

Ocean View

Cardroom

Rule Book

Texas Hold'em

Game description:

Hold'em (also known as Texas Hold'em) is a variation of 7-Card Stud. Instead of Seven individual cards, each player is dealt two hole cards. Five community cards are then turned up on the table. As in Stud, Hold'em has structured betting. Spread limit games may be offered.

Hold'em uses a flat disc called a dealer button to indicate the player, who in theory dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to simulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind (called the big blind) clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards are delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.. Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (two from his hand or one from his hand and four from the board) to determine his best hand. Players may use all of the board cards which are termed "playing the board", and each must announce he is playing the board before mucking his hand.

The **Ranking of hands** is the same as in Draw Poker except there is no Joker. A new player entering any Hold'em game has three options: He may be dealt right in, he may take the big blind in position, or he may post the amount of the big blind if he is directly in front of the button. If he posts the blind in front of the button, it will jump him the next hand.

If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds, or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.

The dealer button always moves forward, and the blinds are adjusted accordingly.

Players who have not taken the big blind may move away from the blind and have two options: post the big blind; it is live, or wait and be dealt back in on the same position.

Players who are dealt less cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the floor person, turned face up and used as the first burn card. If it is discovered after substantial action, all monies, antes, and blinds are forfeited by that player, and his hand is declared dead.

If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.

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

If the dealer turns up the fourth card on the board before action is completed, the card does not play. After completion of the action, the next card is burned and the fifth card is put in the fourth cards place. After action is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then turn the fifth card, with no additional burn card.

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

A card exposed by the dealer on the initial deal will be replaced after all other cards are dealt, and the exposed card will be used as the burn card.

A card dealt off the table is **treated** as an exposed card.

If a card is exposed because it came in contact with the player it was intended for, the player must keep the card.

Texas Hold'em High-Low Split

Game description:

Played the same as Hold'em and high-low split with a 8 or better qualifier for low.

Ranking of hands are the same as in Texas Hold'em for high, and Lowball for low.

Omaha

Game description:

Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three additional betting rounds: after the flop, turn, and river cards. The five board cards are community cards which belong to all active players. A player must use exactly two cards from his hole hand and three cards from the board to produce his best five card hand.

Ranking of hands is the same as Texas Hold'em.

All general House and Hold'em rules apply to Omaha games.

Omaha High-Low Split

Game description:

Played the same as Omaha. Players may interchange hole cards being played and board cards being played, as long as they only use two hole cards for each high hand and each low hand. The best high hand and best low hand split the pot. An eight or better is needed to qualify for low. If there is no low hand, the best high hand wins the entire pot.

Ranking of hands are the same as in Hold'em for high, and Lowball for low.

Crazy Pineapple

Game description:

Crazy Pineapple is a form of Texas Hold'em except the players are dealt three down cards (hole cards) as their initial starting hands. A round of betting occurs. Three board cards are turned up simultaneously (the flop), followed by a round of betting. Players remaining in the hand must then discard (muck) one of their three hole cards so that each player has only two hole cards. The rest of the hand is played as Texas Hold'em. The dealer will announce "all hands clear" before burning and turning. If a player has failed to clear his hand, the hand is ruled dead.

Ranking of hands is the same as in Texas Hold'em.

All general House and Hold'em rules apply to Crazy Pineapple games.

Crazy Pineapple High-Low Split

Game description:

Crazy Pineapple High-Low Split is played the same as Crazy Pineapple. After the remaining players have discarded and the fourth card is dealt, it is played the same as Hold'em High-Low Split, with an 8 or better qualifier for low.

Ranking of hands are the same as Hold'em for high, and Lowball for low.

Draw Poker

House rules applicable to all draw-type poker games.

Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, players having less than five cards in their hands may receive additional cards providing no action has been taken by the first player to act, unless that action takes place before the deal is completed. However, the dealer-position player may still receive his fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand.

Any player may draw up to five cards.

If asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.

A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play the hand.

You may change the number of cards you want to draw providing: no cards have been dealt off the deck in response to your request and no players have acted on their hands based on the number of cards you have requested.

Cards exposed face up by the dealer before the draw must be kept.

Cards exposed by the dealer on the draw cannot be kept. If the card is exposed on the draw, the player will receive a replacement card at the end of the draw.

Ranking of hands:

Five Aces is the best possible hand (four aces and a joker). These are the general categories of hands in descending order of strength.

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

The Joker may be used as an ace, to complete a straight, or as the highest unmatched card in a flush.

There is no such thing as a double ace flush, even when it includes an ace and a joker. The joker would then represent the highest card not present in the hand.

Lowball

Game description:

In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the player's hand. Most five-card draw lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. A player may look at two cards and kill the pot (double the big blind).

Check-raise is not allowed.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than a five must be replaced after the deal has been completed.

After the draw, an exposed card(s) cannot be taken. The draw will be completed and the card(s) will be replaced. All cards dealt off the table are treated as exposed cards.

After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand of seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you made.

In the event of an all-in bet, a seven may call a short all-in bet after the draw and win. If players over call the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

A new player or a missed blind player has two options: wait for the big blind or kill the pot in any position.

Ranking of Hands:

The best lowball hand is 5-4-3-2-A, second is 6-4-3-2-A, third is 6-5-3-2-A, etc. A 7-6-4-3-2 is better than a 7-6-5-2-A.

Straights and flushes do not count against the player's hand.

7-Card Stud

Game Description:

7-Card Stud is played with two down cards and one up card, then a betting round, then three more up cards (with betting after each), then a final down card and a final round of betting. The best 5-card poker hand wins the pot. There is no joker in this game. Most 7-card stud games have structured betting. In a structured game such as \$3-\$6, the smaller bet is made on the first two betting rounds, and the larger bet is made after the 5th, 6th, and 7th cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. In all 7-Card Stud games, a bet and three raises are allowed. Spread limit games may be offered.

Ranking of hands are the same as Texas Hold'em.

In order to play all-in at the start of a hand, a player must have at least the ante.

If a player's first or second hole card is accidentally turned up, the third card will be dealt face down. In the case of an exposed hole card, the hand cannot be forced low.

If a dealer burns two cards, or fails to burn a card, he should, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card ~~was~~ received, then the player must accept the card.

If any player receives the last card face up, **all** other players will receive the last card face down. The player whose down card was exposed has two options: he can declare himself all-in for the portion of the pot already played and any subsequent betting will be on the side, or he may continue to be active in any further action in the pot on the final round. The player who was high on sixth street will initiate the action.

On all structured limit games, if a player makes an open pair on the fourth card, the player has the option of betting either \$3 or \$6. If he bets \$3, then the next player(s) may bet in increments of \$3 or \$6. If a \$6 bet is made, then raises must be made in increments of \$6.

If there are not enough cards left in the deck for each player, the dealer is to deal all cards except the last card. The dealer then scrambles the last card and the four burn cards, cuts the deck, burns a card, and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure there will not be enough cards for all players, he cannot give any of the players a down card. Instead, it will be announced to the table that there are not enough cards to go around, and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 6th street will initiate action.

A player must have seven cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.

A card accidentally dealt off the table must play. If it is the last card, it is treated as an exposed river card.

7-Card Stud High-Low Split

Game description:

This is another variation of 7-Card Stud where there can be two winners. The player with the best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for a high-low split game unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low split, 8 or better". If there is a qualifier, then betting rules are like 7-Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (clubs are the lowest, diamonds, hearts, finally spades) initiates betting action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on the 3rd and 4th street and larger limit thereafter, with an open pair not affecting the limits. Aces may be used for high or low and straights or flushes do not impair the value of a hand for low.

A player may use any five **cards** to make his **high** hand and any other grouping of cards, whether the same **as** the **high** hand or not, to make his best low hand.

Razz (7 - CardLow)

Game description:

The rules for Razz are exactly the same **as** 7-Card Stud, except Razz is a Lowball game. Since pairs **are** of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the **high** hand is first in each subsequent round, while in Razz, the **high** card has the forced opening and the low hand is first to act thereafter.

Ranking of hands are the same **as** in Lowball.

FEE COLLECTION

The fee collection will be taken by the dealer immediately prior to the flop. After the collection is taken, the dealer will convert it to a drop chip from his tray. The drop chip is then placed on the drop box slot, to be dropped at the end of the hand.

All fee collection rates **are** posted at each gaming table.

Collection Rate Schedule

Limit

Betting Limits	Number of Players	Table Fee
\$2 - \$4	1 - 6	\$2
	7 - 9	\$3
\$3 - \$6	1 - 6	\$4
	7 - 9	\$5
\$4 - \$8	1 - 6	\$4
	7 - 9	\$5
\$5 - \$10	1 - 6	\$4
	7 - 9	\$5
\$6 - \$12	1 - 6	\$4
	7 - 9	\$5
\$8 - \$16	1 - 6	\$4
	7 - 9	\$5
\$10 - \$20	1 - 6	\$5
	7 - 9	\$6
\$15 - \$30	1 - 6	\$5
	7 - 9	\$6
\$20 - \$40	1 - 6	\$5
	7 - 9	\$6
\$30 - \$60	1 - 6	\$5
	7 - 9	\$6
\$40 - \$80	1 - 6	\$5
	7 - 9	\$6
\$50 - \$100	1 - 6	\$5
	7 - 9	\$6

Collection Rate Schedule

Spread Limit

Spread Limits	Number of Players	Table Fee
\$1 - \$6	1 - 6	\$3
	7 - 9	\$4
\$2 - \$6	1 - 6	\$3
	7 - 9	\$4
\$2 - \$10	1 - 6	\$4
	7 - 9	\$5
\$3 - \$100	1 - 6	\$4
	7 - 9	\$5
\$3 - \$200	1 - 6	\$4
	7 - 9	\$5
\$4 - \$20	1 - 6	\$4
	7 - 9	\$5
\$5 - \$100	1 - 6	\$5
	7 - 9	\$5
\$5 - \$200	1 - 6	\$4
	7 - 9	\$5