

GAME RULES

House rules

1. A button is placed in front of the player to the left of the house dealer and rotates around the table after the completion of each hand, to signify who pays for that game and which game is played.
2. Betting always starts at the left of the button, unless the rules of that particular game dictate otherwise.
3. Only the dealer touches the discards.
4. If a player describes his/her hand better than it is, causing another player to discard, the a for mentioned player forfeits his/her right to the pot.
5. The winner is always declared after the dealer has inspected the winning hand.
6. Winning hands are decided by the following order unless otherwise stated.

Winning order for all games unless otherwise stated

1. Royal Flush -(A K Q J 10) all in the same suit is the highest natural hand..
2. Straight Flush- A straight flush is a straight (5 cards in order, such as 7-8-9-10-J) that are all the same suit. As in a regular straight, you can have an ace either high (A-K-Q-J-T) or low (A-2-3-4-5). You can not use the Ace in a wraparound and example would be K-A-2-3-4, which is not a straight.
3. Four of a Kind- Four cards of the same rank like four Aces or Four Kings. If there are two or more hands that qualify, the hand with the higher rank four of a kind wins. If you are playing a game with wild cards, you may have two four of a kind with the same rank. In this case you use the High Card rule (#9 on this list).
4. Full House-A full house is a three of a kind and a pair, such as K-K-K-2-2. When there are two full houses the tie is broken by the three of a kind. An example would be J-J-J-5-5 would beat 9-9-9-A-A. If for some reason the three of a kind cannot determine the victor then you go to the pair to decide (this would only happen in a game with wild cards). An example of this would be K-K-K-A-A would beat K-K-K-J-J.
5. Flush-A flush is a hand where all of the cards are the same suit, such as A-J-9-7-5, all of Diamonds. When flushes tie, follow the rules for High Card.
6. Straight-Five cards in rank order, but not of the same suit (it can be any combination of the four suits). An example of a straight is 2-3-4-5-6. The Ace can either be high or low card, either A-2-3-4-5 or 10-J-Q-K-A. Wraparounds are not allowed (an example being K-A-2-3-4). When two straights tie, the highest straight wins, K-Q-J-10-9 would beat 5-4-3-2-A. If two straights have the same value, see #9
7. Three of a Kind - Three cards of any rank with the remaining cards not being a pair (that would be a full house if it were). Once again the highest ranking three of a kind would win. K-K-K-2-4 would beat Q-Q-Q-2-3. If both are the same rank (only in a wild card game), then the High Card rule comes into effect with the remaining two.
8. Two Pair - Two distinct pairs of card and a 5th card. The highest-ranking pair wins ties. If both hands have the same high pair, the second pair wins. If both hands have the same pairs, the high card wins.

9. **Pair-One** pair with three distinct cards. Highest ranking pair wins. High card breaks ties.
10. If hands are tied the winner is determined by the suit in alphabetical order C,D,H,S
11. In the case a "Wild Card" is use # 5 and #6 switch and Five of A kind is the best hand possible.

Betting and antes

1. Bets will placed according to the rules of each game.
2. A \$1.00 ante will be placed into the pot before play begins, except for Texas Hold-em. (see Texas Hold-em game rules.)

Fee collection

Before the cards are dealt and the ante is placed, the person with the button (see #1 of House Rules) pays for that game. If there are 1 to 4 players the charge is \$1.00. If there are 5 or more players the charge is \$2.00.

Specific game rules

5 Card Stud: First, players ante. Next, the dealer deals 1 card down with 4 up to each player in rotating order from the left of the button, with a betting round after each card dealt. The player with the highest card or cards showing begins the betting in all rounds.

7 Card Stud: First, players ante. Next, the dealer deals 2 cards down and 1 card up to each player in rotating order from the left of the button with a betting round. Then 3 more cards are dealt face up with betting in between each card. Finally, the last card is dealt face down with a betting round to follow. The player with the highest card or cards showing begins the betting in all rounds.

Draw Poker: First, players ante. Next, The dealer deals five cards in rotating order face down to each player from the left of the button. The player on the left of the button may open the pot. Each player can pass, bet, fold, call, or raise. Once everybody has folded or matched all raises, the player on the left of the button lays down how many cards he/she would like and the dealer deals that many replacement cards up to four. The rest of the players receive their cards and another round of betting is done starting with the player on the left of the button.

Texas Hold-Em: In Texas Hold-Em each player receives two uninterrupted cards dealt face down as their initial hand. There is a round of betting after these cards have been delivered. The Dealer burns a card then three board cards (called "the Flop") are now turned simultaneously face up in the center of the table and another round of betting occurs. The Dealer then burns a card then the next two board cards are turned face up in the center of the table, one at a time with a round of betting after each card. These board-cards are community cards shared by all active players at the table. At the completion of

each hand each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best high hand.

Hold-Em uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the 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 start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live and if there are no raises, blind may raise themselves when the action comes to them.

1. Blinds are considered to be live and if there are no raises, blinds may raise themselves when the action comes to them.
2. Check and raise permitted.
3. A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only 2 players remaining.
4. In all Hold-Em games, the lower limit will be used on the initial betting round and the flop. The higher limit will be used on the 4th and 5th cards.
5. String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
6. A player may get full action on his moneys though only a bet constitutes a bet or raise. Anything less than a full bet considered to be action only.

Example: In a \$5 and \$10 game, on the last card, the first play 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) may raise the initial bet of \$10 to \$20. The \$8 is action only, for a raise.

7. A bet must be completed before it can be raised.

Example: In a \$5 and \$10 game, on fourth street, if the final player goes all-in for \$6, the next player may either call the bet or complete the bet to \$10. He may NOT call the \$6 and raise the \$10.

8. A player who puts a single chip into the pot that is larger then the bet to him is assumed to have called the bet unless he/she announces "raise".

9. Any hand that remains intact is not dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owners explicit request. A hand thrown away and turned face up by another player or is requested to be turned up by the dealer by another player is not a live hand and may be used for informational purposes only.
10. A card placed face up in the deck (boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. If the joker is dealt to a player as a down card, it will be replaced after that round of cards have been dealt from the middle of the deck. If a player does not call attention to the joker among his down cards before acting on his/her hand, he/she has a foul hand and forfeits all rights to the pot.
11. If a player's hole card is exposed due to a dealer error, he/she must not keep the card. It will be replaced from the bottom half of the deck after the deal has been completed. If two or more cards are exposed on the deal it is a misdeal.
12. If four cards are accidentally turned by the dealer on the flop the 4th card will be taken back and used as the burn card if it can be identified. If it cannot be identified or if five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which will remain burned. The dealer will then burn a card and proceed with the flop.
13. If cards are accidentally dealt to a "dead" (non-playing) position, the hand is dead and play will continue. However, if a player gets involved in a pot with a dead hand, the hand will play. If that player wins the hand, he must post the proper blinds to be dealt in again. If he loses, he will continue to be dealt in.
14. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
15. If the dealer turns up the 4th card on the board before the round of betting is complete, the card is not in play. After the betting is complete, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not burn cards or discards. The dealer will then burn a card and deal the 5th card.
16. If the 5th card is turned up before betting is completed it shall be reshuffled in the same manner as the previous rule.

17. A player must show all cards in order to win the pot. One card up and the other face down is not a valid hand. Even those who are playing the board must show their hole cards in order to win the pot.
18. If a player in action misses his blinds for any reason he may resume play by posting the total amount of blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live. A new player being seated from the rail may post the big blind **ONLY** and be dealt in.

Buy-In	Limit	Blinds
10	1 & 2	50 - 1.00
20	2 & 4	1.00 - 2.00
40	3 & 6	1.00 - 3.00
60	6 & 12	4.00 - 6.00
200	10 & 20	5.00 - 10.00

In games of 3—6 limit or lower less than 5 bets of the lower limit will be considered a short buy.

In games of 5—10 limit or larger, less than 5 bets of the higher limit will be considered a short buy.

Low Ball: Low ball is played exactly the same as draw poker. If, however, openers do not happen to be dealt and everyone has passed, the game is continued on the basis of the low hand wins, and the first player to the left of the button has the option of opening or passing and each player has a turn in the same rotating order as the previously played draw poker hand. Should all players pass, a new deal is dealt as in draw poker, and the game continues as described above.

OMAHA HIGH/LOW SPLIT

RULES

1. The goal of Omaha High/Low Split is to win at least half of the pot with either the highest and/or lowest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
5. Omaha High/Low Split uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each 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.
6. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
7. There are designated blinds in Omaha High/Low Split, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
8. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
9. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.

10. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to make the highest and/or lowest five card hand. However, players do not have to use the same two hole cards and three board cards to make their high and low hands. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player's hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each players five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. If there are an odd number of chips for all cases, the odd chips shall be awarded to the player closest to the left of the dealer button.
13. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
14. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

Omaha High-Low Split – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00

OMAHA

RULES

1. The goal of Omaha is to win the pot with the highest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Omaha uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each 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.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Omaha, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

Omaha – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00

LOWBALL

RULES

1. The goal of Draw Poker is to win the pot with the lowest five-card poker hand attainable out of the five cards a player holds. The lowest five-card hand is 5-4-3-2-A. Straights and flushes do not count against the hand and all suits are equal in rank. The highest card in the hand determines the rank of a hand. Therefore, a player that holds a 2-6-7-8-10 would win against a player that has a hand of A-2-3-4-Jack.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of seven players.
4. Lowball uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first and second betting rounds by the player to the left of the player with the dealer button. When a new game is started, each player seated at the table shall be dealt one card face up. The player with the highest card, by suit, will receive the dealer button. On all subsequent rounds of play, the dealer button will rotate clockwise around the table.
5. Once the dealer button has been placed, all players must post an ante prior to cards being dealt. The ante is considered to be a bet and is used to initiate action.
6. After each player has placed the ante, each player is dealt five cards and there is a round of betting. Cards will be dealt one (1) card at a time to each player, facedown, in clockwise rotation, beginning with the player to the left of the dealer button and ending with the player who has the dealer button, until each player has five (5) cards. After each player has received five cards, the first betting round starts, beginning with the player to the left of the dealer button. Players have the option to release (fold) their hand, check their hand and place no wager, raise the pot or they must call raises. Betting during this round will be at the lower table limit.
7. After the first round of betting is complete, each player still in the game will have an option to either keep the five (5) cards that were originally dealt to them or improve their hand by replacing from one (1) card up to all five (5) card's in their hands with new ones. This is known as "the draw." Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. Starting with the player to the left of the dealer button and continuing in clockwise rotation, the dealer will

collect the cards placed in front of a player and place them in the discard pile, then deal that same number of cards to that player from the deck, face down, so that they have a total of five cards in their hand. All replaced cards will be placed in the discard pile. After all players have exercised their option to discard cards from their hand and draw up to five replacement cards or retain their original five cards, the second round of betting occurs. The second round of betting will begin with the player to the left of the dealer button. Players have the option to release (fold) their hand, check their hand and place no wager, raise the pot or they must call raises. Betting during this round will be at the higher table limit.

8. After all betting has been completed; a player will use the five cards in their hand to make their lowest five card hand. The lowest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
9. During the first round of betting, the betting will be at the lower limit. During the second round of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, during the first round of betting, raises shall be in \$3 increments. During the last round of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
10. There is a maximum of a bet and six raises per round of betting for all multi-handed pots, unless play is heads up, in which case there is no limit to the number of raises.
11. In limit play, if a player checks a hand that has a seven or better before the draw, all action after the draw is void, that player cannot win any money on any subsequent bets. The player is still eligible to win whatever existed in the pot before the draw if that player ends up winning with the lowest hand. The bets after the draw will go to the player with the second best hand. If a player does check a seven or better and the hand is beaten by a better hand after the draw, that player shall lose all of the pot.

Collection Fees

The collection fees shall be taken from "the pot" after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

Lowball – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$.50	\$10	\$3.00	\$2.00	\$1.00
\$2 / \$4	\$.50	\$20	\$4.00	\$3.00	\$2.00

TEXAS HOLD'EM

RULES

1. The goal of Texas Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Texas Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each 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.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Texas Hold'em, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives two down cards as his initial hand followed by a round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hands, check, raise, or call raises.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Betting during this round will be at the higher table limit. Players may then either release (fold) their hands, check, raise, or call raises.

10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Betting during this round will be at the higher table limit. Players may then either release (fold) their hands, check, raise, or call raises.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, for from the board, etc.) to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. This will apply for limit as well as no-limit games. However, for no-limit games, the increments during each round are the minimum amount that must be placed.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.
14. The rank of each card used in Texas Hold'em, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suites, in order of highest to lowest rank, shall be: spades, hearts, diamonds, and clubs. The best winning hands for Texas Hold'em, order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five (5) cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four (4) cards of the same rank. Four (4) Aces is the highest ranked four of a kind and four (4) 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three (3) Aces and two (2) Kings is the highest ranked full house and three (3) 2's and two (2) 3's is the lowest ranked full house.

Flush	A hand that consists of five (5) cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five (5) cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three (3) cards of the same rank. Three (3) Aces is the highest ranked three of a kind and three (3) 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two (2) pairs. Two (2) Aces and two (2) Kings is the highest ranked two pairs and two (2) 3's and two (2) 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two (2) cards of the same rank. Two (2) Aces is the highest ranked pair and two (2) 2's is the lowest ranked pair.
High Card	A hand that consists of five (5) cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

Collection Fees

The collection fees shall be taken from "the pot" after the dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

Texas Hold'em – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00

DRAW POKER

RULES

1. The goal of Draw Poker is to win the pot with the highest ranking five-card poker hand attainable out of the five cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of six players.
4. Draw Poker uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first and second betting rounds by the player to the left of the player with the dealer button. When a new game is started, each player seated at the table shall be dealt one card face up. The player with the highest card, by suit, will receive the dealer button.
5. Once the dealer button has been placed, all players must post an ante prior to cards being dealt. The ante is considered to be a bet and is used to initiate action.
6. After each player has placed the ante, each player is dealt five cards and there is a round of betting. Cards will be dealt one (1) card at a time to each player, facedown, in clockwise rotation, beginning with the player to the left of the dealer button and ending with the player who has the dealer button, until each player has five (5) cards. After each player has received five cards, the first betting round starts, beginning with the player to the left of the dealer button. Players have the option to release (fold) their hand, check their hand and place no wager, raise the pot or they must call raises. Betting during this round will be at the lower table limit.
7. After the first round of betting is complete, each player still in the game will have an option to either keep the five (5) cards that were originally dealt to them or improve their hand by replacing from one (1) to three (3) card's in their hands with new ones. This is known as "the draw." Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. Starting with the player to the left of the dealer button and continuing in clockwise rotation, the dealer will collect the cards placed in front of a player and place them in the discard pile, then deal that same number of cards to that player from the deck, face down, so that they have a total of five cards in their hand. All replaced cards will be placed in the discard

pile. After all players have exercised their option to discard cards from their hand and draw up to three replacement cards or retain their original five cards, the second round of betting occurs. The second round of betting will begin with the player to the left of the dealer button. Players have the option to release (fold) their hand, check their hand and place no wager, raise the pot or they must call raises. Betting during this round will be at the higher table limit.

8. After all betting has been completed; a player will use the five cards in their hand to make their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
9. During the first round of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, during the first round of betting, raises shall be in \$3 increments. During the last round of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
10. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

Draw Poker – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$2 / \$4	\$.50	\$20	\$4.00	\$3.00	\$2.00

SEVEN CARD STUD

RULES

1. The goal of Seven Card Stud is to win the pot with the highest ranking five-card poker hand attainable out of the seven cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players is permitted to play.
4. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
5. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
6. Seven Card Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.
7. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
8. Each player receives three cards as his initial hand, with the first two being dealt face down and the third card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.
9. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their

fourth card, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to use that limit during that round. The following rounds betting limits will remain unchanged.

10. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. The dealer then deals each player another card, except this card is dealt face down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
13. After all betting has been completed; a player may use any five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
14. During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, during the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
15. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

Seven Card Stud – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$2 / \$4	\$.50	\$20	\$4.00	\$3.00	\$2.00

FIVE CARD STUD

RULES

1. The goal of Five Card Stud is to win the pot with the highest ranking five-card poker hand attainable out of the five cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of ten players.
4. In a new game, players are dealt one card, with the highest card by suit receiving the dealer button.
5. Five Card Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player to the left of the dealer button. On all subsequent betting rounds the action is begun by the player with the highest face-up card or cards.
6. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
7. Each player receives one card face down as his initial hand, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting starting with the player to the left of the dealer button. Players in clockwise rotation may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.
8. The dealer then deals each player one (1) card face up, starting with the player to the left of the dealer button and moving clockwise so that each player now has two (2) cards. After each player receives their second card, there is a second round of betting starting with the player with the highest face up card. Players in clockwise rotation may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
9. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and moving clockwise. After each player receives their third card, there is a third round of betting starting with the player that has the highest face up cards. Players in clockwise rotation may then either release

(fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

10. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and moving clockwise. After each player receives their fourth card, there is a fourth round of betting starting with the player with the highest face up cards. Players in clockwise rotation may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and moving clockwise. After each player receives their fifth and final card, there is a fifth round of betting starting with the player with the highest face up cards. Players in clockwise rotation may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. After all betting has been completed; a player must use the five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
13. During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, during the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
14. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of play or any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

Five Card Stud – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$.50	\$10	\$3.00	\$2.00	\$1.00
\$2 / \$4	\$.50	\$20	\$4.00	\$3.00	\$2.00

POKER COLLECTION RATES

Five Card Stud – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$0.50	\$10	\$3.00	\$2.00	\$1.00
\$2 / \$4	\$0.50	\$20	\$4.00	\$3.00	\$2.00

The collection fees shall be taken from “the pot” after all players have posted the required “antes” prior to the start of the game or any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game that placed an “ante.”

Seven Card Stud – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$2 / \$4	\$0.50	\$20	\$4.00	\$3.00	\$2.00

The collection fees shall be taken from “the pot” after all players have posted the required “antes” prior to the start of the game or any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game that placed an “ante.”

Draw Poker – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$2 / \$4	\$0.50	\$20	\$4.00	\$3.00	\$2.00

The collection fees shall be taken from “the pot” after all players have posted the required “antes” prior to the start of the game or any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game that placed an “ante.”

Texas Hold'em – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00

The collection fees shall be taken from “the pot” after the card room dealer has placed the first three (3) community cards (“the flop”) face-up and moved all player bets into “the pot.” The collection fees are determined based on the number of players seated and participating in the game after “the flop.”

Lowball – Limit Games

Table Limit	Ante	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$0.50	\$10	\$3.00	\$2.00	\$1.00
\$2 / \$4	\$0.50	\$20	\$4.00	\$3.00	\$2.00

The collection fees shall be taken from “the pot” after all players have posted the required “antes” prior to the start of the game or any cards being dealt. The collection fees are

determined based on the number of players seated and participating in the game that placed an “ante.”

Omaha – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00

The collection fees shall be taken from “the pot” after the card room dealer has placed the first three (3) community cards (“the flop”) face-up and moved all player bets into “the pot.” The collection fees are determined based on the number of players seated and participating in the game after “the flop.”

Omaha High/Low Split – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00

The collection fees shall be taken from “the pot” after the card room dealer has placed the first three (3) community cards (“the flop”) face-up and moved all player bets into “the pot.” The collection fees are determined based on the number of players seated and participating in the game after “the flop.”