

Gloria's Lounge & Casino

Card games we are currently playing:

Texas Hold-em

Omaha

Pineapple

Pan

TEXAS HOLD-EM

Texas Hold-em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands. Blinds are posted by players who sit in consecutive clockwise order from the button. Each player is dealt two down cards, one at a time, in rotation, in turn. A round of betting ensues for players who wish to contend and contend for the pot. Three cards are turned face up in the middle of the table. These are commonly called the flop. A round of betting ensues for players who wish to contend and contend for the pot. A fourth card is turned next to the initial three. A round of betting ensues for players who wish to contend and contend for the pot. A fifth and final card is turned next to the previous four. These five cards are common to all active players. There is a final betting round. All active players expose their personal two (2) cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot. Players may use two one or none (playing the board) of their personal cards to form their hand. A new player entering a hold-em game may either choose to wait for his/her big blind or post his/her big blind, if he/she posts the largest blind it does act as his/her opening bet and may either call or make the prescribed raise in turn. If the blinds pass a player's position while from the table the player may resume play by posting total amount of blind the small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind. If a player is dealt more or less cards than the game he/she is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, all monies, antes and blinds are forfeited by that player. If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and re-shuffled. The burn card will remain and no additional one will be used for this flop. If a dealer turns up a fourth card on the board before the round of betting is complete the card will not play. Betting for that round is complete. The next card is burned and the fifth card is put in the fourth cards place. After betting is completed, the dealer will re-shuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card. If the fifth card is turned up before betting is complete it shall be reshuffled as in the previous rule.

HOLD-EM HI-LO SPLIT POKER

Hold-em Hi-Lo Split Poker is played with a standard 52-card deck, without the joker. The method of play is just like Texas Hold-em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

PINEAPPLE POKER STRAIGHT HIGH

Pineapple-Hi Poker is played like Texas Hold-em except:

1. Players receive three down cards each in Pineapple-Hi vs. two down cards in Texas Hold-em
2. Players must discard one of the three down cards before the flop if they decide to continue the game and contend for the pot.

All general poker rules and Hold-em rules apply to Pineapple-Hi Poker.

Blinds are posted as in all other poker games.

Each player is dealt three cards, one at a time, in turn.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pot.

Three cards are turned face-up in the middle of the table.

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

A fourth card is turned up next to the initial three.

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

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

A final betting round follows.

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

CRAZY PINEAPPLE POKER

Crazy Pineapple Poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their three cards after the flop vs. before as in Pineapple Hi Poker.

Both games are also played Hi-Low.

OMAHA HI-LO SPLIT POKER

Omaha Hi-Lo Split is played using a standard 52-card deck. Players MUST use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use any combination of two of their four cards to form a high or low hand but they must use two out of their hand. At the time of a showdown the best high hand and the best low hand will split the pot.

Collection Rate Schedule & Limits

No Bust Blackjack

The Collection applies to each hand played. The dealer will take the collection and spread it by the drop slot until the end of the hand. The drop will be placed in the drop slot and dropped at the end of the hand after all the cards have been racked.

\$2.00-\$10.00 Limit - \$.25 per bet per player	\$2.00 per player/dealer per bank
\$11.00-\$50.00 Limit - \$.50 per bet per player	\$2.00 per player/dealer per bank
\$51.00-\$200.00 Limit - \$1.00 per bet per player	\$2.00 per player/dealer per bank

HOW TO PLAY

1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card and a Joker is 21.
2. A single or multiple deck of standard cards is used. If multiple decks are used, one Joker is added to each deck.
3. When play begins, all players receive two face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.
4. Players have the option to draw additional cards after the completion of the initial deal. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."
5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."
6. If the player dealer's up card is a Joker, there is no draw.

OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a Natural as possible, without exceeding it. A Natural hand beats all other hands. A Natural consists of two Jokers.

GAME RULES

1. If a player's total is more than a 'Natural,' and the player dealer's total is a 'Natural,' or less, player dealer wins.
2. If a player's total is a 'Natural' or less, and the player dealer's total is more than a 'Natural,' player wins.
3. If a player's total is more than a 'Natural' and the player dealer's total is more than a 'Natural,' and:
player dealer is closer to a 'Natural,' then player dealer wins,
player is closer to a 'Natural,' it results in a push
4. Player dealer wins all ties over a 'Natural.'
5. If the player's total and the player dealer's total are both below a 'Natural,' the hand closest to a 'Natural' wins.
6. If the player and the player dealer have the same total equaling a 'Natural' or less, it is a push.

Advantage chart

FOR HIT CARDS

11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

DOUBLE DOWN SPLIT

1. Players may double down on any two cards and receive one draw card.
2. Players cannot split or double down any hand with a Joker.
3. Players splitting:
 - a. Aces will receive one draw card for each Ace only.
 - b. Any other pair or any two cards of 10 point value will receive multiple draw cards.
4. Players may double down after each split.
5. Multiple splitting is permitted (up to 2 times).
6. If the player dealer's second card is a Joker, double down and split wager receives no action.
7. All pay offs are to the extent money that the player dealer money covers.
8. Additional rules may apply.

HAND RANKINGS RULES FOR PLAYER DEALER

HAND RANKING

EXAMPLES

NATURAL

21



HARD 17 (must hit) SOFT 17
OR MORE (must stand) OR LESS

20



RULES FOR PLAYER

19



MUST STAND
HARD 20
OR MORE

MUST HIT
11 OR
LESS

HAVE OPTION
12
SOFT 20

18



17



16



15



14



13



12



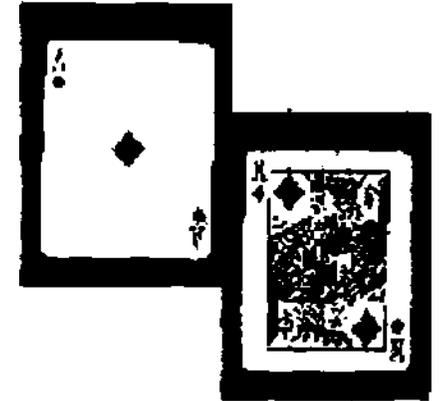
GLORIA'S

CARD ROOM

&

Cocktail Lounge

NO BUST BLACKJACK



SURRENDER

&

DOUBLE DOWN

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PAN

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

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

Rank of Cards

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

The Draw

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

The Shuffle

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

The Deals

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

Going On Top

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

The Play

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

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

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

Melds

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

Sequence

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

Set

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

Conditions

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

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

The Conditions are:

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

Increasing

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

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

Borrowing

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

Forcing Cards

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

Going Out

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

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

Irregularities

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

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

Incorrect Meld

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

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

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

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

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

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

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

A fourth card is turned next to the initial three.

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

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

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.