

## Rules For Texas Holdem

Each player is dealt 2 cards face-down which the player may handle. In the center of the table, 5 cards will also be dealt face down. These 5 cards may be used by any player to complete a hand. The player may use ANY combination of his 2 cards and the 5 table cards to make a final hand of 5 cards.

After the ante, and a round of betting, 3 of the table cards will be turned over so that every player may see them. Another round of betting, and then 1 more card will be turned over. This will repeat once more and then a final round of betting will occur before the players show their hands. Texas Holdem is a high game only cards speak for themselves.

The player with the High hand will be awarded the pot. In the event 2 people have the same hand, they will split the pot.

Fees are collected from the blind position, before any cards are dealt. Wagering amounts are \$5.00 to \$10.00. Fee collection is \$3.00 per hand. A standard 52 deck of cards is used without any joker. The blind position will move in a clockwise direction around the table, until every player has had the blind position and dealer button. This is then repeated.

## TEXAS HOLD'EM

EACH PLAYER IS DEALT (2) CARDS FACE DOWN.

IN THE CENTER OF THE TABLE; EVENTUALLY, THERE WILL BE (5) CARDS DEALT FACE UP. THESE (5) CARDS MAY BE USED BY ANY PLAYER TO COMPLETE A HAND.

THE PLAYER MAY USE ANY COMBINATION OF HIS (2) CARDS AND THE (5) TABLE CARDS TO MAKE A FINAL HAND OF (5) CARDS.

A MAXIMUM OF (3) RAISES PER BETTING PERIOD.

IF THE BEST HAND IS ON THE BOARD, THEN SAME APPLIES TO EACH PLAYER.

THE ORDER OF PLAY:

1. BLINDS ARE POSTED;
2. DEALER DEALS EACH PLAYER (2) CARDS –  
BETTING PERIOD;
3. DEALER TURNS UP (3) CARDS IN CENTER OF TABLE  
(AFTER "BURNING" (1) CARD) –  
2<sup>ND</sup> BETTING PERIOD;
4. DEALER TURNS UP (1) CARD IN CENTER OF TABLE  
(AFTER "BURNING" (1) CARD) –  
3<sup>RD</sup> BETTING PERIOD;
5. DEALER TURNS UP (1) CARD IN CENTER OF TABLE  
(AFTER "BURNING" (1) CARD) –  
4<sup>TH</sup> FINAL BETTING PERIOD.

HOLD'EM CAN ALSO BE PLAYED HI-LOW SPLIT. THE RULES ARE THE SAME. PLAYERS' CARDS MAY BE USED FOR BOTH HIGH AND LOW. PLAYER MUST MAKE AN (8) OR BETTER TO QUALIFY FOR LOW.

### **Rules For Omaha Hi-Low 8 or Better For Low**

Omaha is very similiar to Texas Holdem, but each player is dealt 4 cards each. He or she is required to use 2, and only 2 of these 4 cards to complete the hand along with using only 3 of the table cards to make a final hand of 5 cards. The game is played Hi-Low cards speak for themselves. Straight and flushes do not qualify a low hand. The betting scheme is identical to Texas Holdem.

Omaha Hi-Low uses a standard 52 card deck with no jokers. Fees are collected in the blind position. Collections are made prior to any cards being dealt. Wagering amounts are \$2.00 to \$6.00, with a collection of \$2.00 per hand. Blind position and dealer button will go in a clockwise position, until all players have had the blind button and dealer button.

At showdown time, the low hand, providing it is an "eight or better", will split the pot with the high hand. Should there be no player holding an "8 or better to qualify", the entire pot is awarded to the best exposed High hand. In the event of tie hands, either hi or low, the pot will be split with those who have the tied hands. Players must use 2 of their personal 4 cards along with 3 of the common five to form a traditional poker hand, hi or low. They may use a different set of 2 cards to form each hand

## PAN

1. EACH PLAYER ANTES (1) CHIP.
2. EACH PLAYER IS DEALT (10) CARDS.
3. EACH PLAYER "DECLARES" WHETHER HE WILL "PLAY" HIS HAND OR "PASS". PLAYERS THAT PASS; LOSE THEIR ANTE. DEALER THEN "COLLECTS" ALL THE ANTES AND TAKES THE HOUSE RATE:  
(3) CHIPS FOR (6) OR (7) PLAYERS;  
(2) CHIPS FOR (5) PLAYERS;  
(1) CHIP FOR (4) OR FEWER.
4. EACH PLAYER IN TURN "DRAWS" A CARD. IF THE DRAWN CARD CAN BE USED TO MELD A CONDITION, THE PLAYER "PLACES" THE MELD FACE UP ON THE TABLE. HE THEN "DISCARDS" FROM THE CARDS REMAINING IN HIS HAND. IF HE CANNOT USE THE CARD HE HAS DRAWN, HE *MUST DISCARD* IT. THE FOLLOWING PLAYER *MAY USE* A CARD DRAWN AND NOT PLAYED BY THE PRIOR PLAYER, BUT HE *MAY NOT USE* A CARD DISCARDED FROM THE PRIOR PLAYER'S HAND.
5. WHEN A PLAYER HAS MELDED (11) CARDS, HE HAS "WON" THE HAND. HE IS "OUT", AND COLLECTS (2) CHIPS FROM EACH PLAYER IN THE HAND AS WELL AS THE ANTES RESERVED BY THE DEALER.

### DEFINITIONS:

#### VALID CONDITION:

A VALID CONDITION IS A "SET" OF (3) OR MORE CARDS OF THE SAME RANK ("A RUN"), OR (3) CARDS IN SEQUENCE SUCH AS 3-4-5 OF HEARTS ("A ROPE"), OF THE SAME SUIT.

- (a) SETS: (3) OR MORE CARDS OF THE SAME RANK. THEY MUST BE EITHER IN (3) OR MORE SUITS: (4) OF DIAMONDS, (4) OF HEARTS, (4) OF SPADES IS A VALID SET, OR (3) OR MORE IN THE SAME SUIT; THREE 4'S OF HEARTS IS A VALID SPREAD.
- (b) RUNS/ROPES: (3) OR MORE CARDS IN SEQUENCE OF THE SAME SUIT: 3-4-5 OF HEARTS IS A VALID RUN OR ROPE. SINCE THERE ARE NO (8's), (9's), OR (10's) IN THE PAN DECK; 7JQ IN THE SAME SUIT IS A VALID RUN.

#### FOUL HANDS:

IF AT ANY TIME A PLAYER DURING THE PLAY OF THE HAND IS FOUND TO HAVE *MORE OR LESS THAN (10) CARDS TOTAL* (UNLESS HE HAS MELDED (11) CARDS TO WIN THE HAND), HIS HAND IS "FOULED". HE MUST *SURRENDER HIS CARDS TO THE DEALER*, AND PAY THE PLAYER WHO WINS THE HAND.

IF AT ANY TIME A PLAYER DRAWS A CARD AND PLACES IT IN HIS HAND, HE HAS A "FOUL" HAND AGAIN HE MUST *SURRENDER HIS HAND* AND PAY THE

## PAN

1. Each player antes one chip.
2. Each player is dealt ten cards.
3. Each player declares whether he will play his hand or pass. Players who pass lose their ante. Dealer then collects all the antes and takes the house rate (2 chips for 5, 6, or 7 handed game, 1 chip for fewer players).
4. Each player in turn draws a card. If the drawn card can be used to meld a condition, the player places the meld face up on the table. He then discards from the cards remaining in his hand. If he cannot use the card he has drawn, he must discard it. The following player may use a card drawn and not played by the prior player, but he may not use a card discarded from the prior player's hand.
5. When a player has melded 11 cards, he has won the hand. He is "out", and collects 2 chips from each player in the hand, as well as the antes reserved by the dealer.

### Definitions:

Valid Condition: A valid condition is a set of 3 or more cards of the same rank, or a "run" or "rope" of 3 cards in sequence (such as 3-4-5 of hearts), of the same suit.

(a) SETS - 3 or more cards of the same rank. They must be either in 3 or more suits (4 of diamond, 4 of hearts, 4 of spades is a valid set), or 3 or more in the same suit (three 4's of hearts is a valid spread).

(b) RUNS (ROPES) - 3 or more cards in sequence, of the same suit (3 - 4 - 5 of hearts is a valid run or rope). Since there are no 8's, 9's, or 10's in the pan deck, 7JQ in the same suit is a valid run.

Foul Hands: If at any time a player during the play of the hand is found to have more or less than 10 cards total (unless he has melded 11 cards to win the hand), his hand is fouled. He must surrender his cards to the dealer, and pay the player who wins the hand.

If at any time a player draws a card and places it in his hand, he has a foul hand. Again, he must surrender his hand and pay the winner.

The S & K Cardroom in Eureka, Ca would like to start offering Pai-Gow Poker. I've enclosed a description of the game, how it is played, and how the house is compensated below. We will not need additional tables to operate this game.

### PAI-GOW POKER

Pai-Gow poker is a combination of the Ancient Chinese game of Pai-Gow and the American style of poker. The game is played with the traditional 52 card deck and one joker; the joker is used as a wild card and may be used to complete a flush, straight flush, a straight, or an ace. Example: A player has a 2 of spades, a 4 of spades, a jack of spades, queen of spades and a joker. The joker will then be used to complete the flush. Or if a player has a 4 of hearts, 5 of spades, 6 of diamonds, 7 of hearts, the joker will be used to complete the straight.

The game of Pai-Gow is very interesting because it is banked by the players, rotating counter clockwise and each player is limited to being the banker for 2 hands per round. The Banker plays against all other players. If most players do not wish to bank the game, then any one player can be the banker at all times. The House cannot be the banker of the game. The game will not be played if there is no player acting as the bank.

Each player is dealt seven cards after the order sequence is determined by the dealer. The player then creates 2 different hands from their cards, one 2 card hand and a 5 card hand. The 2 card hand is the low hand, and the 5 card hand is the high hand. The 2 card hand must be lower than the 5 card hand.

Example: 2 of diamonds, 2 of hearts, 3 of diamonds, 6 of diamonds, 7 of diamonds, 8 of diamonds, and a 10 of diamonds, is the cards dealt to an individual player. Player will set the hand by using the 3,6,7,8,10 of diamonds for their high hand, and a pair of 2's for their low hand. Both players hands must be higher than both of the bankers hand for the player to win. If one of the players hands is higher than bankers hand, and one of his hands is lower than the bankers hand, then it is a push. If both of the players hands are lower than the bankers hand, the player loses. Any hand that is set incorrectly is a automatic losing hand.

The Houses take or drop on this game \$.50 for hands of \$5.00 to \$50.00, \$1.00 for hands of \$51.00 to \$ \$100.00, and a maximum of \$3.00 per hand can be collected for larger bets.

Enclosed is the overall summary of the game of Push-Nine.

Push-Nine is played with a standard deck of 52 cards with no joker. There can be 10 players at each individual table. The anties are determined by the size of the game. For example, if the players are playing \$1.00 condition, each player anties \$1.00, if the players are playing \$2.00 condition, then their anties are \$2.00. Each table in Push-Nine is played with one condition, and one condition only.

The proper amount for the anties will automatically be posted in the bet position in front of each player. The dealer shuffles the cards, then deals hands of three cards for each player face down. The player who sits to the left of the dealer button starts the action. There is betting or checking at this point. A player can either call the bet, or fold his or hers hand. If the best hands or hand are tied, there will be a push pot. The players with the losing hands from the previous pot have the option to get into the push pot if they agree to buy half the amount of the push pot. For example, if the pot is \$20.00, the amount of the buy-in is ten dollars. The ranking of the best hands in Push-Nine is enclosed.

The house collects its fee from the antie from the person who has the dealer button, which moves in a clockwise order around the table. There is wagering after anties have been made, and the house collection has been taken. For example, if the players are playing \$2.00 condition, the player after the dealer button can either bet \$2.00 or check. The sequence continues in a clockwise manner and the players can either call the bet or fold their hands. There is a limit of 3 raises.

Aces in the game of Push-Nine are used in both a low and high capacity. When a player has 3 aces in his hand, aces are considered high, with 3 aces being the best hand you can have. When using an ace for a straight, for example, AKQ, then aces are considered high. In all other instances, Aces are considered low, for example if a player has a 5,2, and a ace, the ace would be considered one, and the player would have a hand equaling 8.

## PUSH-9:

### THE BEST HAND IN PUSH-9 GAME

#### RANKINGS:

- |     |          |     |   |
|-----|----------|-----|---|
| 1.  | AAA      | 14. | A K Q   |
| 2.  | KKK      | 15. | K Q J   |
| 3.  | QQQ      | 16. | Q J 10  |
| 4.  | J J J    | 17. | J 10 9  |
| 5.  | 10 10 10 | 18. | 10 9 8  |
| 6.  | 9 9 9    | 19. | 9 8 7   |
| 7.  | 8 8 8    | 20. | 8 7 6   |
| 8.  | 7 7 7    | 21. | 7 6 5   |
| 9.  | 6 6 6    | 22. | 6 5 4   |
| 10. | 5 5 5    | 23. | 5 4 3   |
| 11. | 4 4 4    | 24. | 4 3 2   |
| 12. | 3 3 3    | 25. | 3 2 1   |
| 13. | 2 2 2    | 26. | THREE FACE CARDS(KKQ, KKJ, KQQ, QQJ, JJK, JJQ)          |
|     |          | 27. | 9 (TWENTY-NINE, NINETEEN AND NINE COUNT AS 9 POINTS) *  |
|     |          | 28. | 8 (TWENTY-EIGHT, EIGHTEEN AND EIGHT COUNT AS 8 POINTS)  |
|     |          | 29. | 7 (TWENTY-SEVEN, SEVENTEEN AND SEVEN COUNT AS 7 POINTS) |
|     |          | 30. | 6 (TWENTY-SIX, SIXTEEN AND SIX COUNT AS 6 POINTS)       |
|     |          | 31. | 5 (TWENTY-FIVE, FIFTEEN AND FIVE COUNT AS 5 POINTS)     |
|     |          | 32. | 4 (TWENTY-FOUR, FOURTEEN AND FOUR COUNT AS 4 POINTS)    |
|     |          | 33. | 3 (TWENTY-THREE, THIRTEEN AND THREE COUNT AS 3 POINTS)  |
|     |          | 34. | 2 (TWENTY-TWO, TWELVE AND TWO COUNT AS 2 POINTS)        |
|     |          | 35. | 1 (TWENTY-ONE, ELEVEN AND ONE COUNT AS 1 POINT)         |
|     |          | 36. | 0 (THIRTY, TWENTY AND TEN COUNT AS ZERO POINT)          |

EXAMPLE FOR ZERO POINT: K K 10, K Q 10, K J 10, Q Q 10, J J 10,

A K 9, A 10 9, K 8 2, Q 7 3, 9 9 2, J 5 5, Q 6 4, 5 3 2, 8 7 5, .....

\*\*\* ALL FACE CARDS COUNT AS TEN \*\*\*

## **POKER GAMES**

### **Texas Hold-em Hi-Lo Split**

Texas Hold-em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold. Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At showdown, a player must use a combination of exactly two hole cards in their hand and three of the five community cards from the board to determine their best five-card high and five-card low poker hand. The highest and qualifying lowest (8 or better) five-card poker hands split the pot. If no low hand qualifies with an 8 or better, the highest five-card poker hand wins the entire pot. In the event of a tie, the portion of the pot that was tied will be equally split.

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## **POKER GAMES**

### **Pineapple**

Pineapple is played with a standard 52-card deck. All players receive three cards dealt face down (hole cards) as their personal hand. The first round of betting occurs. Three cards are turned face up in the middle of the board simultaneously (flop). The second round of betting occurs. One more card is dealt face up on the board (turn). A third round of betting occurs. The last card is dealt face up on the board (river card). The fourth round of betting occurs. Board cards are community cards for all players to use. A player may use any combination of five cards among the board cards and hole cards to form a poker hand. A player may choose to use all the board cards (playing the board) and no hole cards to form a poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot is split equally among the tied winning hands.

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## **POKER GAMES**

### **Omaha (High)**

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

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## LO-BALL

EACH PLAYER IS DEALT (5) CARDS.

THEN, THERE IS A ROUND OF BETTING. A **MAXIMUM** OF (3) RAISES IS ALLOWED (UNLESS ONLY TWO PLAYERS ARE PLAYING THE HAND. THERE IS **NO LIMIT** TO THE RAISES WHEN (2) PLAYERS ARE "HEADS-UP".

EACH PLAYER IS THEN ALLOWED TO DISCARD CARDS FROM THEIR HAND AND DRAW ADDITIONAL CARDS, IF DESIRED.

THEN, AN ADDITIONAL ROUND OF BETTING IS ALLOWED.

AFTER ALL BETS HAVE BEEN MADE, EACH PLAYER WILL SHOW THEIR CARDS.

THE LOWEST POSSIBLE HAND IS THE WINNER  
(ACE - 2 - 3 - 4 - 5).

STRAIGHTS AND FLUSHES DO NOT DISQUALIFY A HAND FOR LOW.

THE GAME IS PLAYED WITH (1) JOKER. IT FITS IN THE HAND AS THE LOWEST CARD POSSIBLE.