

OMAHA POKER

DESCRIPTION

Omaha is frequently called “FOUR CARD HOLD’EM” because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha
2. Players MUST use exactly TWO cards of their four cards along with THREE of the common cards exposed on the table in order to form their five-card Poker hand. The traditional rankings of hands for high apply.

METHOD OF PLAY

1. Blinds are posted as in many other forms of Poker.
2. Players are each dealt four cards, face down, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/” or At the River”).
9. These five cards are common to all active Players.
10. A final round of betting.
11. All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

GENERAL RULES

1. **IT IS THE PLAYER’S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.**

Dealers will assist in reading hands to the best of their ability, although it is the Player’s responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player’s failure to protect their hand. At management’s discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal

based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank-Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the bum card before the flop, after all wagering action is completed.
3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not bum a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card. In which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.
5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not bum a card before dealing out a new flop.
6. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the bum card or discards. The Dealer will not burn a card before dealing out the fifth card.
7. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.
4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.(See#21)
 - A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
7. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

8. Only one straddle is permitted on a deal.
9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
10. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
11. No sleeper bets are allowed.
12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a

player initiates the first bet with an “over-size” chip, the wager is the value of the chip.

7. All blinds are “live”, meaning 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.

SHOWDOWN

1. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player cannot play the board and must be in possession of their hand.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

- Action:** What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
- Active Player:** A player with a live hand still in the pot.
- All-In:** Having all one's chips in the pot.
- Ante:** A fixed amount of money, required per player, to be posted before the start of a hand.
- Bet:** Chips placed in the pot.
- Board:** The four cards that are dealt face up.
- Bring it In:** Means to start the betting on the first round.
- Burn:** To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
- Buy-In:** The minimum amount of money required to sit down in a particular game
- Call:** To put in the pot an amount of money equal to an opponent's bet or raise.
- Cap:** The last raise allowed on a betting round.
- Check:** To decline to bet when it is your turn.
- Check Raise:** To check and then raise after an opponent bets.
- Chip:** A round token in various denominations representing money.
- Community Card:** A card turned up in the center of the table, which is used by all active players.
- Control Hand:** The hand that controls the betting.
- Dead Hand:** A hand that a player may not continue to play because of an irregularity.
- Down Card:** Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
- Drop:** This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
- Fold:** To drop out of a pot rather than call a bet or raise.
- Force Bet:** A bet that one player is required to put into a pot to start the first betting round
- Limit:** The amount a player may bet or raise on any round of betting.
- Limit Poker:** A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
- Off-suit:** Two different suits, used to describe the first two cards.

Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.
Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).
Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

COLLECTION FEES

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Omaha Hi—Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$2 - \$4	\$1 - \$2	5 or more	\$4.00
		4 or less	\$3.00
\$4 - \$8	\$2 - \$4	5 or more	\$4.00
		4 or less	\$3.00
\$5 - \$10	\$2 - \$5	5 or more	\$4.00
		4 or less	\$3.00
\$10 - \$20	\$5 - \$10	5 or more	\$4.00
		4 or less	\$3.00
\$20 - \$40	\$10 - \$20	5 or more	\$4.00
		4 or less	\$3.00
\$50 - \$100	\$25 - \$50	5 or more	\$4.00
		4 or less	\$3.00

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

Omaha Hi — Pot Limit

Table Limit	Blinds	Number of Players	Time Collection per Person
\$2 - \$4	\$2 - \$4	2 or more	\$6.00 per 30 minutes
\$4 - \$8	\$4 - \$8	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$20	\$10 - \$20	2 or more	\$6.00 per 30 minutes
\$20 - \$40	\$20 - \$40	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

OMAHA HI-LOW SPLIT POKER (8 QUALIFIER)

DESCRIPTION

OMAHA HI/LO SPLIT uses a standard, 52-card deck, generally without the Joker. At showdown time, the Low hand, providing it is an “Eight-Or-Better”, will split the pot with the High hand. Should there be no Player holding an “8 or Better to qualify”, the entire pot is awarded to the best-exposed High hand. As in Omaha Hi, Players must use two of their personal four cards along with three of the community five cards to form a traditional Poker hand, High and/or Low. They may use a different set of two hole cards and three community cards to form each hand. It is possible for one player to have the best High and the best Low hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt four cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/” or At the River”).
9. These five cards are common to all active Players.
10. A final round of betting.
11. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an “8-or Better”, split the pot. Otherwise, the High hand wins all. Players must use exactly two of their personal four cards and three of the five communal cards. Should there be an “odd” chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank--spades; hearts; diamonds; and clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and

the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop

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

7. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the 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 not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.

2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.

3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.

4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.

3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 21)
 - A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
7. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 8. Only one straddle is permitted on a deal.
 9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 10. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind
 11. No sleeper bets are allowed.
 12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.

13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.

3. Check and raise is permitted.

4. Anyone who checks out of turn may not initiate any action.

5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

7. All blinds are "live", meaning 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.

SHOWDOWN

1. **Cards Speak:** Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player CANNOT play the board and must be in possession of their hand.
6. After the final round of betting has been completed, a player must use two (2) hole cards and any combination of three (3) community cards to make the highest and lowest ranking five (5) card poker hands.
7. Players do not have to use the same two (2) hole cards to make their high and low hands.
8. Players do not have to use the same three (3) community cards to make their high and low hands.
9. A qualifying low hand consists of any five (5) unpaired cards made up of A, 2, 3, 4, 5, 6, 7, or 8.
10. If there are no qualifying low hands, then the highest ranking five (5) card poker hand wins the entire pot.
11. A, 2, 3, 4, 5 is the lowest possible hand. Straights and flushes are not considered for low hands.
12. The pot will be divided equally in half between the high hand and low hand winners if there is a qualifying low hand.
13. If there is a qualifying low hand, the pot will be divided in half. If two (2) or more players have the same high or low hand, they will split half of the pot equally.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

- Action:** What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
- Active** Player: A player with a live hand still in the pot.
- All-In:** Having all one's chips in the pot.
- Ante:** A fixed amount of money, required per player, to be posted before the start of a hand.
- Bet:** Chips placed in the pot.
- Board:** The four cards that are dealt face up.
- Bring it In:** Means to start the betting on the first round.
- Burn:** To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
- Buy-In:** The minimum amount of money required to sit down in a particular game
- Call:** To put in the pot an amount of money equal to an opponent's bet or raise.
- Cap:** The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

- Raise:** To bet an additional amount after someone else has bet.
- River:** The River is the last card delivered (face down).
- Round of Betting:** Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
- Showdown:** The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
- Side Pot:** A second pot for the other active players when one or more players are "All-In".
- Split Limit:** A game with two distinct betting structures.
- String Bet:** Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
- Substantial Action:** Three players acting or two players putting money in the pot by a bet, call, or raise.
- Suited:** Two or more cards of the same suit.
- Third Street:** Describes the first three cards delivered.
- Top Pair:** Pairing the highest card on board
- Up Card:** The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
- Wager:** A bet.
- Wired Pair:** A pair in your hand.

COLLECTION FEES

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Omaha Hi-Low Split (8 Qualifier) —Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$2 - \$4	\$1 - \$2	5 or more	\$4.00
\$2 - \$4	\$1 - \$2	4 or less	\$3.00
\$4 - \$8	\$2 - \$4	5 or more	\$4.00
\$4 - \$8	\$2 - \$4	4 or less	\$3.00
\$5 - \$10	\$2 - \$5	5 or more	\$4.00
\$5 - \$10	\$2 - \$5	4 or less	\$3.00
\$10 - \$20	\$5 - \$10	5 or more	\$4.00
\$10 - \$20	\$5 - \$10	4 or less	\$3.00
\$20 - \$40	\$10 - \$20	5 or more	\$4.00
\$20 - \$40	\$10 - \$20	4 or less	\$3.00
\$50 - \$100	\$25 - \$50	5 or more	\$4.00
\$50 - \$100	\$25 - \$50	4 or less	\$3.00

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

Omaha Hi-Low Split — Pot Limit

Table Limit	Blinds	Number of Players	Time Collection per Person
\$2 - \$4	\$2 - \$4	2 or more	\$6.00 per 30 minutes
\$4 - \$8	\$4 - \$8	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$20	\$10 - \$20	2 or more	\$6.00 per 30 minutes
\$20 - \$40	\$20 - \$40	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

OMAHA 5 CARD HI-LOW SPLIT POKER (8 QUALIFIER)

DESCRIPTION

OMAHA HI/LO SPLIT uses a standard, 52-card deck, generally without the Joker. At showdown time, the Low hand, providing it is an “Eight-Or-Better”, will split the pot with the High hand. Should there be no Player holding an “8 or Better to qualify”, the entire pot is awarded to the best-exposed High hand. As in Omaha Hi, Players must use two of their personal five cards along with three of the community five cards to form a traditional Poker hand, High and/or Low. They may use a different set of two hole cards and three community cards to form each hand. It is possible for one player to have the best High and the best Low hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt four cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card” or At the River”).
9. These five cards are common to all active Players.
10. A final round of betting.
11. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an “8-or Better”, split the pot. Otherwise, the High hand wins all. Players must use exactly two of their personal four cards and three of the five communal cards. Should there be an “odd” chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank--spades; hearts; diamonds; and clubs.

DEALING RULES

The only difference between standard Omaha and 5 Card Omaha is that each player is dealt five hole cards (instead of four), one at a time, in turn, face down. The rest of the rules are the same as a standard Omaha game.

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the bum

card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop

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

7. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the 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 not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.

2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.

3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.

4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 21)
 - A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
7. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 8. Only one straddle is permitted on a deal.
 9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 10. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind
 11. No sleeper bets are allowed.
 12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra

hands before taking a blind.

13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.

3. Check and raise is permitted.

4. Anyone who checks out of turn may not initiate any action.

5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

7. All blinds are "live", meaning 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.

SHOWDOWN

1. **Cards Speak:** Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player CANNOT play the board and must be in possession of their hand.
6. After the final round of betting has been completed, a player must use two (2) hole cards and any combination of three (3) community cards to make the highest and lowest ranking five (5) card poker hands.
7. Players do not have to use the same two (2) hole cards to make their high and low hands.
8. Players do not have to use the same three (3) community cards to make their high and low hands.
9. A qualifying low hand consists of any five (5) unpaired cards made up of A, 2, 3, 4, 5, 6, 7, or 8.
10. If there are no qualifying low hands, then the highest ranking five (5) card poker hand wins the entire pot.
11. A, 2, 3, 4, 5 is the lowest possible hand. Straights and flushes are not considered for low hands.
12. The pot will be divided equally in half between the high hand and low hand winners if there is a qualifying low hand.
13. If there is a qualifying low hand, the pot will be divided in half. If two (2) or more players have the same high or low hand, they will split half of the pot equally.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

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Off-suit:	Two different suits, used to describe the first two cards.
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Open Pair:	The first two up cards are a pair.
Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.

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- Suited:** Two or more cards of the same suit.
- Third Street:** Describes the first three cards delivered.
- Top Pair:** Pairing the highest card on board
- Up Card:** The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
- Wager:** A bet.
- Wired Pair:** A pair in your hand.

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Omaha 5 Card Hi-Low Split (8 Qualifier) —Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
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\$10 - \$20	\$5 - \$10	5 or more	\$4.00
\$10 - \$20	\$5 - \$10	4 or less	\$3.00
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\$50 - \$100	\$25 - \$50	5 or more	\$4.00
\$50 - \$100	\$25 - \$50	4 or less	\$3.00

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

Omaha 5 Card Hi-Low Split — Pot Limit

Table Limit	Blinds	Number of Players	Time Collection per Person
\$2 - \$4	\$2 - \$4	2 or more	\$6.00 per 30 minutes
\$4 - \$8	\$4 - \$8	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$20	\$10 - \$20	2 or more	\$6.00 per 30 minutes
\$20 - \$40	\$20 - \$40	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

No Bust 21st Century Blackjack[©]



US Patent 6,845,981

No Bust 21st Century Blackjack[©] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or “Natural.” (This hand pays 6 to 5)
- A “Natural” beats all other hands.
- Winning “Natural” hands are paid odds of 6 to 5.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 12 on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

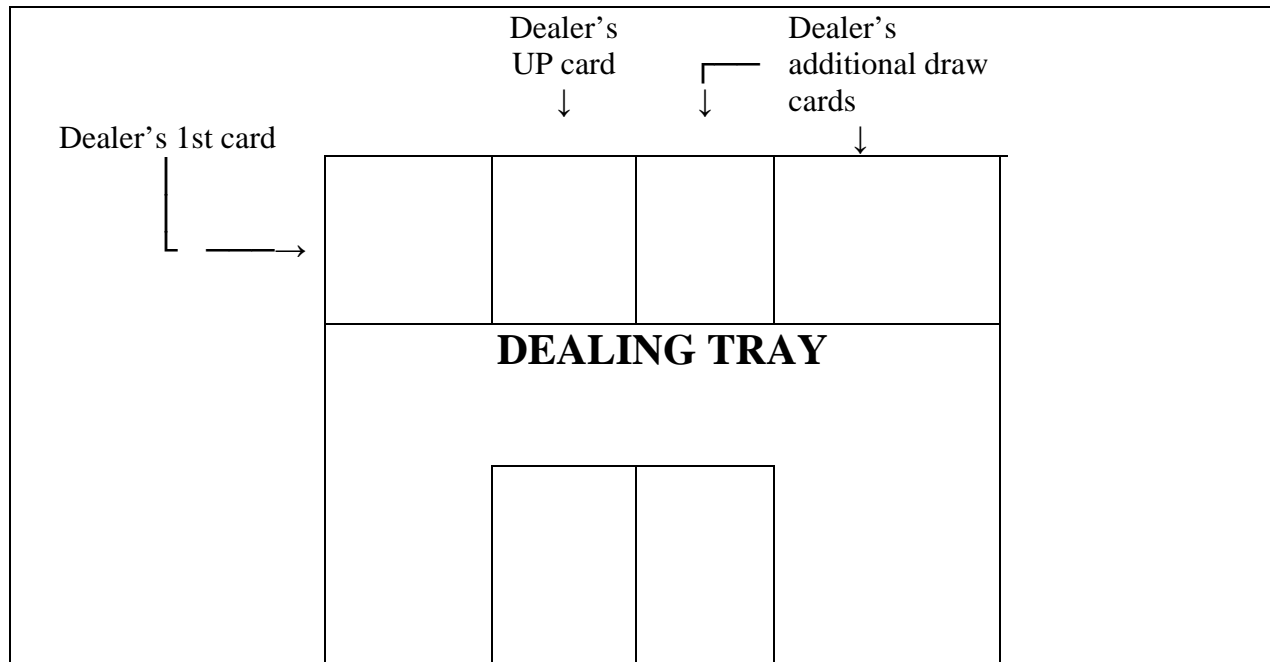
ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 12 on first two cards with all 10-value cards.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of five collection rates per table limit are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

No Bust 21st Century Blackjack w/Buster Bet

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the left of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner using the bottom card to determine where paying and collecting will begin, An Ace will result in starting from the first seat, a 2 will result in starting at the 2nd seat, etc. The player-dealer position is not counted. Jacks count as 11, Queens as 12, and Kings as 13. Paying and collecting will continue until all wagers have been acted upon, or the player-dealer's funds are exhausted.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.

No Bust 21st Century Blackjack w/Buster Bet

16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager. Winning "Natural" hands pay odds of 6 to 5.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player-Dealer has a 3-card hand consisting of a 7, 8, and 9 of the same suit, and then they will "PUSH".
6. The Player-Dealer wins all ties over a "Natural."
7. If a player has more than a "Natural" and the Player-Dealer has less than a "natural," the Player-Dealer wins.
8. Backline betting is allowed.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

• **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

• **DOUBLE-DOWN**

- Players can double-down on any two cards. The Player must place a second wager up to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. Players may double-down on two cards after they split.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

No Bust 21st Century Blackjack w/Buster Bet

- SPLIT
 - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split, and split up to three times.
 - Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once, and do not qualify for a "Natural" after the split.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
 - Players may surrender for the player's first two cards only. Players may surrender for half of their original wager.
- INSURANCE
 - When the Dealer has an Ace showing, Players can take insurance by betting half of their original wager. If the Player-Dealer has a 'Natural' (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
- ODDS
 - A 'Natural' 22 hand pays odds of 6 to 5.

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

Buster Blackjack

Buster Blackjack features an optional wager (Buster Bet) attached to No Bust 21st Century Blackjack (hereafter **NB21**). It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Bet is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Only seated players may place a Buster Bet. Backline bettors are not eligible.
3. Buster Bets must be placed prior to the initial deal.
4. The Buster Bet cannot exceed the **NB21** original wager.
5. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Bet remains in action whether or not the player busts or is dealt a Natural.
6. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Bets will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Bets will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Bets and will collect all losing Buster Bets.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Bet.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Bets, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables
(All payouts are “to 1”)

Number of Cards in Dealer’s Busted Hand	Option B
3	2
4	2
5	4
6	15
7	50
8 or more	200

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer’s position, the game will be “broke” or stopped, as required by the California Penal Code.



Fortune Pai Gow Poker

Standards of play:

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 52-card deck with one Joker added. Each player competes against the player-dealer to make the best possible hand.

The object of the game, as a player, is to make two hands which are both superior to the player-dealer's hands. The object of the game, as the player-dealer, is to make two hands which are the same or superior to each player's two hands.

Number of players in the game:

The game is played on a table with seven seated positions.

Type of card deck used:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The Pai Gow Poker hand rankings, based on traditional poker rankings, are as follows:

Rank	Combination of Cards
1 st	Five Aces (A-A-A-A-Joker)
2 nd	Royal Flush (10-J-Q-K-A of the same suit)
3 rd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
4 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
5 th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
6 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
7 th	Straight (Five cards of different suits ranked in order)
8 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9 th	Two Pair (Two sets of pairs)
10 th	A Pair (Two cards of the same value)
11 th	High Card



Fortune Pai Gow Poker

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players have the option of placing a Fortune Bonus Bet at this time. Players who place a Fortune Bonus Bet of \$5 or more shall also qualify for the Envy Bonus Bet. The player-dealer may place a wager to cover some or all of the action on the table. The player-dealer cannot win or lose more than they have wagered.

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards, starting from left to right.
- ❖ The player-dealer shall decide, at random, which pile of cards will be the first set of cards given out, and will slide that pile of cards slightly forward of the remaining piles of cards. The piles of cards are given out from left to right. Ex.- If the first pile of cards given out is the middle pile, the piles of cards will be distributed moving to the right. When there are no more piles of cards remaining to the right, they will be distributed from the far left and proceed to the right until all piles of cards are given out.
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the nearest player sitting left of the player-dealer receives the action button.
- ❖ Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Round of Play

- ❖ Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet at this time.
- ❖ The player-dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the nearest player sitting left of the player-dealer receives the action button. Each seated-position (with at least one bet on it) receives a pile of seven cards.



Fortune Pai Gow Poker

- ❖ Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than their two card hand.
- ❖ Once all players have set their hands, the player-dealer's cards are exposed and set into a two card hand and a five card hand. The player-dealer's five card hand must rank higher than their two card hand.
- ❖ Once the player-dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- ❖ A player wins if their two card hand is superior to the player-dealer's two card hand and their five card hand is superior to the player-dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- ❖ The player-dealer wins if their two card hand is superior to or "copies" a player's two card hand and the player-dealer's five card hand is superior to or "copies" the player's five card hand.
- ❖ Winning hands are paid even money; losing hands lose the amount wagered.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event that more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player-dealer's hand.



Fortune Pai Gow Poker

- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The Player/Dealer button designates the Player occupying the Player/Dealer position. The state law requires that the Player/Dealer position be systematically and continuously offered among all seated players, in a clockwise manner after every two hands. The Player/ Dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. The Player/Dealer is not required to cover all wagers placed against it by the Players.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table or bat-wing style table shall be used. The table has seven seated positions. Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the game, table limits, and collection rates.

Other equipment used:

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

An industry standard dice cup with three dice will be utilized.

Fortune & Envy Bonus Bets

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player-dealer to make the best possible hand.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. The Fortune Bonus Bet wager can be any amount within the posted table limits. If a player wagers a minimum of \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus Bet wager.

- ❖ The Fortune Bonus Bet is open to all players, which includes backline bettors – in accordance with the local jurisdiction.
- ❖ Players must make a standard Pai Gow wager in order to have the option to make a Fortune Bonus Bet wager.
- ❖ Players may place a single Fortune Bonus Bet wager for each base game wager they have placed.
- ❖ Hands do not have to win the base game wager in order to win the Fortune and/or Envy Bonus Bet.



Fortune Pai Gow Poker

- ❖ There are no player collection fees charged for placing a Fortune Bonus Bet wager.
- ❖ The player-dealer will pay all winning Fortune and Envy Bonus Bet wagers, and will collect all losing Fortune Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- ❖ Action is settled in the following order: Base game wagers are settled first, next the Fortune Bonus Bets are settled, and lastly the Envy Bonus Bets will be settled.



BONUS BET PAYTABLE

Hand	Payout	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match	1,000 to 1	\$750
7 Card Straight Flush with Joker	750 to 1	\$250
5 Aces	250 to 1	\$100
Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

How and when collection fees are taken:

Collection fees are taken before the cards have been dealt.

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.



Fortune Pai Gow Poker

Envy Bonus	A payout that is made if a player wagers at least \$5 on the Fortune Bonus Bet and at least one player has a four of a kind or higher, all players with Envy buttons win, according to the payable.
Fortune Bonus	An optional wager that can be placed by a player and paid according to the payable.
Player-dealer	Seated position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a player's hand is ranked equally to the player-dealer's hand.
Push	When a player wins either the 2-card or the 5-card hand and the player-dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush.



Fortune Pai Gow Poker

House Way

Pai Gow Poker House Way		
Hand	How To Play	Example
No Pair	Put 2 nd & 3 rd highest cards in front.	K♥Q♦ A♠10♥8♠7♠2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair is: A's, K's, Q's.	Put small pair in front	8♠8♥ Q♥Q♦9♦7♦3♣
Big pair is: J's, 10's, 9's.	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A♦5♣ 10♣10♦6♥6♠3♣ ----- 8♣8♦ 9♠9♣Q♥7♠3♣
Big pair is: 8's, 7's, 6's.	Put both pairs in back if you can put a King or higher in front, otherwise split.	K♠9♠ 7♠7♣4♥4♦3♠ ----- 4♥4♦ 7♠7♣Q♣9♠3♠
Big pair is: 5's, 4's, 3's.	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	Q♠10♦ 5♠5♦2♠2♦8♥ ----- 2♠2♦ 5♠5♦J♠10♦8♥
Three Pair	Put high pair in front.	10♦10♣ 9♠9♣5♦5♥3♦
Three of a Kind: Aces	Put an Ace and next highest card in front.	A♦Q♠ A♥A♦9♠8♠2♣
Kings and Below	Put three of a kind in back, two other highest cards in front.	Q♦9♠ K♥K♦K♣7♣2♦
Two Sets	Put pair from higher set in front.	K♥K♦ 6♥6♠6♣K♠9♦



Fortune Pai Gow Poker

Hand	How To Play	Example
Five Aces	Put pair of Aces in front.	A♠Joker A♥A♣A♦8♦3♣
Straight or Flush: With no pair	Put two highest cards in front that will leave completed hand in back.	8♣7♠ 6♥5♠4♦3♣2♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	K♣Q♥ Q♦J♥10♠9♠8♣ ----- 3♠3♥ A♣K♥Q♥J♦10♣
With two pair	Play according to two pair strategy.	3♣3♥ 6♦6♠5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♣8♥7♦6♠5♣
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♣5♠9♣4♣
Four of a Kind A's, K's, Q's.	Play four of a kind in back if you can put at least a pair in front, otherwise split.	Q♦Q♠ Q♥Q♣A♣K♦4♥
J's, 10's, 9's.	Play four of a kind in back if you can put at least a King up front, otherwise split.	K♣J♠ 10♦10♠10♥10♣7♣ ----- 10♥10♠ 10♦10♣8♦3♣2♥
8's, 7's, 6's.	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	Q♦10♣ 7♠7♦7♥7♣2♦ ----- 7♠7♦ 7♥7♣10♠9♠2♦
5's and below	Never split.	K♠Q♦ 4♠4♦4♥4♣7♦



Fortune Pai Gow Poker

Collection Fees for this game:

Table Limit	Total Action on Table	Player Collection Fee (per betting spot)	Player-dealer Collection Fee (per hand)	Bonus Bet Collection Fee
\$10 - \$100	\$10 - \$100	\$1	\$1	N/A
	\$101 or More		\$2	
\$25 - \$100	\$25 - \$200	\$1	\$2	N/A
	\$201 or More		\$3	
\$100 – No Limit	\$100 - \$500	\$2	\$3	N/A
	\$501 or More		\$5	

TEXAS HOLD'EM POKER

DESCRIPTION

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.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. ("Flop").
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. ("Fourth Street")
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River")
These five cards are common to all active Players.
9. A final betting round
10. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.
Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank – Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop after all action is completed.
3. If a Player is dealt more cards than two cards; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than two cards will receive a card from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL monies wagered on the hand including antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.
5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
6. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.
7. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.
4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round. Exception: Limits of 10-20 and above players must make up all blinds.
2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise. A Player is considered a new Player until they have received their first hand. (Exception; In the 20-40 limit games, if the blinds pass your seat twice, you are considered an active player.)
3. An established Player who misses all or part of their blinds will be given a missed blind button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See glossary)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 21)
4. A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

7. An established Player who misses all or part of their blinds on a round can make them up by posting a “straddle blind”. A Player can only post a straddle blind on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
- (a) Only one straddle is permitted on a deal.
 - (b) A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 - (c) The person on the immediate left of the “straddler” initiates the action before the flop.
 - (d) The straddle is a live blind; that Player may raise the pot.
 - (e) The button never has the option of posting a straddle blind.
8. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. Newly seated players will not change the number of hands the player must wait. Any abuse of this rule will not be tolerated.
9. A Player, who has fulfilled all their blind obligations, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
10. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
11. If the big blind is less than the required amount because that Player is “All-In”, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the shortage.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can:
 - (a) Call the equivalent amount.
 - (b) Put in an amount equal to a full bet or raise.
2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., “I raise”, before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce “raise”. Exception; In spread limit, after the flop, if a player initiates the first bet with an “over-size” chip, the wager is the value of the chip.
7. All blinds are “live”, meaning 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.

SHOWDOWN

1. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player’s hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player who wishes to play the board must be in possession of their hand.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

Action:	What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
Active Player:	A player with a live hand still in the pot.
All-In:	Having all one's chips in the pot.
Ante:	A fixed amount of money, required per player, to be posted before the start of a hand.
Bet:	Chips placed in the pot.
Board:	The four cards that are dealt face up.
Bring it In:	Means to start the betting on the first round.
Burn:	To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
Buy-In:	The minimum amount of money required to sit down in a particular game
Call:	To put in the pot an amount of money equal to an opponent's bet or raise.
Cap:	The last raise allowed on a betting round.
Check:	To decline to bet when it is your turn.
Check Raise:	To check and then raise after an opponent bets.
Chip:	A round token in various denominations representing money.
Community Card:	A card turned up in the center of the table, which is used by all active players.
Control Hand:	The hand that controls the betting.
Dead Hand:	A hand that a player may not continue to play because of an irregularity.
Down Card:	Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
Drop:	This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
Fold:	To drop out of a pot rather than call a bet or raise.
Force Bet:	A bet that one player is required to put into a pot to start the first betting round
Limit:	The amount a player may bet or raise on any round of betting.
Limit Poker:	A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
Off-suit:	Two different suits, used to describe the first two cards.
Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.

Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).
Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

COLLECTION FEES

Texas Hold'em — Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$2 - \$4	\$1 - \$2	7+	\$4.00
\$2 - \$4	\$1 - \$2	5 -6	\$3.00
\$2 - \$4	\$1 - \$2	4 or less	\$2.00
\$4 - \$8	\$2 - \$4	7+	\$4.00
\$4 - \$8	\$2 - \$4	5 -6	\$3.00
\$4 - \$8	\$2 - \$4	4 or less	\$2.00
\$5 - \$10	\$2 - \$5	7+	\$4.00
\$5 - \$10	\$2 - \$5	5 -6	\$3.00
\$5 - \$10	\$2 - \$5	4 or less	\$2.00
\$10 - \$20	\$5 - \$10	7+	\$4.00
\$10 - \$20	\$5 - \$10	5 -6	\$3.00
\$10 - \$20	\$5 - \$10	4 or less	\$2.00
\$20 - \$40	\$10 - \$20	7+	\$4.00
\$20 - \$40	\$10 - \$20	5 -6	\$3.00
\$20 - \$40	\$10 - \$20	4 or less	\$2.00
\$50 - \$100	\$25 - \$50	7+	\$4.00
\$50 - \$100	\$25 - \$50	5 -6	\$3.00
\$50 - \$100	\$25 - \$50	4 or less	\$2.00

Texas Hold'em — No-Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$1 - \$2	\$1 - \$2	7+	\$4.00
\$1 - \$2	\$1 - \$2	5 -6	\$3.00
\$1 - \$2	\$1 - \$2	4 or less	\$2.00
\$2 - \$3	\$2 - \$3	7+	\$4.00
\$2 - \$3	\$2 - \$3	5 -6	\$3.00
\$2 - \$3	\$2 - \$3	4 or less	\$2.00
\$3 - \$5	\$3 - \$5	7+	\$4.00
\$3 - \$5	\$3 - \$5	5 -6	\$3.00
\$3 - \$5	\$3 - \$5	4 or less	\$2.00
\$5 - \$10	\$5 - \$10	7+	\$4.00
\$5 - \$10	\$5 - \$10	5 -6	\$3.00
\$5 - \$10	\$5 - \$10	4 or less	\$2.00
\$10 - \$25	\$10 - \$25	7+	\$4.00
\$10 - \$25	\$10 - \$25	5 -6	\$3.00
\$10 - \$25	\$10 - \$25	4 or less	\$2.00
\$25 - \$50	\$25 - \$50	7+	\$4.00
\$25 - \$50	\$25 - \$50	5 -6	\$3.00
\$25 - \$50	\$25 - \$50	4 or less	\$2.00
\$50 - \$100	\$50 - \$100	7+	\$4.00
\$50 - \$100	\$50 - \$100	5 -6	\$3.00
\$50 - \$100	\$50 - \$100	4 or less	\$2.00

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Texas Hold'em — Pot Limit Games

Table Limit	Blinds	Number of Players	Time Collection per Person
\$1 - \$2	\$1 - \$2	2 or more	\$6.00 per 30 minutes
\$2 - \$3	\$2 - \$3	2 or more	\$6.00 per 30 minutes
\$3 - \$5	\$3 - \$5	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$25	\$10 - \$25	2 or more	\$6.00 per 30 minutes
\$25 - \$50	\$25 - \$50	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

HOLD'EM HI-LO SPLIT (8 QUALIFIER) POKER

DESCRIPTION

HOLD'EM HI / LO SPLIT uses a standard, 52-card deck, generally without the Joker. The Method Of Play outlined below is identical to TEXAS (Two Card) HOLD'EM, except at showdown time, the best Low hand, providing it is an "Eight-Or-Better", will split the pot with the best High hand.

Should there be no Player holding an "8 or Better to quality", the entire pot is awarded to the best exposed High hand. (Note: Eight or Better means Eight or less.)

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two cards, one at a time, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. A Card is burned, and then three cards are turned face up in the middle of the table. (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. Another card is burned, and a fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. Another card is burned, and a fifth and final card is turned next to the previous four. ("The River Card" or "At The River"). These five cards are common to all active Players.
9. A final round of betting.
10. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low, and with the same cards.)

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.

Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank – spades; hearts; diamonds; and clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the bum card before the flop, after all wagering action is completed.
3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not bum a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.
5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not bum a card before dealing out a new flop.
6. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not bum a card before dealing out the fifth card.
7. If the fifth (5th.) card is turned up before betting is completed, the card is not in play. After the 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 not bum a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.
4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
4. An established Player who misses all or part of their blinds will be given a “missed blind” button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 21) • A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including “taking it in the middle” of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
7. An established Player who misses all or part of their blinds on a round can make the up by posting a “straddle blind”. A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
8. Only one straddle is permitted on a deal.
9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
10. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
11. No sleeper bets are allowed.
12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
14. A Player who needs to make up a blind and looks at any of their cards before posting the

blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
7. All blinds are "live", meaning 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.

SHOWDOWN

1. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalcating a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player who wishes to play the board must be in possession of their hand.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

- Action:** What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
- Active** Player: A player with a live hand still in the pot.
- All-In:** Having all one's chips in the pot.
- Ante:** A fixed amount of money, required per player, to be posted before the start of a hand.
- Bet:** Chips placed in the pot.
- Board:** The five cards that are dealt face up.
- Bring it In:** Means to start the betting on the first round.
- Burn:** To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
- Buy-In:** The minimum amount of money required to sit down in a particular game.
- Call:** To put in the pot an amount of money equal to an opponent's bet or raise.
- Cap:** The last raise allowed on a betting round.
- Check:** To decline to bet when it is your turn.

Check Raise:	To check and then raise after an opponent bets.
Chip:	A round token in various denominations representing money.
Community Card:	A card turned up in the center of the table, which is used by all active players.
Control Hand:	The hand that controls the betting.
Dead Hand:	A hand that a player may not continue to play because of an irregularity.
Down Card:	Is a card that is delivered to the player face down so that no other player knows its value. Is also referred to as a "hole" card.
Drop:	This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
Fold:	To drop out of a pot rather than call a bet or raise.
Force Bet:	A bet that one player is required to put into a pot to start the first betting round.
Limit:	The amount a player may bet or raise on any round of betting.
Limit Poker:	A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
Off-suit:	Two different suits, used to describe the first two cards.
Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.
Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).
Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures.
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board.
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

COLLECTION FEES

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Hold'em Hi/Lo Split - Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	7 or more players	5 or 6 players	4 players	3 or less players
1	\$1 - \$2	\$1 - \$1	\$4	\$3	\$2	\$1
2	\$2 - \$4	\$1 - \$2				
3	\$3 - \$6	\$1 - \$2				
4	\$4 - \$8	\$2 - \$4				

Schedule Option	Table Limit	Blinds (Small/Big)	6 or more players	4 or 5 players	3 or less players
5	\$5 - \$10	\$3 - \$5	\$4	\$3	\$2
6	\$6 - \$12	\$3 - \$6			
7	\$8 - \$16	\$4 - \$8			
8	\$10 - \$20	\$5 - \$10			
9	\$20 - \$40	\$10 - \$20			
10	\$40 - \$80	\$20 - \$40			
11	\$50 - \$100	\$25 - \$50			

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

Hold'em Hi/Lo Split - Pot Limit Games

Schedule Option	Blinds	Number of Players	Time Collection per Person
12	\$2 - \$4	2 or more	\$6.00 per 30 minutes
13	\$4 - \$8	2 or more	\$6.00 per 30 minutes
14	\$5 - \$10	2 or more	\$6.00 per 30 minutes
15	\$10 - \$20	2 or more	\$6.00 per 30 minutes
16	\$25 - \$40	2 or more	\$7.00 per 30 minutes
17	\$50 - \$100	2 or more	\$8.00 per 30 minutes

CRAZY PINEAPPLE POKER

DESCRIPTION

CRAZY PINEAPPLE is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards AFTER the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
5. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards BEFORE THE BETTING STARTS.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank – spades; hearts; diamonds; and clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the bum card before the flop, after all wagering action is completed.
3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.
5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
6. If the Dealer turns up the fourth card on the board before the active Players discards one of their cards, OR, before the round of betting is completed the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before sealing out the fifth card.

7. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.
4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
5. All Active players **MUST** discard one of their three personal cards **AFTER** the flop and before any betting takes place.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
 2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
 3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
 4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 18)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 22)
- A player who makes up their blind is still required to take the blind in normal rotation.

5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including “taking it in the middle” of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
7. An established Player who misses all or part of their blinds on a round can make the up by posting a “straddle blind”. A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 8. Only one straddle is permitted on a deal.
 9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 10. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
11. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
12. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
13. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
14. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes “All-In” for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "1 raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
7. All blinds are "live", meaning 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.

SHOWDOWN

1. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player who wishes to play the board must be in possession of their hand.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

COLLECTION FEES

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Crazy Pineapple Poker — Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$2 - \$4	\$1 - \$2	5 or more	\$4.00
\$2 - \$4	\$1 - \$2	4 or less	\$3.00
\$4 - \$8	\$2 - \$4	5 or more	\$4.00
\$4 - \$8	\$2 - \$4	4 or less	\$3.00
\$5 - \$10	\$2 - \$5	5 or more	\$4.00
\$5 - \$10	\$2 - \$5	4 or less	\$3.00
\$10 - \$20	\$5 - \$10	5 or more	\$4.00
\$10 - \$20	\$5 - \$10	4 or less	\$3.00
\$20 - \$40	\$10 - \$20	5 or more	\$4.00
\$20 - \$40	\$10 - \$20	4 or less	\$3.00
\$50 - \$100	\$25 - \$50	5 or more	\$4.00
\$50 - \$100	\$25 - \$50	4 or less	\$3.00

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

Crazy Pineapple Poker — Pot Limit Games

Table Limit	Blinds	Number of Players	Time Collection per Person
\$2 - \$4	\$2 - \$4	2 or more	\$6.00 per 30 minutes
\$4 - \$8	\$4 - \$8	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$20	\$10 - \$20	2 or more	\$6.00 per 30 minutes
\$20 - \$40	\$20 - \$40	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

GLOSSARY

Action:	What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
Active	Player: A player with a live hand still in the pot.
All-In:	Having all one's chips in the pot.
Ante:	A fixed amount of money, required per player, to be posted before the start of a hand.
Bet:	Chips placed in the pot.
Board:	The four cards that are dealt face up.
Bring it In:	Means to start the betting on the first round.
Burn:	To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
Buy-In:	The minimum amount of money required to sit down in a particular game
Call:	To put in the pot an amount of money equal to an opponent's bet or raise.
Cap:	The last raise allowed on a betting round.
Check:	To decline to bet when it is your turn.
Check Raise:	To check and then raise after an opponent bets.
Chip:	A round token in various denominations representing money.
Community Card:	A card turned up in the center of the table, which is used by all active players.
Control Hand:	The hand that controls the betting.
Dead Hand:	A hand that a player may not continue to play because of an irregularity.
Down Card:	Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
Drop:	This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
Fold:	To drop out of a pot rather than call a bet or raise.
Force Bet:	A bet that one player is required to put into a pot to start the first betting round
Limit:	The amount a player may bet or raise on any round of betting.
Limit Poker:	A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
Off-suit:	Two different suits, used to describe the first two cards.
Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.

Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).
Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

CRAZY PINEAPPLE POKER HI/LOW Variation

DESCRIPTION

CRAZY PINEAPPLE is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards AFTER the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
5. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards BEFORE THE BETTING STARTS.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. After the final round of betting has been completed, each player may use the same combination, or any other combination of the two (2) hole cards and three (3) community cards to make the highest and/or lowest five card poker hand. To qualify for a low poker hand, a player must have an 8 high or better (lower). The lowest possible five card poker hand is 5-4-3-2-A. Straights and flushes do not count against the player's hand. The best five card high poker hand and qualifying low poker hand split the pot. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. In the event of a tie, the pot (or portion of the pot if the tie is for the high or low hand only) is split equally amongst the winners. If there is an odd chip, it will be awarded to the first winning hand left of the dealer button.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.

Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.

3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank – spades; hearts; diamonds; and clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the bum card before the flop, after all wagering action is completed.

3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.

4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.

5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
6. If the Dealer turns up the fourth card on the board before the active Players discards one of their cards, OR, before the round of betting is completed the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before sealing out the fifth card.
7. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the bum card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind'. Thereafter, action begins with the Player to the immediate left of the dealer button.
4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
5. All Active players **MUST** discard one of their three personal cards **AFTER** the flop and before any betting takes place.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

4. An established Player who misses all or part of their blinds will be given a “missed blind” button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 18)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 22)
 - A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including “taking it in the middle” of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
7. An established Player who misses all or part of their blinds on a round can make the up by posting a “straddle blind”. A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 8. Only one straddle is permitted on a deal.
 9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 10. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
11. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
12. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
13. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
14. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes “All-In” for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., “1 raise”, before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce “raise”. Exception; In spread limit, after the flop, if a player initiates the first bet with an “over-size” chip, the wager is the value of the chip.
7. All blinds are “live”, meaning 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.

SHOWDOWN

1. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player’s hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player who wishes to play the board must be in possession of their hand.

VARIATION: Crazy Pineapple High/Low (8s or better):

Hand Ranks (Highest to Lowest)

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

DRAFT

COLLECTION FEES

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Crazy Pineapple Poker — Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$2 - \$4	\$1 - \$2	5 or more	\$4.00
\$2 - \$4	\$1 - \$2	4 or less	\$3.00
\$4 - \$8	\$2 - \$4	5 or more	\$4.00
\$4 - \$8	\$2 - \$4	4 or less	\$3.00
\$5 - \$10	\$2 - \$5	5 or more	\$4.00
\$5 - \$10	\$2 - \$5	4 or less	\$3.00
\$10 - \$20	\$5 - \$10	5 or more	\$4.00
\$10 - \$20	\$5 - \$10	4 or less	\$3.00
\$20 - \$40	\$10 - \$20	5 or more	\$4.00
\$20 - \$40	\$10 - \$20	4 or less	\$3.00
\$50 - \$100	\$25 - \$50	5 or more	\$4.00
\$50 - \$100	\$25 - \$50	4 or less	\$3.00

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

Crazy Pineapple Poker — Pot Limit Games

Table Limit	Blinds	Number of Players	Time Collection per Person
\$2 - \$4	\$2 - \$4	2 or more	\$6.00 per 30 minutes
\$4 - \$8	\$4 - \$8	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$20	\$10 - \$20	2 or more	\$6.00 per 30 minutes
\$20 - \$40	\$20 - \$40	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

GLOSSARY

Action:	What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
Active	Player: A player with a live hand still in the pot.
All-In:	Having all one's chips in the pot.
Ante:	A fixed amount of money, required per player, to be posted before the start of a hand.
Bet:	Chips placed in the pot.
Board:	The four cards that are dealt face up.
Bring it In:	Means to start the betting on the first round.
Burn:	To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
Buy-In:	The minimum amount of money required to sit down in a particular game
Call:	To put in the pot an amount of money equal to an opponent's bet or raise.
Cap:	The last raise allowed on a betting round.
Check:	To decline to bet when it is your turn.
Check Raise:	To check and then raise after an opponent bets.
Chip:	A round token in various denominations representing money.
Community Card:	A card turned up in the center of the table, which is used by all active players.
Control Hand:	The hand that controls the betting.
Dead Hand:	A hand that a player may not continue to play because of an irregularity.
Down Card:	Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
Drop:	This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
Fold:	To drop out of a pot rather than call a bet or raise.
Force Bet:	A bet that one player is required to put into a pot to start the first betting round
Limit:	The amount a player may bet or raise on any round of betting.
Limit Poker:	A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
Off-suit:	Two different suits, used to describe the first two cards.
Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.

Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).
Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

PINEAPPLE / HI POKER

DESCRIPTION

PINEAPPLE (“THREE CARD HOLD’EM”) is played like HOLD’EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards before the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards.
5. Three cards are turned face up in the middle of the table. These are commonly called the “flop”. Also known as the PINEAPPLE.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. (“The River Card” / “At The River”) These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER’S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player’s responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player’s failure to protect their hand. At management’s discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one

buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.

3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank-spades; hearts; diamonds; and clubs.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.
5. If the Dealer puts up the flop before all the betting is completed, OR before the active Players discard one of their cards, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not bum a card before dealing out a new flop.
6. If the Dealer turns up the fourth card on the board before the round of betting is completed the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the bum card or discards. The Dealer will not burn a card before dealing out the fifth card.
7. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the 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 not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. Initial round betting action begins with the Player who is to the immediate left of the ‘big blind’. Thereafter, action begins with the Player to the immediate left of the dealer button.
4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
5. All Active players **MUST** discard one of their three personal cards before the flop.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
4. An established Player who misses all or part of their blinds will be given a “missed blind” button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
 - a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 22)
 - A player who makes up their blind is still required to take the blind in normal rotation.
5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including “taking it in the middle” of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next

deal. Only one live blind is permitted on a deal.

7. An established Player who misses all or part of their blinds on a round can make the up by posting a “straddle blind”. A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

8. Only one straddle is permitted on a deal.

9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.

10. The person on the immediate left of the straddler initiates the action before the flop.

(a) The straddle is a live blind; that Player may raise the pot.

(b) The button never has the option of posting a straddle blind.

11. No sleeper bets are allowed.

12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.

13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes “All-In” for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., “I raise”, before

action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.

3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
7. All blinds are "live", meaning 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.

SHOWDOWN

1. **Cards Speak:** Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
5. A Player who wishes to play the board must be in possession of their hand.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

COLLECTION FEES

Pineapple Hi—Limit Games

Table Limit	Blinds	Number of Players	Table Fee per Hand
\$2 - \$4	\$1 - \$2	5 or more	\$4.00
\$2 - \$4	\$1 - \$2	4 or less	\$3.00
\$4 - \$8	\$2 - \$4	5 or more	\$4.00
\$4 - \$8	\$2 - \$4	4 or less	\$3.00
\$5 - \$10	\$2 - \$5	5 or more	\$4.00
\$5 - \$10	\$2 - \$5	4 or less	\$3.00
\$10 - \$20	\$5 - \$10	5 or more	\$4.00
\$10 - \$20	\$5 - \$10	4 or less	\$3.00
\$20 - \$40	\$10 - \$20	5 or more	\$4.00
\$20 - \$40	\$10 - \$20	4 or less	\$3.00
\$50 - \$100	\$25 - \$50	5 or more	\$4.00
\$50 - \$100	\$25 - \$50	4 or less	\$3.00

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Pineapple Hi — Pot Limit

Table Limit	Blinds	Number of Players	Time Collection per Person
\$2 - \$4	\$2 - \$4	2 or more	\$6.00 per 30 minutes
\$4 - \$8	\$4 - \$8	2 or more	\$6.00 per 30 minutes
\$5 - \$10	\$5 - \$10	2 or more	\$6.00 per 30 minutes
\$10 - \$20	\$10 - \$20	2 or more	\$6.00 per 30 minutes
\$20 - \$40	\$20 - \$40	2 or more	\$6.00 per 30 minutes
\$50 - \$100	\$50 - \$100	2 or more	\$6.00 per 30 minutes

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted.

GLOSSARY

- Action:** What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
- Active Player:** A player with a live hand still in the pot.
- All-In:** Having all one's chips in the pot.
- Ante:** A fixed amount of money, required per player, to be posted before the start of a hand.
- Bet:** Chips placed in the pot.
- Board:** The four cards that are dealt face up.
- Bring it In:** Means to start the betting on the first round.
- Burn:** To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
- Buy-In:** The minimum amount of money required to sit down in a particular game
- Call:** To put in the pot an amount of money equal to an opponent's bet or raise.
- Cap:** The last raise allowed on a betting round.
- Check:** To decline to bet when it is your turn.
- Check Raise:** To check and then raise after an opponent bets.
- Chip:** A round token in various denominations representing money.
- Community Card:** A card turned up in the center of the table, which is used by all active players.
- Control Hand:** The hand that controls the betting.
- Dead Hand:** A hand that a player may not continue to play because of an irregularity.
- Down Card:** Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
- Drop:** This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
- Fold:** To drop out of a pot rather than call a bet or raise.
- Force Bet:** A bet that one player is required to put into a pot to start the first betting round
- Limit:** The amount a player may bet or raise on any round of betting.
- Limit Poker:** A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
- Off-suit:** Two different suits, used to describe the first two cards.
- Open:** To make the first bet in a poker hand.

Open Pair:	The first two up cards are a pair.
Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).
Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

Towers Casino & Card Room California Games Collection Fees

Per Hand Collection: Each table will have the per betting spot or per hand collection fee, game type, and game limit, posted at the table. The fee shall be determined in advance of play. The collection fee/s shall be taken at the beginning of each game, before the cards are dealt.

Pai Gow Poker

Table Limit	Player/Backline Collection Fee	Total Action on Table	Player/Dealer Collection Fee
\$10 - \$100	\$1 per betting spot	\$10 - \$100	\$1 per hand
		\$101 or More	\$2 per hand
\$25 - \$100	\$1 per betting spot	\$25 - \$200	\$2 per hand
		\$201 or More	\$3 per hand
\$100	\$2 per betting spot	\$100 - \$500	\$3 per hand
		\$501 or More	\$5 per hand

No Bust 21st Century Blackjack

Table Limit	Total Action on Table	Player/Dealer Collection Fee	Player Collection Fee
\$3 - \$200	\$3 - \$25	\$0.25 per hand	N/A
	\$26 - \$100	\$0.50 per hand	
	\$101 - \$200	\$1 per hand	
	\$201 - \$300	\$2 per hand	
	\$301 or More	\$3 per hand	
\$5 - \$200	\$5 - \$100	\$0.50 per hand	N/A
	\$101 - \$200	\$1 per hand	
	\$201 - \$300	\$2 per hand	
	\$301 - \$500	\$3 per hand	
	\$501 or More	\$5 per hand	
\$5 - \$300	\$5 - \$75	\$0.50 per hand	N/A
	\$76 - \$200	\$1 per hand	
	\$201 - \$300	\$2 per hand	
	\$301 - \$500	\$3 per hand	
	\$501 or More	\$5 per hand	
\$5 - \$500	\$5 - \$500	\$0.50 per hand	N/A
	\$51 - \$100	\$1 per hand	
	\$101 - \$300	\$2 per hand	
	\$301 - \$500	\$3 per hand	
	\$501 or More	\$5 per hand	
\$5 - \$750	\$5 - \$40	\$0.50 per hand	N/A
	\$41 - \$100	\$1 per hand	
	\$101 - \$300	\$2 per hand	
	\$301 - \$500	\$5 per hand	
	\$501 or More	\$8 per hand	
\$5 - \$1,000	\$5 - \$40	\$0.50 per hand	N/A
	\$41 - \$75	\$1 per hand	
	\$76 - \$200	\$2 per hand	
	\$201 - \$500	\$5 per hand	
	\$501 or More	\$10 per hand	

No Bust 21st Century Blackjack cont.

Table Limit	Total Action on Table	Player/Dealer Collection Fee	
\$10 - \$500	\$10 - \$50	\$0.50 per hand	N/A
	\$51 - \$100	\$1 per hand	
	\$101 - \$300	\$2 per hand	
	\$301 - \$600	\$4 per hand	
	\$601 or More	\$6 per hand	
\$10 - \$1,000	\$10 - \$100	\$1 per hand	N/A
	\$101 - \$300	\$2 per hand	
	\$301 - \$700	\$5 per hand	
	\$701 - \$1,200	\$7 per hand	
	\$1,201 or More	\$10 per hand	
\$10 - \$2,000	\$10 - \$100	\$1 per hand	N/A
	\$101 - \$200	\$3 per hand	
	\$201 - \$500	\$5 per hand	
	\$501 - \$1,000	\$8 per hand	
	\$1,001 or More	\$10 per hand	
\$25 - \$500	\$25 - \$100	\$1 per hand	N/A
	\$101 - \$500	\$3 per hand	
	\$501 - \$1,000	\$5 per hand	
	\$1,001 - \$2,000	\$7 per hand	
	\$2,001 or More	\$10 per hand	
\$25 - \$1,000	\$25 - \$100	\$1 per hand	N/A
	\$101 - \$400	\$3 per hand	
	\$401 - \$800	\$6 per hand	
	\$801 - \$1,200	\$10 per hand	
	\$1,201 or More	\$15 per hand	
\$25 - \$2,000	\$25 - \$200	\$2 per hand	N/A
	\$201 - \$500	\$5 per hand	
	\$501 - \$700	\$8 per hand	
	\$701 - \$1,000	\$10 per hand	
	\$1,001 or More	\$15 per hand	
\$100 - \$1,000	\$100 - \$300	\$2 per hand	N/A
	\$301 - \$700	\$5 per hand	
	\$701 - \$1,200	\$8 per hand	
	\$1,201 - \$2,000	\$10 per hand	
	\$2,001 or More	\$15 per hand	
\$100 - \$2,000	\$100 - \$300	\$2 per hand	N/A
	\$301 - \$700	\$5 per hand	
	\$701 - \$1,200	\$10 per hand	
	\$1,201 - \$2,000	\$15 per hand	
	\$2,001 or More	\$20 per hand	

No Bust 21st Century Blackjack cont.

\$100 - \$5,000	\$100 - \$300	\$2 per hand	N/A
	\$301 - \$500	\$5 per hand	
	\$501 - \$1,000	\$10 per hand	
	\$1,001 - \$2,000	\$20 per hand	
	\$2,001 or More	\$25 per hand	
\$500 - \$2,000	\$500 - \$1,000	\$5 per hand	N/A
	\$1,001 - \$2,000	\$10 per hand	
	\$2,001 - \$3,000	\$15 per hand	
	\$3,001 - \$5,000	\$20 per hand	
	\$5,001 or More	\$25 per hand	
\$500 - \$5,000	\$500 - \$1,000	\$5 per hand	N/A
	\$1,001 - \$2,000	\$10 per hand	
	\$2,001 - \$3,000	\$15 per hand	
	\$3,001 - \$5,000	\$25 per hand	
	\$5,001 or More	\$30 per hand	
\$500 - \$10,000	\$500 - \$1,000	\$5 per hand	N/A
	\$1,001 - \$2,000	\$10 per hand	
	\$2,001 - \$3,000	\$20 per hand	
	\$3,001 - \$5,000	\$30 per hand	
	\$5,001 or More	\$40 per hand	
\$1,000 - \$5,000	\$1,000 - \$3,000	\$10 per hand	N/A
	\$3,001 - \$5,000	\$20 per hand	
	\$5,001 - \$10,000	\$25 per hand	
	\$10,001 - \$20,000	\$35 per hand	
	\$20,001 or More	\$50 per hand	
\$1,000 - \$10,000	\$1,000 - \$3,000	\$10 per hand	N/A
	\$3,001 - \$5,000	\$20 per hand	
	\$5,001 - \$10,000	\$25 per hand	
	\$10,001 - \$20,000	\$50 per hand	
	\$20,001 or More	\$75 per hand	
\$1,000 - \$25,000	\$1,000 - \$2,000	\$10 per hand	N/A
	\$2,001 - \$5,000	\$25 per hand	
	\$5,001 - \$10,000	\$50 per hand	
	\$10,001 - \$20,000	\$75 per hand	
	\$20,001 or More	\$100 per hand	

Poker Collection Rates

Crazy Pineapple Hi-Lo (GEGA-002699), Crazy Pineapple (GEGA-002700), Texas Hold'em (GEGA-002706), Texas Hold'em High-Low Split (GEGA-002707), Omaha Poker High-Low Split (GEGA-002704), Omaha Poker (GEGA-002703), Omaha Poker 5 Card High-Low Split (GEGA-002726), Pineapple High (GEGA-002701), Razz (GEGA-002702), Lowball (GEGA-002705), Draw Hi-Lo Split (GEGA-002708), 7 Card Stud High (GEGA-002709), 7 Card Stud Hi-Lo Split (GEGA-002710), 7 Card Stud Hi-Lo Split Pitch-n-Roll (GEGA-002727) - For **schedule options 1 through 15**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken. For games without a flop, the house dealer will take the Regular Table Fee after the first round of betting. If the round of play does not reach the first round of betting, no collection shall be taken.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$1,000-\$2,000 Maximum Wagering Limit Game

Schedule Option	Number of Players	Regular Table Fee
1	7 or more	\$7
2	7 or more	\$6
3	7 or more	\$5
4	7 or more	\$4
5	5-6	\$6
6	5-6	\$5
7	5-6	\$4
8	5-6	\$3
9	4	\$4
10	4	\$3
11	4	\$2
12	4	\$1
13	3 or less	\$3
14	3 or less	\$2
15	3 or less	\$1

For **schedule options 16 through 26**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken. For games without a flop, the house dealer will take the Regular Table Fee after the first round of betting. If the round of play does not reach the first round of betting, no collection shall be taken.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$1,000-\$2,000 Maximum Wagering Limit Game

Schedule Option	Number of Players	Regular Table Fee
16	6 or more	\$7
17	6 or more	\$6
18	6 or more	\$5
19	6 or more	\$4
20	4-5	\$6
21	4-5	\$5
22	4-5	\$4
23	4-5	\$3

Poker Collection Rates

24	3 or less	\$4
25	3 or less	\$3
26	3 or less	\$2

For **schedule options 27 through 40**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken. For games without a flop, the house dealer will take the Regular Table Fee after the first round of betting. If the round of play does not reach the first round of betting, no collection shall be taken.

No Limit/Pot Limit Games

\$20 Minimum Buy In

No Maximum Buy In

Schedule Option	Number of Players	Regular Table Fee
27	7 or more	\$7
28	7 or more	\$6
29	7 or more	\$5
30	7 or more	\$4
31	5-6	\$6
32	5-6	\$5
33	5-6	\$4
34	5-6	\$3
35	3-4	\$5
36	3-4	\$4
37	3-4	\$3
38	3-4	\$2
39	2	\$3
40	2	\$2

Timed Collection

For **schedule options 41 through 59**, the collection fee is taken from each active player, in advance, every half hour of play based on number of active players.

Schedule Option	Timed Collection
41	\$6
42	\$7
43	\$8
44	\$9
45	\$10
46	\$11
47	\$12
48	\$13
49	\$14
50	\$15
51	\$16
52	\$17
53	\$18
54	\$19
55	\$20

Poker Collection Rates

56	\$21
57	\$22
58	\$23
59	\$24

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.
- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Towers Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.