J,3
8. Two Pair - K,K,6,6,8
9. One Pair - A,A,9,6,4
10. No Pair - A,Q,10,4,3

An ace can be played high or low.

Betting Limits	Blinds		# of Players	Fee Assessment
	Small	Big		
\$3 - \$6	\$1	\$3	7+	\$4
			5-6	\$3
			2-4	\$2
\$4 - \$8	\$2	\$4	7+	\$4
			5-6	\$3
			2-4	\$2
\$4 - \$8 half kill (\$6 - \$12)	\$2	\$4	7+	\$5
			6	\$4
	\$3	\$6	5	\$3
			2-4	\$2

Pineapple Hi /Low Split is played with a standard 52 card deck. Licensed dealers are provided by the club, the players never deal or cut the cards. To start the game, the dealer shuffles the deck and then spreads it face down in front of the players. Each player then picks a card and the highest card drawn receives the dealer button. The ranking of the decks is Spades, Hearts, Diamonds and Clubs. The Ace of Spades therefore is the highest card in the deck. After the dealer places the dealer button in front of the player who drew the highest card, the dealer counts two players to the left of the person with the dealer button and places a blind button in front of that player. The player between the two buttons is now called the small blind and the player with the blind button is called the big blind. These two players must post their blinds (see limits above) and the dealer must collect these fees before any cards are dealt. The blinds are considered bets and are used to initiate the action After the dealer collects the the blinds, the appropriate fee assessment is taken for the house and if any money is left over it remains in the pot.

The dealer now deals three cards, in clockwise fashion, face down to each player in the game, starting with the player in the small blind position. The action now starts with the player sitting on the left of the player in the big blind position. With the action moving clockwise, each player in turn has the option of folding, calling the amount of the big blind or raising. When the action reaches the small blind position, that player has the option of folding and forfeiting the small blind, calling or raising the bet by making up the difference between the bet and the small blind that was posted. Example: \$3-\$6 limit game. There is a \$3 bet and a \$3 raise when the action reaches the small blind. The player may put \$5 in the pot and call or put \$8 in the pot and raise \$3. Remember the player has \$1 in the pot from posting the small blind. If there has been no raises when the action reaches the big blind position, that player opened the betting when they posted the big blind and now has the option to raise. If there is a raise when the action

reaches the big blind, that player has the option of folding and forfeiting the money paid for the big blind, calling or raising. There is a maximum of three raises per betting round. Exception: If at the start of any betting round, there are only two players left in the hand, then there is unlimited raising. Players are always allowed to bet, call or raise short of the required amount if that is the last of their chips. Example: Player A bets \$3, Player B raises \$3, Player C has \$8 left, Player C can call the bet and raise their last \$2. After this betting round is completed, the dealer places the top card, on the deck, face-down. This card and succeeding cards that are placed face-down are to be known as burn cards. The dealer then exposes the next three cards in the deck, face-up, in the middle of the table. These three cards are known as the "flop". The betting in this round is still at the lower limit (\$3 in a \$3-\$6 game). The action now starts clockwise from the first player to the left of the dealer button that still has cards. This player has the option to check or bet. Each player thereafter must at least match the action of the previous players or fold. After this betting round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "turn card". The betting in this round is now at the higher limit (\$6 in a \$3-\$6 game). The action proceeds as it did in the previous round. After the betting in this round is completed, the dealer burns the top card on the deck and then places the next card face-up in the middle of the table. This card is known as the "river card". Betting in this round is at the higher limit. After all betting is completed, the dealer asks the player who last initiated the action, by either betting or raising, to reveal their hand. All other hands are now exposed and the dealer determines the winning hands. The dealer announces the winning hands, kills all the losing hands and splits the pot between the highest poker hand and the lowest poker hand. If none of the players can make a low hand of eight or less, then the entire pot shall be distributed to the high hand(s). In case of a tie, the dealer will split the pot evenly with all players tied. After the pot has been pushed to the winning player(s), the dealer will collect the remaining cards and move the dealer button and blind button, clockwise, one position. The dealer is now ready to repeat the procedure for the next hand, the only exception is that the players do not re-draw for position because the buttons now move after each hand.

Examples of pot distribution:

pot value - \$169 one winner high /one winner low

\$85 to the high hand

\$84 to the low hand

pot value - \$169 one winner high/two winners low

\$85 to the high hand

\$42 to each low hand

If there is just one high and one low winner in a hand and there is an extra chip it shall be given to the player with the highest hand. Exception: If there is more than one low winner and there is an extra chip in the pot, the dealer will distribute it as shown above if the split is even for the low hands or as shown below if the odd chip is needed to even the split for the low hands.

pot value - \$171 one winner high/two winners low

\$85 to the high hand

\$43 to each low hand

Players do not have to use both cards from their hand to make their high and low hands.

Example: The board consists of Q Spades, 8 Spades, 7 Hearts, 6 Clubs, 3 Spades.

The players hand consists of A Spades, Q Diamonds. This player has Q,Q,A,8,7 for a high hand and 8,7,6,3,A for a low hand.

If there are any odd chips to be distributed to players with tied hands, the chips will be distributed, clockwise, one at a time, starting from the dealer button position.

The winning hand must expose all of their down cards or the hand is considered not valid.

Verbal declaration in turn is binding. If it is a players turn and they say check, call, raise or fold, they are not allowed to change their mind. They must complete the action stated.

If a player's down card is exposed by dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card off the deck. The exposed card will be used as the burn card. If two cards are exposed on the deal, then a misdeal will be called and the entire hand redealt.

If a player is dealt more or less than three cards and it is discovered before two players act on their hands, it is a misdeal and the hand is redealt. If it is discovered after two players have acted, all money and blinds are forfeited by the player with the wrong hand.

If the flop has too many cards or is flopped before all the betting is completed, it will be taken back and re-shuffled. The burn card will remain buried. No new burn card will be used.

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

If the fifth card is turned before the betting round is completed, it will be set aside. After the betting round is complete, the card set aside and the remaining cards, excluding the burn cards and discards, will be reshuffled. Without burning another card, the dealer will turn and place the new fifth card on the table.

A new player may enter the game without posting a blind.

If a player leaves the table for any reason and the blinds pass their position, they may rejoin the game by posting the total amount of the blinds or wait until the big blind comes around to them again. If the player chooses to post the total amount of the blinds, the small blind is considered dead money and goes directly into the pot, while the big blind amount is considered live and the player can, in turn, call the bet, fold and forfeit the money to the pot if there has been a raise, or raise the bet themselves.