

Texas Hold'em Collection Rates: Table Limit \$2—\$200

Wagering Limit	9 or More Players	5 to 8 Players	4 or Less Players
\$2—\$4	\$4.00	\$3.00	\$2.00
\$3—\$6	\$4.00	\$3.00	\$2.00
\$4—\$8	\$4.00	\$3.00	\$2.00
\$10—\$20	\$4.00	\$3.00	\$2.00

***Collection fee will be taken after the 1st betting round from the pot. Collection fee will be waived if there is not flop.**

Five Card Stud Collection Rates: Table Limit \$1—\$200

***Collection fee will be taken from the pot before cards are dealt. Collection fee will be \$1.00 per player.**

TEXAS HOLD-EM

- \$20 Buy In
- Cash For Chips Only
- One Short Buy
- No Joker
- No Cash On Table
- No Loaning Or Borrowing Money From Cardroom Owner
- No Credit

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

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

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards,

the active player with the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

If a player is dealt more or less cards than the game, no one is playing in calls for, and it is discovered before two players act on their hands, it is a miscal. If it is discovered after two players have acted, all monies and blinds are forfeited by that player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

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

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

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

5 CARD STUD POKER

- \$20 Buy In – 52 Card Deck
- Cash For Chips Only
- Limit
- No Joker
- No Cash On Table
- No Lending Or Borrowing Money From Cardroom Owner
- No Credit

To receive a hand, each player places a collection in front of himself in the table's playing area. The cards are dealt clockwise, beginning to the left of the dealer button.

Each player receives a total of five cards, of which one card must be face down. After the first two cards are dealt, players must turn one card up. A betting round begins with the low card forced to make a minimum bet. After the betting is complete the players receive another cards, dealt face-down. Players then turn over one of their cards (leaving one card face-down). The betting round starts with the high hand. The fourth and fifth cards are then dealt and played according to the same format. The player with the ranking hand wins the pot.

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| 1. Royal Flush | 6. Straight |
| 2. Straight Flush | 7. Three of a Kind |
| 3. Four of a Kind | 8. Two Pair |
| 4. Flush | 9. One Pair |
| 5. Full House | 10. High Card |

Ace may be used as a one for small straight: "A, 2, 3, 4, 5," or after a King for a large straight: "10, J, Q, K, A".

The player with the highest card clockwise of the dealer button will either check or bet.

The highest hand will start the action on all the following rounds. Hands that are considered to be of equal value, the closest of such hands to the dealer acts first.

If any down card of one or more players is exposed to the house dealer, all the rest of the players will

receive their cards face down and there will be no betting that round. Betting will continue as usual in all the following rounds.

If a player exposes a card, other than during prescribed times, it is not considered an exposed card and will be required to play.

Starting after the second card, a card will be burned on each round.

Check and raise is permitted. All raises must be at least equal to the size of the last bet.

Cards speak. Hold your hand until you are sure of what your opponent has.

No string bets or raises.

One short buy is allowed for every full buy-in (1 full, 1 short, 1 full, etc.).

Discards may be shuffled and used to complete game.

If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

All players will act in turn. If a player checks, the player who checked first must show his/her hand first.

A player who indicates action toward betting or calling will be required to complete that action with a minimum bet. However, if the player is unaware of a raise he/she will not be held to that unless action has been taken behind this act.

Management reserves the right to make decisions in the best interest of the game. All management decisions are final.