

TOMMY'S CASINO AND SALOON

GAMES RULES

TEXAS HOLD-EM

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 starts 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 starts 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 starts 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 will take place.

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.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorman will retrieve a card at random and it will become the burn card.

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 reshuffled. The burn card will remain and no additional one will be used for the 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 the round is completed, the next card is burned and the fifth card is put in the fourth card's place.

Texas Hold-Em

In Texas Hold-Em, each player receives two down cards as their initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously (which is called "the flop") and another round of betting occurs. The next two board-cards are turned one at a time with a round of betting after each one. These board-cards are "community cards," and after the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine their best hand. A player may use all of the board-cards, which is termed "playing the board."

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

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 betting rounds, the action is initiated by the first active player clockwise from the button.

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his hand at all times. The player initiating the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand with intent to cause another player to discard his hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the club.

2. Buy-in for all Texas Hold-Em games is ten times the minimum bet, except in \$1 to \$4 limit. This game has buy-in of \$20.
3. Check and raise is permitted.
4. A bet and three raises are allowed.
5. No limit of raises with only two players remaining.
6. String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce his action. Dealers and non-active players may not call string-raises.
7. A player who puts a single chip into the pot that is larger than the bet to him, is assumed to have called the bet unless he announces "raise."
8. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
9. A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper." A Joker, when playing in a game that does not use a Joker, is also a "scrap of paper." A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards has been dealt. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
10. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed. If two or more cards are exposed on the deal, it is a misdeal.
11. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all monies, antes and blinds are forfeited by that player.
12. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. No new burn card will be used.

- 13.** If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.
- 14.** If the dealer turns up the fourth (4th) card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth (5th) card is put up on the fourth (4th) 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 cards or discards. The dealer will then deal the fifth (5th) card.
- 15.** If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- 16. PLAYING THE BOARD:** A player may play the board by throwing his hand away only if he announces that he is playing the board.
- 17.** The winning hand must show both cards face up on the table; one (1) card up and the other face down is not a valid hand.
- 18.** A new player may not sit down in the middle of the blinds; he must wait until the button passes.
- 19.** If a player leaves the table for any reason and the blinds pass his position, 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 still live.

WORLD POKER TOUR

TOMMY'S CASINO AND SALOON GAMES RULES

OMAHA HI POKER

Omaha Hi uses a standard 52-cards deck. Player must use two of their four personal cards along with three of the common five to form a traditional poker hand high. At the showdown time the best high hand wins the whole pot.

All general poker rules and Hold-Em rules apply to Omaha games.

Standard 52-card deck.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, facedown, one at a time, in rotation, in turn.

A round of betting starts for players who wish to continue and connected 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 starts 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.

VALUE OF HIGH HAND IN SEQUENCE

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. No pair

Omaha Hi-Lo

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

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

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

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his hand at all times. The player initiating the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand with intent to cause another player to discard his hand, may, at the discretion of management, risk forfeiting the pot and/or expulsion from the casino.

- 2.** Buy-in for all Omaha Hi-Lo games is generally ten times the minimum bet.
- 3.** ~~Check and raise is permitted.~~
- 4.** A bet and three raises are allowed.
- 5.** No limit of raises with only two players remaining before any betting round begins.
- 6.** String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce his action. Dealers and non-active players may not call string-raises.
- 7.** A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise."
- 8.** No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- 9.** A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper." A Joker, when playing in an Omaha Hi-Lo game that does not use a Joker, is also a "scrap of paper." A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards has been dealt. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- 10.** If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on the top of the deck. The exposed card will be used as the burn card after all action, before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
- 11.** If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all monies, antes and blinds are forfeited by that player.
- 12.** If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. No new burn card will be used.

13. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.

14. If the dealer turns up the fourth (4th) card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth (5th) card is put up in the fourth (4th) 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 cards or discards. The dealer will then deal the fifth (5th) card.

15. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

16. The winning hand must show all cards face up on the table; two cards up and the others face down is not a valid hand.

17. A new player may not sit down in the middle of the blinds, he must wait until the button passes.

18. If a player leaves the table for any reason and the blinds pass his position, 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.

Summary

Each player will be dealt four cards instead of the customary two cards. Players make a five-card hand by using exactly two cards from their hands and three of the five cards on the board. While dealers will assist in the reading of the hands, it is the player's responsibility to call his own hand. Players are still protected by the rule that "cards speak," as long as they still have possession of the hand. All other rules of Texas Hold-Em apply to Omaha Hi-Lo.

OMAHA HI-LO

GAME RULE

PAN (Panquinque)

Pan is played with 320 cards: 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) may be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last, he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q,J,7,6,5,4,3,2,a. The jack and seven are in sequence. There is no rank of suits, except that spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she discards hi/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as she/he holds, or adds to his/her existing melds.

The object of play is to meld eleven cards: the first player to do so wins the game.

GAMES RULE

Melds

Each meld (or spread) must be at least three cards; it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings from a set regardless of suits, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All three, five's, and seven are vale (pronounced valley) cards that are cards of value. Cards of other rank are non-vale.

The conditions are:

1. Any set of vale cards, not in the same suit, 1 chip
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in spades, 1 chip in any other suit.
4. Any sequence of A, 2,3, in the same suit, 2 chips in spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, and 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

GAMES RULE

Forcing Cards

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in foreign this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows w eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the player at the left has no other possible choices.

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

LOW BALL

Low ball is played using a standard 52-card deck. A Joker can be added for a wild card.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they receive after the draw, tries to make their best low hand.

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

Player must bet a 7 or better after the draw or lose all action. If a player checks a seven or better and he/she have best hand, he/she wins pot, but none of Action Money on the second round.

**TOMMY'S CASINO AND SALOON
GAMES RULES
SEVEN CARD STUD**

Seven-Card Stud used a standard 52-card deck, without the joker. Traditional rankings of hands apply.

Players are dealt three cards in-turn, in rotation, two facedown, and one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth)

Round of betting

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Active players are dealt one card, facedown. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh card. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

If seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet is applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is fouled and all rights to be pot.

TOMMY'S CASINO AND SALOON

GAMES RULES

If a dealer burns two cards or fails to burn a card, move the cards to the rights position to rectify the error. If it happened on a down card and you cannot tell which card it was, then the player must accept the card. If a dealer burns and deals a card before a round of betting has been completed, that card of cards must be eliminated from play along with an additional card for each remaining player in the hand. After the round of betting is finished, play resume and normal fashion.

If any player other than first position receives his/her last card face-up, all other players will receive their card facedown. The player or player whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.
2. If there are five players remaining without a card, the dealer will not burn or deliver the cards. If the dealers find that there are still not enough cards using the previous procedures, he/she will announce the use of a community card. The dealer will then burn a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick or turn any of there up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. No Pair

TOMMY'S CASINO AND SALOON GAMES RULES

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, without the Joker. Players try to make the best high and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structure limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best-exposed high hand. A player may make the best hi and best low to win the entire pot.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. No Pair

Value of low hand in sequence;

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

Tommy's Casino and Saloon
467 Main St.
El Centro, CA. 92243

Game Rules

The Collection of Players Fees

At the start of a poker game, a player is selected as the "dealer." A "dealer button" is placed in front of the dealer to identify the dealer. Although a player is identified as the dealer, this is a position only. An employee of the Casino actually deals the cards on behalf of the dealer.

At any time in the playing of a hand a per-determined, flat fee, which is collected or "dropped" at one of two collection rates. The collection rates are posted and are based upon the number of players playing that hand or round at the table. The amount the dealer pays is not based upon the table betting limits, or the amounts that are wagered during the play of the game by any of the players, including the dealer. This payment is called the "Collection," "payer fee" or "drop" it is the only fee collected by the Casino for the play of that hand of poker.

A Casino employee deals a card face down to the player at the dealer's immediate left and then, continuing in that same direction, deals cards face down. One at a time, until all the players have been deal the prescribed number of cards.

The player to the dealer's immediate left (player no. 1) must wager or "post" one half of a predetermined and announced amount. This is called the "small Blind" or "½ of the full blind."

Then player no. 1's immediate left (player no. 2) must wager or "post" the entire predetermined and announced amount. This is called the "full Blind."

The play of the hand then rotates to the left and eventually back to the dealer, with each successive and intervening player having the option to call, raises, or fold.

When the player of the hand gets to the dealer, the dealer then has the option to call, raise, or fold.

After the player of the hand has rotated once around the table as described above, the player then continues, with all the players, including the dealer, having an equal opportunity to bet, raise, or fold for the remainder of the hand.

When the hand of poker is over, the dealer then rotates to the player seated at the dealer's immediate left and the play of the next hand of the game commences in the same manner as described above.

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FEE COLLECTION RATES AND WAGERING LIMITS

POKER

Fee collection per hand is \$3.00 for all games played. Wagering limits is \$16.00 for each bet or raise for all games played.
