

# CATFISH BEND CASINOS II, LLC

## RULES OF POKER

*Rules of Poker as written by Roberts Rules of Poker and edited for Catfish Bend Casino.*

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I.R.G.C. Signature                     *Erica Worrall*                     Date:           03/13/19

## **SECTION 1 - PROPER BEHAVIOR**

### **CONDUCT CODE**

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our card room to violators. The following are not permitted:

1. Collusion with another player or any other form of cheating.
2. Verbally or physically threatening any patron or employee.
3. Using profanity or obscene language.
4. Creating a disturbance by arguing, shouting or making excessive noise.
5. Throwing, tearing, bending, or crumpling cards.
6. Destroying or defacing property.

### **POKER ETIQUETTE**

The following actions are improper, and grounds for warning, suspending, or barring a violator:

1. Deliberately acting out of turn.
2. Deliberately splashing chips into the pot.
3. Agreeing to check a hand out when a third player is all-in.
4. Reading a hand for another player at the showdown before it has been placed face up on the table.
5. Telling anyone to turn a hand face up at the showdown.
6. Revealing the contents of a live hand or a folded hand in a multi-handed pot before the betting is complete.
7. Needlessly stalling the action of a game.
8. Deliberately discarding hands away from the muck.
9. Stacking chips in a manner that interferes with dealing or viewing cards.
10. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
11. Using a cell phone at the table.

### **TOBACCO USE**

The poker room at Catfish Bend Casino is non-smoking. Spittoons are not permitted on the table.

## **SECTION 2 - HOUSE POLICIES**

### **DECISION-MAKING**

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the Poker Room Supervisor are final.
3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by an employee is made in good faith, the casino has no liability.
5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal. When using a shuffling machine, pushing the "Shuffle" button marks the start for a deal.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check the overhead camera tape, get the Poker Room Supervisor to give the ruling, or some other good reason. In such circumstances, the house thereof may impound a pot or portion while the decision is pending.

8. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.

### **PROCEDURES**

1. Management will decide when to start or close any game.
2. Cash is not permitted on the table.
3. Chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can. All removed chips must be fully restored when returning to the game.
4. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
5. All games are table stakes (except "playing behind" as given in the next rule). Only the chips in front of a player at the start of a deal may play for that hand, except for chips not yet received that a player has purchased. All chips must be kept in plain view.
6. "Playing behind" is allowed only for the amount of purchased chips while awaiting their arrival.
7. Playing out of a rack is allowed.
8. Only one person may play a hand.
9. No one is allowed to play another player's chips.
10. Permission is required before taking a seat in a game.
11. Playing over without permission from the Poker Room Supervisor is not allowed. Permission from the absent player is not necessary.
12. Pushing bets ("saving" or "potting out") is not allowed.
13. Pushing an ante or posting for another person is not allowed.
14. Splitting pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.
15. Insurance propositions are not allowed.
16. The game's betting limit will not be changed if two or more players object. Raising the limit is subject to management approval.
17. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The hands in a manner to completely conceal them should not cover the cards.
18. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
19. Your chips may be picked up if you are away from the table for more than 45 minutes while you are eating. No more than two players can be gone at the same time to eat. In the event that two people are absent from the table the next person to leave will be considered as a "3rd man walking" meaning you can only be absent for up to 10 minutes. Your absence may be extended if you notify a Poker Room Supervisor in advance. Frequent or continuous absences may cause your chips to be picked up from the table.
20. A lock-up in a new game will be picked up after five minutes if someone is waiting to play. No seat may be locked up for more than ten minutes if someone is waiting to play.
21. A new deck must be used for at least a full round (once around the table) before it may be changed, and a new setup must be used for at least an hour, unless a deck is defective or damaged, or cards become sticky.
22. Looking through the discards or deck stub is not allowed.
23. After a deal ends, dealers will not show what card would have been dealt.
24. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
25. A non-player may not sit at the table.
26. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.
27. Speaking a foreign language during a deal is not allowed.

## **DEALING PROCEDURES**

### **PREPARING SET-UPS**

A supervisor will notify surveillance, then spread and examine the cards for duplications, flaws, and omissions. Once the deck(s) is delivered to the table, the dealer will spread the cards face up, inspect the cards, turn the cards and spread them face down, inspect them again and then scramble them face down before being used.

### **MANUAL SHUFFLE PROCEDURES**

The manual shuffling procedure is shuffle-shuffle-strip-shuffle.

### **AUTOMATED SHUFFLER PROCEDURES**

1. The "Shuffle" button will be pressed to start the shuffle process.
2. Place the deck in the holding compartment of the shuffling machine.
3. Remove the shuffled deck from the machine.

### **DEALING**

1. The dealer shall cut the deck placing the top half on the cut card so the bottom of the deck will be covered at all times.
2. All burn cards are placed under some chips in the pot to keep them separate from the discards. Burn cards remain in place until the last card has been dealt.
3. Discards will be kept in a pile to either side of the table bank.
4. The deck should be in the dealer's hand at all times during a hand of poker.
5. After the initial betting round the dealer will burn a card before dealing each round of cards.
6. The dealer will announce when a player goes all-in.
7. The dealer will rake the pot and drop it after each hand of poker before the pot is awarded.
8. The dealer will take all discarded hands and muck them immediately with the following exceptions:
  - (a) A player thinks he has won the pot and there is still a live hand out.
  - (b) A player already in for a bet thinks that they owe more money.
  - (c) A player has obligated himself to put money into the pot but is endeavoring to fold instead.If any of these three exceptions occurs, a discarded hand should be returned to the player if possible.
9. When the deal is over the dealer should spread the unused stub over the discards. Hands and burn cards must be put into the discards in such a manner that neither the dealer nor any player can know the location of a card. Hands are slid into the middle of the discard pile directly, not put on top.
10. All cards should face away from the dealer when squaring the deck prior to shuffling.

### **SEATING**

1. Phone in for LIVE GAME seating is accepted. If a player's name is called and the player is not in the casino, the player's name will be moved to the bottom of the list.
2. It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the poker supervisor.
3. When there is more than one game of the same stakes and poker form, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.
4. A player may not hold a seat in more than one game.
5. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).

6. When a button game starts, active players will be dealt a card for the button position starting with seat one. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games.
7. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.
8. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.
9. To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit, and cannot play in the must-move game or get on that list for one hour.
10. You must play in a new game or must-move game to retain your place on the list, if by your playing there would be three or fewer empty seats.
11. In all button games, a player going from a must-move game to the main game may play until due for the big blind. The player must then enter the game as a new player, and may either post an amount equal to the big blind or wait for the big blind. In all stud games, a player may play only one more hand before moving.
12. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.
13. In all button games, a player voluntarily locking up a seat in another game must move immediately if there is a waiting list of two or more names for the seat being vacated, except that the player is entitled to play the button if a blind has already been taken. Otherwise, a player may play up to the blind before moving. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.
14. When a game breaks, each player may draw a card to determine the seating order for a similar game. The Poker Room Supervisor draws a card for an absent player. If the card entitles the absent player to an immediate seat, the player has until due for the big blind in a button game to take the seat (two hands in a stud game), and will be put first up on the list if not back in time.

### **SECTION 3 - GENERAL POKER RULES**

#### **THE BUY-IN**

1. When you enter a game, you must make a full buy-in. At limit poker, a full buy-in is at least ten times the maximum bet for the game being played, unless designated otherwise.
2. You are allowed to make only one short buy-in for a game. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands.
3. A player who is forced to transfer from a broken game or must-move game to a game of the same limit may continue to play the same amount of money, even if it is less than the minimum buy-in. A player switching games voluntarily must have the proper buy-in size for the new game.

#### **MISDEALS**

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2)
  - (a) The first or second card of the hand has been dealt face up or exposed through dealer error.
  - (b) Two or more cards have been exposed by the dealer.
  - (c) Two or more boxed cards are found.
  - (d) Two or more extra cards have been dealt in the starting hands of a game.

- (e) An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
  - (f) Any card has been dealt out of the proper sequence (except the burn card may replace an exposed card).
  - (g) The button was out of position.
  - (h) The first card was dealt to the wrong position.
  - (I) Cards have been dealt to an empty seat or a player not entitled to a hand.
  - (j) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.
2. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.

### **DEAD HANDS**

1. Your hand is declared dead if:
  - (a) You fold or announce that you are folding when facing a bet or a raise.
  - (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
  - (c) In stud, when facing a bet, you pick your up cards off the table, turn your up cards face down, or mix your up cards and down cards together.
  - (d) The hand does not contain the proper number of cards for that particular game (except at stud a hand missing the final card may be ruled live). [See Section 14- "Explanations," discussion #2.]
  - (e) You act on a hand with a joker as a hole card in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
  - (f) You have the clock on you when facing a bet or raise and exceed the specified time limit.
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at Poker Room Supervisor's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
3. Cards thrown into another player's hand are dead, whether they are face up or face down.

### **IRREGULARITIES**

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. If a card with a different color back appears during a hand, all action is void and all chips in the pot is returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.
4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action, the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
7. A card discovered face up in the deck would be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt face down to another player and mixed in with other down cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.

8. A joker that appears in a game where it is not used is treated as a meaningless scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
10. One or more cards missing from the deck does not invalidate the results of a hand.
11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.
12. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card.
13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.
14. If you drop any cards out of your hand onto the floor, you must still play them.
15. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.
16. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error can be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded provided the deck stub, board cards, and burn cards are all sufficiently intact to determine the proper replacement card.

### **BETTING AND RAISING**

1. Check-raise is permitted in all games.
2. In no-limit and pot-limit games, unlimited raises are allowed.
3. In limit poker, for a pot involving three or more players who are not all-in, these limits on raises apply:
  - (a) A game with three or more betting rounds allows a maximum of a bet and three raises.
  - (b) A game with two betting rounds allows a maximum of a bet and four raises.
4. Unlimited raises are allowed in heads-up play. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round a subsequent fold that leaves two players' heads-up can't uncup it.
5. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (An example of a full raise is on a \$20 betting round, raising a \$15 all-in bet to \$35).
6. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all-in.
7. The smallest chip that may be wagered in a game is the smallest chip used in the antes, blinds or rake. (Certain games may use a special rule that does not allow chips used only in house revenue to play.) Smaller chips than this do not play even in quantity, so a player wanting action on such chips must change them up between deals. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.
8. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action.
9. Rapping the table with your hand is a pass.
10. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if

- there is no bet, call, or raise by an intervening player acting after the infraction has been committed.
11. To retain the right to act, a player must stop the action by calling “time” (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
  12. If you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
  13. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you. At pot-limit or no-limit betting, if there is a gross misunderstanding concerning the amount of the wager, see Section 12, Rule 8.
  14. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
  15. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
  16. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

### **THE SHOWDOWN**

1. To win any part of a pot, a player must show all of his cards face up on the table, whether they were used in the final hand played or not.
2. Cards speak. The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
3. Any player, dealer, or Poker Room Supervisor who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error.
4. Before a pot is awarded the dealer will kill all losing hands.
5. Any player who has been dealt in may request to see any hand that has been called, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has

been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.

7. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot.

### **TIES**

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, and clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank (no redeal or redraw).
2. Dealing a card to each player is used to determine things like who moves to another table. The cards are dealt clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine things like who gets the button in a new game, or seating order coming from a broken game.
3. An odd chip will be broken down to the smallest unit used in the game.
4. No player may receive more than one odd chip.
5. If two or more hands tie, an odd chip will be awarded as follows:
  - (a) In a button game, the first hand clockwise from the button gets the odd chip.
  - (b) In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. (When making this determination, all cards are used, not just the five cards that constitute the player's hand.)
  - (c) In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker form, and the odd chip between tied low hands is awarded as in a low game of that poker form. If two players have identical hands, the pot will be split as evenly as possible.
  - (d) All side pots and the main pot will be split as separate pots, not mixed together.

## **SECTION 4 - BUTTON AND BLIND USE**

In button games, a non-playing dealer normally does the actual dealing. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has the right of last action after the first betting round. The button moves clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. With two blinds, the player posts the small blind immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. With more than two blinds, the little blind is normally left of the button (not on it). The first player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

### **RULES FOR USING BLINDS**

1. The minimum bring-in and allowable raise sizes for the opener are specified by the poker form used and blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.
2. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
  - (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly.

- (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands. [See “Section 14 – Explanations,” discussion #1, for more information on this rule.]
3. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. Although chips posted by the big blind are considered a bet, this option to raise is retained if someone goes all-in with a wager of less than the minimum raise.
  4. In heads-up play with two blinds, the small blind is on the button. The big blind is dealt the first card. The small blind position acts first before the flop. Then on the flop and after, the big blind acts first.
  5. A person playing over is considered a new player, and must post the amount of the big blind or wait for the big blind.
  6. A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes.
  7. When you post the big blind, it serves as your opening bet. When it is your next turn to act, you have the option to raise.
  8. A player who misses any or all blinds can resume play by either posting all the blinds missed or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live. The remainder is taken by the dealer to the center of the pot and is not part of your bet. When it is your next turn to act, you have the option to raise.
  9. If a player who owes a blind (as a result of a missed blind) is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips, and has not yet acted. If the player acts on the hand and plays it, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.
  10. A player who goes all-in and loses is obligated to make up the blinds if they are missed before a re-buy is made. (The person is not treated as a new player when reentering.)
  11. These rules about blinds apply to a newly started game:
    - (a) Any player who drew for the button is considered active in the game and is required to make up any missed blinds.
    - (b) A new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat.
    - (c) A player may change seats without penalty, provided a blind has not yet passed the new seat.
  12. A player who "deals off" (by playing the button and then immediately getting up to change seats) can allow the blinds to pass the new seat one time and reenter the game behind the button without having to post a blind.
  13. A live “straddle bet” is allowed in all poker games. In no-limit games more than one straddle is allowed.

## **SECTION 5 - HOLD'EM**

In Hold'em, players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three boardcards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

### **RULES OF HOLD'EM**

These rules deal only with irregularities. See the previous chapter, “Button and Blind Use,” for rules on that subject.

1. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and re-cut the cards. If any other hole card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the

- card with the top card on the deck, and the exposed card is then used for the burn card. If more than one hole card is exposed, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
  3. If the flop contains too many cards, it must be redealt.
  4. If before dealing the flop, the dealer failed to burn a card, or burned two cards, the error should be rectified if no cards were exposed. The deck must be reshuffled if any cards were exposed.
  5. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error can be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
  6. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
  7. If the flop needs to be redealt for any reason, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck, burns a card, and deals a new flop.
  8. A dealing error for the fourth boardcard is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck, burns a card, and turns the final card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
  9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

## **SECTION 6 – OMAHA**

Omaha is similar to Hold'em in using a three-card flop on the board, a fourth boardcard, and then a fifth board card. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha (because you must use two cards from your hand and three cards from the board). Each player is dealt four holecards (instead of two) at the start. In order to make a hand, a player must use precisely two holecards with three boardcards. The betting is the same as in Hold'em, using a preflop, flop, turn, and river betting rounds. At the showdown, the player's entire four-card hand has to be shown to receive the pot.

### **OMAHA HIGH-LOW**

Omaha is often played high-low split. The player may use any combination of two holecards and three board cards for the high hand and another (or the same) combination of two holecards and three board cards for the low hand.

All the rules of Omaha apply to Omaha high-low split except as below.

1. A qualifier of 8-or-better for low is used. This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. (An ace is the highest card and also the lowest card.) If there is no qualifying hand for low, the best high hand wins the whole pot.
2. Straights and flushes do not impair the low value of a hand.

### **OMAHA "BIG O"**

All the rules of Omaha High-Low apply to Omaha "The Big O" with the following change; all players are dealt 5 cards in their initial starting hand.

### **PINEAPPLE**

1. This game incorporates the use of a button. See Button Procedures and Rules for Using Blinds.
2. The dealer deals three cards to each player, then a betting round.
3. All players discard one card. The remainder of the game is played exactly like Texas Hold'em.

### **PINEAPPLE HI-LO**

Pineapple Hi-Lo is played the same as Pineapple except the pot will be divided equally between the best high and best low hand.

### **CRAZY PINEAPPLE**

Crazy Pineapple is played the same as Pineapple except that the players will discard one card after the flop.

### **CRAZY PINEAPPLE HI-LO**

Crazy Pineapple Hi-Lo is played the same as Pineapple Hi-Lo except that the players will discard one card after the flop.

## **SECTION 7 - SEVEN-CARD STUD**

Seven-card stud is played with a starting hand of two downcards and one upcard dealt before the first betting round. There are then three more upcards and a final downcard, with a betting round after each, for a total of five betting rounds on a deal played to the showdown. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, and the larger bet is wagered for the last three betting rounds (on the fifth, sixth, and seventh cards). If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

### **RULES OF SEVEN-CARD STUD**

1. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back.  
If the first card dealt faceup would have been the lowcard, action starts with the first hand to that player's left. That player may fold, open for the forced bet, or open for a full bet. (In tournament play, if a downcard is dealt faceup, a misdeal is called.)
2. The first round of betting starts with a forced bet by the lowest upcard by suit. On subsequent betting rounds, the high hand on board initiates the action (a tie is broken by position, with the player who received cards first acting first).
3. The player with the forced bet has the option of opening for a full bet.
4. If the player with the lowcard is all-in for the ante, the person to that player's left acts first. If the player with the lowcard has only enough chips for a portion of the forced bet, the wager is made. All other players must enter for at least the normal amount in that structure.
5. When the wrong person is designated as low and bets, if the next player has not yet acted, the action will be corrected to the real lowcard, who now must bet. The incorrect lowcard takes back the wager. If the next hand has acted after the incorrect lowcard wager, the wager stands, action continues from there, and the real lowcard has no obligations.
6. Increasing the amount wagered by the opening forced bet up to a full bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the lowcard opens for \$5. If the next player increases the bet to \$15 (completes the bet), up to three raises are then allowed when using a three-raise limit.
7. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and are the high hand, you may bet either \$5 or \$10. If you bet \$5, any player then has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player high with the open pair on fourth street checks, then subsequent players have the same options that were given to the player who was high.
8. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act, the hand will be

- killed when the betting reaches your seat. (In tournament play, the dealer is instructed to kill the hand of any absent player meaning any player not at his assigned table as soon as all the players have received their entire starting hands.)
9. If a hand is folded when there is no wager, that seat will continue to receive cards until the hand is killed as a result of a bet (so the fold does not affect who gets the cards to come).
  10. If you pick up your upcards without calling when facing a wager, this is a fold and your hand is dead. This act has no significance at the showdown because betting is over; the hand is live until discarded.
  11. A card dealt off the table is treated as an exposed card.
  12. The dealer announces the lowcard, the high hand, all raises, and all pairs. Dealers do not announce possible straights or flushes (except for specified low-stakes games).
  13. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard, and either a card intermingles with a player's other holecards or a player looks at the card, the player must accept that card.
  14. If the dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play. After the betting for that round is completed, an additional card for each remaining player still active in the hand is also eliminated from play (to later deal the same cards to the players who would have received them without the error). After that round of betting has concluded, the dealer burns a card and play resumes. The removed cards are held off to the side in the event the dealer runs out of cards. If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card, and on sixth street betting may not bet or raise (because the player now has all seven cards).
  15. Before dealing 7<sup>th</sup> street, the dealer will count the number of players remaining and add two to that number. This is the number of cards needed in the stub to finish dealing the hand. The dealer will then count the stub, taking care not to expose any cards to the players. If there are a sufficient number of cards, the dealer will complete the hand. If there are not enough cards, the dealer will determine if adding three burn cards will allow for a sufficient number of cards. If the answer is yes, then the dealer will scramble the stub and the three burn cards together and finish the hand. If the answer is no and there is more than two cards in the stub, the dealer will burn and deal a community card. If the answer is no and there are two or less cards in the stub, the dealer will scramble the stub and the burn cards together, and deal a community card.
  16. An all-in player should receive holecards dealt face down, but if the final holecard to such a player is dealt faceup, the card must be kept, and the other players receive their normal card.
  17. If the dealer turns the last card faceup to any player, the hand now high on the board using all the up cards will start the action. The following rules apply to the dealing of cards:
    - (a) If there are more than two players, all remaining players receive their last card face down. A player whose last card is faceup has the option of declaring all-in (before betting action starts).
    - (b) If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt face down and the opponent's final card is dealt faceup, the player with the face up final card has the option of declaring all-in (before betting action starts). That player does not put any more chips into the pot and subsequent betting by the other active players will be on the side.
  18. A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live. [See "Section 14–Explanations," discussion #2, for more information on this rule.]
  19. A player who calls a bet even though beaten by an opponent's upcards is not entitled to a refund. (The caller receives information about the opponent that is not available for free.)

#### **SEVEN-CARD STUD LOW (RAZZ)**

The lowest-ranking hand wins the pot. Aces are low only, and two aces are the lowest pair. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A. An open pair does not affect the betting limit.

### **RULES OF RAZZ**

1. All seven-card stud rules apply in razz except as otherwise noted.
2. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
3. The highest card by suit starts the action with a forced bet. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
4. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
5. The dealer announces all pairs the first time they occur, except pairs of face cards, which are never announced.

### **SEVEN-CARD STUD HIGH-LOW**

Seven-card stud high-low split is a stud game that is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games (unless a specific posting to the contrary is displayed). This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. (An ace is the highest card and also the lowest card.) If there is no qualifying hand for low, the best high hand wins the whole pot. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

### **RULES OF SEVEN-CARD STUD HIGH-LOW**

1. All rules for seven-card stud apply to seven-card stud high-low split, except as noted.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. An ace is the highest card and also the lowest card.
4. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player in the tie clockwise from the dealer acts first. If the high hand is all-in, action proceeds clockwise as if that person had checked.
5. Straights and flushes do not affect the value of a low hand.
6. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair on fourth street does not affect the limit.
7. Splitting pots is determined only by the cards, and not by agreement among players.
8. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, and the player with the highest card by suit receives the odd chip. When making this determination, all cards are used, not just the five cards used for the final hand played.
9. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

## **SECTION 8 - KILL POTS**

To kill a pot means to post an over blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill is one-and-a-half times the big blind, and increases the betting limits by that amount. A kill may be optional in a game, and is often used at lowball when a player wants to be dealt in right away instead of waiting to take the big blind. A kill may be required in a game for any time a specified event takes place. In high-low split games using a required kill, a player who scoops a pot bigger than a set size must kill the next pot. In other games using a required kill; a player who wins two consecutive pots must kill the next pot. In this type of kill game, a marker called a "kill button" indicates which player has won the pot, and the winner keeps this marker until the next hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot.

### **RULES OF KILL POTS**

1. The kill button is neutral (belonging to no player) if:
  - (a) It is the first hand of a new game.
  - (b) The winner of the previous pot has quit the game.
  - (c) The previous pot was split and neither player had the kill button.
2. In a kill pot, the killer acts in proper turn (after the person on the immediate right).
3. There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.
4. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
5. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
6. A player who is required to post a kill must do it that hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.
7. Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again (for the same amount as the previous hand).
8. When a player wins both the high and the low pot in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.
9. If you are unaware that the pot has been killed and put in a lesser amount, and if it is a required kill pot with the kill button faceup, you must put in the correct amount. If not, you may withdraw the chips and reconsider your action.
10. Only one kill is allowed per deal.
11. Broken game status is allowed only for players of the same limit and game type. For this purpose, a game with a required kill is considered a different type of game than an otherwise similar game without a required kill.

## **SECTION 9 - NO LIMIT AND POT-LIMIT**

A no-limit or pot-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations. All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section. No-limit means that the amount of a wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the pot size. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.

## **NO-LIMIT RULES**

1. The number of raises in any betting round is unlimited.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all-in. (A straddle bet sets a new minimum bring-in, and is not treated as a raise.)
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already acted and is not facing a full size wager may not subsequently raise an all-in bet that is less than the minimum bet (which is the amount of the minimum bring-in), or less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only.)
4. "Completing the bet" is a limit poker wager type only, not allowed at big-bet poker. For example, if a player bets \$100 and the next player goes all-in for \$140, a player wishing to raise must make the total bet at least \$240 (unless going all-in).
5. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise. Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)
6. At non-tournament play, a player who says, "raise" is allowed to continue putting chips into the pot with more than one move; the wager is assumed complete when the player's hands come to rest outside the pot area. (This rule is used because no-limit play may require a large number of chips be put into the pot.) In tournament play, the rules require that the player either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion, to avoid making a string-bet.
7. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.
8. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.
9. If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.
10. Because the amount of a wager at big-bet poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered needs some protection. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct, or it is obvious that the caller understands the amount wagered. The decision-maker is allowed considerable discretion in ruling on this type of situation. A possible rule-of-thumb is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot. Example: On the end, a player puts a \$500 chip into the pot and says softly, "Four hundred." The opponent puts a \$100 chip into the pot and says, "Call." The bettor immediately shows the hand. The dealer says, "He bet four hundred." The caller says, "Oh, I thought he bet a hundred." In this case, the recommended ruling normally is that the bettor had an obligation to not show the hand when the amount put into the pot was obviously short, and the "call" can be retracted. Note that the character of each player can be a factor. (Unfortunately, situations can arise at big-bet poker that is not so clear-cut as this.)
11. A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)
12. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size. (This does not apply to a player who has unintentionally put too much in to call.) The wager is brought up to the sufficient amount only, no greater size.
13. All wagers may be required to be in the same denomination of chip (or larger) used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips do not play except in quantity, even when going all-in.
14. In non-tournament games live straddles are allowed. The last player who posts the final straddle has last action for the first round of betting and is allowed to raise. To straddle, a player must post an amount twice the size of the big blind, or in no-limit twice the size of the previous straddle.

15. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer as directed by a Poker Room Supervisor may put the clock on someone, if a player requests it. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.
16. Since all a player's chips may be put at risk on a hand, the house has the right to set a maximum amount for the buy-in to help control the effective size of a game.
17. The card room does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form. The players are allowed to agree to deal twice (or three times) when someone is all-in. "Dealing twice" means the pot is divided in two, with each portion being dealt for separately.

### **POT-LIMIT RULES**

1. If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable.
2. The dealer or any player in the game can and should call attention to a wager that appears to exceed the pot size (this also applies to heads-up pots). The oversize wager may be corrected at any point until all players have acted on it.
3. If an oversize wager has stood for a length of time with someone considering what action to take, that person has had to act on a wager that was thought to be a certain size. If the player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the Poker Room Supervisor may rule that the oversize amount must stand (especially if the person now trying to reduce the amount is the person that made the wager).
4. The maximum amount a player can raise is the amount in the pot after the call is made. A bet may not exceed the pot size. Therefore if a pot is \$100 and someone makes a \$50 bet, the next player can call \$50 and raise \$200 for a total wager of \$250.
5. In pot-limit play, it is advisable in many structures to round off the pot size upward to produce a faster pace of play. This is done by treating any odd amount as the next larger size. For example, if the pot size were being kept track of with \$25 units, then a pot size of \$80 would be treated as a pot size of \$100.
6. In pot-limit Hold'em and pot-limit Omaha, many structures treat the little blind as if it were the same size of the big blind in computing pot size. In such a structure, a player can open for a maximum of four times the size of the big blind. For example, if the blinds are \$5 and \$10, a player may open with a raise to \$40. (The range of options is to either open with a call of \$10, or raise in increments of five dollars to any amount from \$20 to \$40.) Subsequent players also treat the \$5 as if it were \$10 in computing the pot size, until the big blind is through acting on the first betting round. This rule of treating the little blind as if it were the size of the big blind is especially desirable in a structure where the little blind uses a lower-denomination chip than the big blind, as in using blinds of \$10 and \$25 (two \$5 chips and a \$25 chip). At tournament play, strict pot-limit rules are normally used, so there the maximum opening wager is 3.5 times the size of the big blind.
7. In pot-limit, if a chip larger than the pot size is put into the pot without comment, it is considered to be a bet of the pot size.

### **SECTION 10 - BAD BEAT JACKPOT**

All Texas Hold'em, Omaha & 7 Card Stud games except for Omaha "The Big O" are eligible for the Bad Beat Jackpot. No discussion about the hand will take place until the hand has come to completion. Not only is this bad poker etiquette but can also result in nullifying the Bad Beat Jackpot.

The amount of the Bad Beat Jackpot will be determined by the following:

1. \$1 (in addition to the rake) will be collected from any pot exceeding \$20 when a minimum of 5 players are dealt in the hand.

2. This money will be dropped by the dealer into a Bad Beat drop box, separate from the house rake drop box.
3. The Bad Beat drop boxes will be collected and counted daily along with the other soft drop.
4. Accounting or a vault team member will record the counts and the payouts maintaining the daily jackpot amounts. These amounts will be reported to the Poker room on a daily basis.
5. The adjusted jackpot total will be posted in the poker room at the beginning of each gaming day.
6. Amounts collected each day are not eligible for the jackpot until the next day.

**Distribution of the Bad Beat Jackpot:**

To qualify for the Bad Beat Jackpot:

- In all Texas Hold'em and qualifying Omaha games:
  - The player must have a pocket pair to play for four of a kind.
  - Players must have the required number of cards and be beat by a better hand.
  - The winning hand must occur in a raked hand with a minimum of \$20 in the pot.
  - There must be a minimum of 5 players dealt into the hand.
- In Texas Hold'em:
  - The losing hand and the winning hand must use both "hole" (down) cards.
  - Aces Full of Jacks or better must be beat by 4-of-a-Kind or better.
- In qualifying Omaha:
  - The winning hand must use two of the four "hole" (down) cards.
  - Four 8's or better must be beat by a higher hand.
- In 7 Card:
  - The winning hand must use the five best cards from the player's seven cards.
  - Four 8's or better must be beat by a higher hand.

The Poker Supervisor will verify any Bad Beat hand.

The Bad Beat Jackpot payout amounts:

- 45% to the player who lost the Bad Beat hand.
- 25% to the player who won the Bad Beat hand.
- 20% awarded to all the remaining players at the table who were dealt in that hand.
- 10% will be used to reset the new Bad Beat Jackpot.

Winners of all taxable jackpots will be required to provide two forms of valid (current) identification.

**ROYAL AND STRAIGHT FLUSH AWARDS**

Any time the Bad Beat Jackpot is over \$1,000, a \$200 cash prize will be awarded for a Royal Flush and a \$100 cash prize will be awarded for a Straight Flush. The awards for a Royal or Straight Flush cannot be won in conjunction with a Bad Beat Jackpot. The awards will be taken directly from the Bad Beat Jackpot total amount and the jackpot will be adjusted to show the current payout.

**SECTION 11 – HIGH HAND PAYOUT**

All Texas Hold'em and 7 Card Stud live games are eligible for the High Hand Payout.

Hands eligible for payouts in order of highest to lowest:

1	Royal Flush
2	Straight Flush 9,10,J,Q,K
3	Straight Flush 8,9,10,J,Q
4	Straight Flush 7,8,9,10,J
5	Straight Flush 6,7,8,9,10
6	Straight Flush 5,6,7,8,9
7	Straight Flush 4,5,6,7,8
8	Straight Flush 3,4,5,6,7
9	Straight Flush 2,3,4,5,6

10	Straight Flush A,2,3,4,5
11	4-of-a-Kind Aces
12	4-of-a-Kind Kings
13	4-of-a-Kind Queens
14	4-of-a-Kind Jacks
15	4-of-a-Kind 10's
16	4-of-a-Kind 9's
17	4-of-a-Kind 8's
18	4-of-a-Kind 7's
19	4-of-a-Kind 6's
20	4-of-a-Kind 5's
21	4-of-a-Kind 4's
22	4-of-a-Kind 3's
23	4-of-a-Kind 2's
24	Full House Aces-Kings
25	Full House Aces-8's

The amount of the High Hand Payout will be determined by the following:

- \$1 (in addition to the rake) will be collected from any pot exceeding \$20.
- This money will be dropped by the dealer into a drop box separate from the house rake drop box.
- The High Hand drop boxes will be collected and counted daily along with the other soft drop.
- Accounting or a vault team member will record the counts and the payouts maintaining the daily jackpot amounts. These amounts will be reported to the Poker room on a daily basis.
- The amount from the High Hand drop boxes for the day will be divided evenly into the 25 High Hand jackpots. The amounts of the 25 hand payouts will increment by even dollar amounts. The drop will be divided by 25 and any remaining amount will be added in \$1 increments beginning at the bottom (lowest) of the payout chart and moving up until the remainder is used up.
- The adjusted jackpot total will be posted in the poker room at the beginning of each gaming day.
- Amounts collected each day are not eligible for the payout until the next day.

**Distribution of the High Hand Payout:**

To qualify for the High Hand Payout:

- In all Texas Hold'em games:
  - The player must have a pocket pair to play for four of a kind.
  - The player must use both cards in their hand.
  - The High Hand must occur in a raked hand with a minimum of \$20 in the pot.
- In 7 Card:
  - The winning hand must use the five best cards from the player's seven cards.
  - The player must use both cards in their hand.
  - The High Hand must occur in a raked hand with a minimum of \$20 in the pot.

A player still in the hand when all other players have folded will be awarded the High Hand Jackpot.

The Poker Supervisor will verify any High Hand Payout hand.

Winners of all taxable jackpots will be required to provide two forms of valid (current) identification.

## **SECTION 12 – TOURNAMENTS**

1. By participating in the tournament, all players agree to abide by the rules and conduct themselves in a courteous manner. A violator will face the following three steps:
  - a. Verbal warning
  - b. 10-minute suspension from play
  - c. Disqualification.Chips from a disqualified participant will be removed from play.
2. Whenever possible, all rules are the same as those that apply to live games.
3. Initial seating is determined by random draw or assignment. (For a one-table satellite event, cards to determine seating may be left faceup so the earlier entrants can pick their seat, since the button is assigned randomly.)
4. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director anytime after a new betting level is begun or a half-hour has elapsed, whichever occurs first.
5. Late entries or re-entries will be allowed up to 30 minutes after the start of the tournament until those seats have become filled. To retain equal position between players who buy-in at the start of the tournament and late entries or re-entries, empty positions will be given the appropriate amount in tournaments chips, dealt in and have blinds collected.
6. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes, and have the forced lowcard bet put into the pot at stud.
7. In all tournament games using a dealer button, the players drawing for the high card determines the starting position of the button.
8. Limits and blinds are raised at regularly scheduled intervals.
9. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle or the push of the button on the shuffler.)
10. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind or ante structure. All lower-denomination chips be colored up. The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the 1-seat, with each player receiving all cards before any cards are dealt to the next player. The player with the highest card by suit gets enough odd chips to exchange for one new chip, the second-highest gets to exchange for the next chip, and so forth, until all the lower-denomination chips are exchanged. A player may not be eliminated from the event by the chip-change process. If a player has no chips after the race has been held, he will be given one chip of the lowest denomination still in play.
11. A player must be present at the table to stop the action by calling "time."
12. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. The dealer will kill the hands of all absent players immediately after dealing each player a starting hand. In flop games, the big blind's hand will be dead if he is not there to act on it before the flop. In stud-type games, the forced low hand will be immediately dead if the player is not there to act on his hand at the time required to put money in the pot. The minimum bring-in must be posted and the hand will be killed.
13. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.
14. A change of seat is not allowed after play starts, except as assigned by the director.
15. In button games, if a player is needed to move from a table to balance tables, the player due for the big blind will be automatically selected to move, and will be given the earliest seat due for the big blind if more than one seat is open.
16. New players are dealt in immediately and take over the obligations of that position, including the small blind or button position.
17. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.

18. In all events, there is a redraw for seating when the field is reduced to one table.
19. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones (A rebuy is okay if allowable by the rules of that event). If another deal has not yet started, the director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
20. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack. A player who posts a short blind and wins does not need to make up the blind.
21. All players must leave their seat immediately after being eliminated from an event.
22. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multi-handed pot may not show any cards during a deal. Heads-up, a player may not show any cards unless the event has only two remaining players, or is winner-take-all. If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized.
23. The limit on raises is also applied to heads-up situations (except the last two players in a tournament are exempted from a limitation on raises).
24. At pot-limit and no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion. Otherwise, it is a string bet.
25. Non-tournament chips are not allowed on the table.
26. Higher-denomination chips must be placed where they are easily visible to all other players at the table.
27. All tournament chips must remain visible on the table throughout the event. Chips taken off the table will be removed from the event, and a player doing this may be disqualified.
28. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
29. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, last action may be given to the same player for two consecutive hands by the use of a "dead button." [See "Section 14 – Explanations," discussion #1, for more information on this rule.]
30. In heads-up play with two blinds, the small blind is on the button.
31. At stud, if a downcard on the initial hand is dealt faceup, a misdeal is called.
32. No player may miss a hand. If a player announces the intent to rebuy before cards are dealt, that player is playing behind and is obligated to make the rebuy.
33. All hands will be turned faceup whenever a player is all-in and betting action is complete.
34. When there are three players left in the tournament, and the player on the button busts out, the following must be done. The button will move to the next player who must post the big blind and the player who was the big blind is now the small blind. Play resumes just as if the small blind was on the button even though it isn't. The next hand the button stays in the same place and that player is now the small blind and the other is the big blind.
35. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award.
36. Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
37. Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the director has the option of ensuring that it is carried out by paying those amounts.) Any private agreement that does not include one or more active competitors is improper by definition.
38. A tournament event is expected to be played until completion. A private agreement that removes all prize money from being at stake in the competition is unethical.
39. Management retains the right to cancel any event, or alter it in a manner fair to the players.

## **SECTION 12.1 – CHOPPING TOURNAMENT PRIZE POOL**

1. A chop may be discussed as long as all the players in the tournament have equal opportunity to be involved. All players must be present.
2. Once the terms of a chop have been determined, tournament staff (Poker Supervisor) will distribute two cards to each player, one reading “yes” and one reading “no”. Each player will hand one card to the dealer face down. If all cards read “yes” the tournament prize pool will be chopped by the players according to the previously agreed upon terms. If all the cards do not read “yes”, play will resume and discussion will cease. The discussion about chopping will not be allowed to resume until another player is eliminated from the tournament. Once another player is eliminated the same process will be repeated. This will continue until all players are eliminated or all cards read “yes”.

## **SECTION 12.2 – PROPOSITION PLAYERS**

1. Proposition Players will be employees of Catfish Bend Casino with a gaming license and a thorough knowledge of poker.
2. Proposition Players must wear their gaming badge at all times.
3. Proposition Players will bankroll themselves.
4. Proposition Players must play in the game they are directed to by the poker room supervisor.
5. Proposition Players will conduct themselves in a courteous and professional manner.
6. Proposition Players must abide by the rules stated in the employee handbook, rules of the games, IRGC and internal controls.
7. No more than three proposition players will play in a poker game.

The above-mentioned rules will be the guidelines for the use of Proposition Players in the poker room. The use of the Proposition Player will be in compliance with Rule 99F.15(1)c. Proposition Players play poker with their own money. The only difference between a Proposition Player and a regular player is that a Proposition Player is paid hourly by the house to keep games going. In our poker room, players sign up on a list for the game they would like to play. There are many times when 3-4 players put their names on the list but no one else signs up and we are unable to start the game. Proposition Players are not encouraging play, the players on the list are already showing their interest in playing and the Props are just helping to start the game.

## **SECTION 14 - EXPLANATIONS**

1. The only place in this set of rules that an alternative is mentioned other than in this section is in the method of button and blind placement. That rule (the second rule in “Section 4 – Button and Blind Use”) is repeated below for convenience.  
Each round all participating players must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
  - (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
  - (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an

empty seat, giving the same player the privilege of last action on consecutive hands. Poker tradition has a lot to do with the fact that both of these methods are in widespread use, but method is superior in all situations. The moving button makes sure no player gets the advantage of last action twice on a round (a big advantage at no-limit or pot-limit play). On the other hand, a player may get to post a blind when on the button, which is more advantageous than posting in front of the button. The moving button creates a situation where two big blinds may be posted on a deal, which speeds up the action. At tournament play this speed-up can be undesirable, as when dealing is being done hand-for-hand to balance the pace of play between two remaining tables. A card room may either decide for the sake of simplicity to use only one method, or decide to tailor the method to the game and situation.

2. Most poker rules say you have a dead hand at the showdown if you do not have the proper number of cards for that game. At stud, this rule is too strict. An inexperienced player sometimes does not pay sufficient attention to the final card when holding a big hand like a flush or full house (where improvement is neither likely to happen nor be needed), and fails to protect that card. If the dealer erroneously puts that final card into the muck after the player fails to take it in, the rules should give the decision-maker an option to rule such a hand live. Rule 18 in “Section 8 – Seven-card Stud” reads as below: “A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live.”

## **SECTION 15 - GLOSSARY**

**ACTION:** A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action.

**AGGRESSIVE ACTION:** A wager that could enable a player to win a pot without a showdown; a bet or raise.

**ALL-IN:** When you have put all of your playable money and chips into the pot during the course of a hand.

**ANTE:** A prescribed amount posted before the start of a hand by all players.

**BET:** The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

**BIG BLIND:** The largest regular blind in a game.

**BLIND:** A required bet made before any cards are dealt.

**BLIND GAME:** A game that utilizes a blind.

**BOARD:** (1) The board on which a waiting list is kept for players wanting seats in specific games. (2) Cards face up on the table common to each of the hands.

**BOARD CARD:** A community card in the center of the table.

**BOXED CARD:** A card that appears face up in the deck where all other cards are face down.

**BROKEN GAME:** A game no longer in action.

**BURNCARD:** After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes.

**BUTTON:** A player who is in the designated dealer position.

**BUTTON GAMES:** Games in which a dealer button is used.

**BUY-IN:** The minimum amount of money required to enter any game.

**CARDS SPEAK:** The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

**CAPPED:** Describes the situation in limit poker in which the maximum number of raises on the betting round has been reached.

**CHECK:** To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

**CHECK-RAISE:** To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

**CHOPPING THE POT:** When no one else has entered the pot, an agreement between the big blind and small blind to each take back their blind bets instead of playing the deal.

**COLOR CHANGE:** A request to change the chips from one denomination to another.

**COMMON CARD:** A card dealt face up to be used by all players at the showdown in the games of stud poker whenever there are insufficient cards left in the deck to deal each player a card individually.

**COMMUNITY CARDS:** The cards dealt face up in the center of the table that can be used by all players to form their best hand in the games of Hold'em and Omaha.

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

**CUT:** To divide the deck into two sections in such a manner as to change the order of the cards.

**CUT-CARD:** Another term for the card used to shield the bottom of the deck.

**DEAD CARD:** A card that is not legally playable.

**DEAD HAND:** A hand that is not legally playable.

**DEAD MONEY:** Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

**DEAL:** To give each player cards, or put cards on the board. As used in these rules, each deal refers to the entire process from the shuffling and dealing of cards until the pot is awarded to the winner.

**DEALER BUTTON:** A flat disk that indicates the player who would be in the dealing position for that hand.

**DEAL OFF:** To take all the blinds and the button before changing seats or leaving the table.

**DEAL TWICE:** When there is no more betting, agreeing to have the rest of the cards to come determine only half the pot, removing those cards, and dealing again for the other half of the pot.

**DECK:** A set of playing cards. In these games, the deck consists of 52 cards in seven-card stud, Hold'em and Omaha.

**DISCARDS:** The card(s) thrown away; the muck.

**DOWNCARDS:** Cards that are dealt face down in a stud game.

**FACECARD:** A king, queen, or jack.

**FIXED LIMIT:** Any betting structure in which the amount of the bet on each particular round is pre-set.

**FLASHED CARD:** A card that is partially exposed.

**FLOP:** In Hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

**FLUSH:** A poker hand consisting of five cards of the same suit.

**FOLD:** To throw a hand away and relinquish all interest in a pot.

**FOURTH STREET:** The second upcard in seven-card stud or the first boardcard after the flop in Hold'em

**FOULED HAND:** A dead hand.

**FORCED BET:** A required wager to start the action on the first betting round.

**FREEROLL:** A chance to win something at no risk or cost.

**FULL BUY:** A buy-in of at least the minimum requirement of chips needed for a particular game.

**FULL HOUSE:** A hand consisting of three of a kind and a pair.

**HAND:** (1) All a player's personal cards. (2) The five cards determining the poker ranking. (3) A single poker deal.

**HEADS-UP PLAY:** Only two players involved in play.

**HOLE CARDS:** The cards dealt face down to a player.

**INSURANCE:** A side agreement when someone is all-in for a player in a pot to put up money that guarantees a payoff of a set amount in case the opponent wins the pot.

**KICKER:** The highest unpaired card that helps determine the value of a five-card poker hand.

**KILL (OR KILL BLIND):** An oversize blind, usually twice the size of the big blind and doubling the limit. Sometimes a "half-kill" increasing the blind and limits by fifty percent is used. A kill can be either voluntary or mandatory. The most common requirements of a mandatory kill are for winning two pots in a row, or for scooping a pot in high-low split.

**KILL BUTTON:** A button used in a game to indicate a player who has won two pots in a row and is required to kill the pot.

**KILL POT:** A pot with a forced kill by the winner of the two previous pots, or the winner of an entire pot of sufficient size in a high-low split game.

**LEG UP:** Being in a situation equivalent to having won the previous pot, and thus liable to have to kill the following pot if you win the current pot.

**LIVE BLIND:** A blind bet giving a player the option of raising if no one else has raised.

**LIST:** The ordered roster of players waiting for a game.

**LOCK-UP:** A chip marker that holds a seat for a player.

**LOWCARD:** At seven-card stud, the lowest upcard, which is required to bet.

**MISCALL:** An incorrect verbal declaration of the ranking of a hand.

**MISDEAL:** A mistake on the dealing of a hand, which causes the cards to be reshuffled, and a new hand to be dealt.

**MISSED BLIND:** A required bet that is not posted when it is your turn to do so.

**MUCK:** (1) The pile of discards gathered face down in the center of the table by the dealer. (2) To discard a hand.

**MUST-MOVE:** In order to protect the main game, a situation where the players of a second game must move into the first game as openings occur.

**NO-LIMIT:** A betting structure allowing players to wager any or all of their chips in one bet.

**OPENER:** The player who made the first voluntary bet.

**OPTION:** The choice to raise a bet given to a player with a blind.

**PASS:** Decline to bet.

**PLAY BEHIND:** Have chips in play that are not in front of you (allowed only when waiting for chips that are already purchased).

**PLAY THE BOARD:** Using all five-community cards for your hand in Hold'em.

**PLAY OVER:** To play in a seat when the occupant is absent.

**POKER ROOM SUPERVISOR:** A casino employee who seats players and makes decisions.

**POSITION:** (1) The relation of a player's seat to the blinds or the button. (2) The order of acting on a betting round or deal.

**POT-LIMIT:** The betting structure of a game in which you are allowed to bet up to the amount of the pot.

**POTTING OUT:** Agreeing with another player to take money out of a pot, often to buy food, cigarettes, or drinks, or to make side bets.

**PROPOSITION BET:** A side bet not related to the outcome of the hand.

**PROTECTED HAND:** A hand of cards that the player is physically holding, or has topped with a chip or some other object to prevent a fouled hand.

**PUSH:** When a new dealer replaces an existing dealer at a particular table.

**PUSHING BETS:** The situation in which two or more players make an agreement to return bets to each other when one of them wins a pot in which the other or others play. Also called saving bets.

**RACK:** (1) A container in which chips are stored while being transported. (2) A tray in front of the dealer, used to hold chips and cards.

**RAISE:** To increase the amount of a previous wager. This increase must meet certain specifications, depending on the game, to reopen the betting and count toward a limit on the number of raises allowed.

**RAKE:** The fee taken out of each pot for the house.

**RERAISE:** To raise someone's raise.

**SAVING BETS:** Same as pushing bets.

**SCOOP:** To win both the high and the low portions of a pot in a split-pot game.

**SCRAMBLE:** A face down mixing of the cards.

**SETUP:** Two new decks, each with different colored backs, to replace the current decks.

**SIDE POT:** A separate pot formed when one or more players are all in.

**SHORT BUY:** A buy-in that is less than the required minimum buy-in.

**SHOWDOWN:** The showing of cards to determine the pot-winner after all the betting is over.

**SHUFFLE:** The act of mixing the cards before a hand.

**SMALL BLIND:** In a game with multiple blind bets, the smallest blind.

**SPLIT POT:** A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

**STACK:** Chips in front of a player.

**STRADDLE:** An additional blind bet placed after the forced blinds, usually double the big blind in size.

**STRAIGHT:** Five cards in consecutive rank.

**STRAIGHT FLUSH:** Five cards in consecutive rank of the same suit.

**STREET:** Cards dealt on a particular round in stud games. For instance, the fourth card in a player's hand is often known as fourth street, the sixth card as sixth street, and so on.

**STRING RAISE:** A wager made in more than one motion, without announcing a raise before going back to your stack for more chips.

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

**SUPERVISOR:** An employee qualified to make rulings.

**TABLE STAKES:** (1) The amount of money you have on the table. (2) The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

**TIME:** An expression used to stop the action on a hand.

**TURNCARD:** The fourth street card in Hold'em or Omaha.

**UPCARDS:** Cards that are dealt face up for opponents to see in stud games.

**WAGER:** (1) To bet or raise. (2) The chips used for betting or raising.