

GAME RULES

House rules

1. A button is placed in front of the player to the left of the house dealer and rotates around the table after the completion of each hand, to signify who pays for that game and which game is played.
2. Betting always starts at the left of the button, unless the rules of that particular game dictate otherwise.
3. Only the dealer touches the discards.
4. If a player describes his/her hand better than it is, causing another player to discard, the a for mentioned player forfeits his/her right to the pot.
5. The winner is always declared after the dealer has inspected the winning hand.
6. Winning hands are decided by the following order unless otherwise stated.

Winning order for all games unless otherwise stated

1. Royal Flush -(A K Q J 10) all in the same suit is the highest natural hand..
2. Straight Flush- A straight flush is a straight (5 cards in order, such as 7-8-9-10-J) that are all the same suit. As in a regular straight, you can have an ace either high (A-K-Q-J-T) or low (A-2-3-4-5). You can not use the Ace in a wraparound and example would be K-A-2-3-4, which is not a straight.
3. Four of a Kind- Four cards of the same rank like four Aces or Four Kings. If there are two or more hands that qualify, the hand with the higher rank four of a kind wins. If you are playing a game with wild cards, you may have two four of a kind with the same rank. In this case you use the High Card rule (#9 on this list).
4. Full House-A full house is a three of a kind and a pair, such as K-K-K-2-2. When there are two full houses the tie is broken by the three of a kind. An example would be J-J-J-5-5 would beat 9-9-9-A-A. If for some reason the three of a kind cannot determine the victor then you go to the pair to decide (this would only happen in a game with wild cards). An example of this would be K-K-K-A-A would beat K-K-K-J-J.
5. Flush-A flush is a hand where all of the cards are the same suit, such as A-J-9-7-5, all of Diamonds. When flushes tie, follow the rules for High Card.
6. Straight-Five cards in rank order, but not of the same suit (it can be any combination of the four suits). An example of a straight is 2-3-4-5-6. The Ace can either be high or low card, either A-2-3-4-5 or 10-J-Q-K-A. Wraparounds are not allowed (an example being K-A-2-3-4). When two straights tie, the highest straight wins, K-Q-J-10-9 would beat 5-4-3-2-A. If two straights have the same value, see #9
7. Three of a Kind - Three cards of any rank with the remaining cards not being a pair (that would be a full house if it were). Once again the highest ranking three of a kind would win. K-K-K-2-4 would beat Q-Q-Q-2-3. If both are the same rank (only in a wild card game), then the High Card rule comes into effect with the remaining two.
8. Two Pair - Two distinct pairs of card and a 5th card. The highest-ranking pair wins ties. If both hands have the same high pair, the second pair wins. If both hands have the same pairs, the high card wins.

9. **Pair-One** pair with three distinct cards. Highest ranking pair wins. High card breaks ties.
10. If hands are tied the winner is determined by the suit in alphabetical order C,D,H,S
11. In the case a "Wild Card" is use # 5 and #6 switch and Five of A kind is the best hand possible.

Betting and antes

1. Bets will placed according to the rules of each game.
2. A \$1.00 ante will be placed into the pot before play begins, except for Texas Hold-em. (see Texas Hold-em game rules.)

Fee collection

Before the cards are dealt and the ante is placed, the person with the button (see #1 of House Rules) pays for that game. If there are 1 to 4 players the charge is \$1.00. If there are 5 or more players the charge is \$2.00.

Specific game rules

5 Card Stud: First, players ante. Next, the dealer deals 1 card down with 4 up to each player in rotating order from the left of the button, with a betting round after each card dealt. The player with the highest card or cards showing begins the betting in all rounds.

7 Card Stud: First, players ante. Next, the dealer deals 2 cards down and 1 card up to each player in rotating order from the left of the button with a betting round. Then 3 more cards are dealt face up with betting in between each card. Finally, the last card is dealt face down with a betting round to follow. The player with the highest card or cards showing begins the betting in all rounds.

Draw Poker: First, players ante. Next, The dealer deals five cards in rotating order face down to each player from the left of the button. The player on the left of the button may open the pot. Each player can pass, bet, fold, call, or raise. Once everybody has folded or matched all raises, the player on the left of the button lays down how many cards he/she would like and the dealer deals that many replacement cards up to four. The rest of the players receive their cards and another round of betting is done starting with the player on the left of the button.

Texas Hold-Em: In Texas Hold-Em each player receives two uninterrupted cards dealt face down as their initial hand. There is a round of betting after these cards have been delivered. The Dealer burns a card then three board cards (called "the Flop") are now turned simultaneously face up in the center of the table and another round of betting occurs. The Dealer then burns a card then the next two board cards are turned face up in the center of the table, one at a time with a round of betting after each card. These board-cards are community cards shared by all active players at the table. At the completion of

each hand each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best high hand.

Hold-Em uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the 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 start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live and if there are no raises, blind may raise themselves when the action comes to them.

1. Blinds are considered to be live and if there are no raises, blinds may raise themselves when the action comes to them.
2. Check and raise permitted.
3. A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only 2 players remaining.
4. In all Hold-Em games, the lower limit will be used on the initial betting round and the flop. The higher limit will be used on the 4th and 5th cards.
5. String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
6. A player may get full action on his moneys though only a bet constitutes a bet or raise. Anything less than a full bet considered to be action only.

Example: In a \$5 and \$10 game, on the last card, the first play bets \$10. The next player goes all-in for \$18. The next player may call the initial bet of \$10 and \$8 action (a total of \$18) may raise the initial bet of \$10 to \$20. The \$8 is action only, for a raise.

7. A bet must be completed before it can be raised.

Example: In a \$5 and \$10 game, on fourth street, if the final player goes all-in for \$6, the next player may either call the bet or complete the bet to \$10. He may NOT call the \$6 and raise the \$10.

8. A player who puts a single chip into the pot that is larger then the bet to him is assumed to have called the bet unless he/she announces "raise".

9. Any hand that remains intact is not dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owners explicit request. A hand thrown away and turned face up by another player or is requested to be turned up by the dealer by another player is not a live hand and may be used for informational purposes only.
10. A card placed face up in the deck (boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. If the joker is dealt to a player as a down card, it will be replaced after that round of cards have been dealt from the middle of the deck. If a player does not call attention to the joker among his down cards before acting on his/her hand, he/she has a foul hand and forfeits all rights to the pot.
11. If a player's hole card is exposed due to a dealer error, he/she must not keep the card. It will be replaced from the bottom half of the deck after the deal has been completed. If two or more cards are exposed on the deal it is a misdeal.
12. If four cards are accidentally turned by the dealer on the flop the 4th card will be taken back and used as the burn card if it can be identified. If it cannot be identified or if five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which will remain burned. The dealer will then burn a card and proceed with the flop.
13. If cards are accidentally dealt to a "dead" (non-playing) position, the hand is dead and play will continue. However, if a player gets involved in a pot with a dead hand, the hand will play. If that player wins the hand, he must post the proper blinds to be dealt in again. If he loses, he will continue to be dealt in.
14. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
15. If the dealer turns up the 4th card on the board before the round of betting is complete, the card is not in play. After the betting is complete, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not burn cards or discards. The dealer will then burn a card and deal the 5th card.
16. If the 5th card is turned up before betting is completed it shall be reshuffled in the same manner as the previous rule.

17. A player must show all cards in order to win the pot. One card up and the other face down is not a valid hand. Even those who are playing the board must show their hole cards in order to win the pot.
18. If a player in action misses his blinds for any reason he may resume play by posting the total amount of blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live. A new player being seated from the rail may post the big blind ONLY and be dealt in.

Buy-In	Limit	Blinds
10	1 & 2	50 - 1.00
20	2 & 4	1.00 - 2.00
40	3 & 6	1.00 - 3.00
60	6 & 12	4.00 - 6.00
200	10 & 20	5.00 - 10.00

In games of 3—6 limit or lower less than 5 bets of the lower limit will be considered a short buy.

In games of 5—10 limit or larger, less than 5 bets of the higher limit will be considered a short buy.

Low Ball: Low ball is played exactly the same as draw poker. If, however, openers do not happen to be dealt and everyone has passed, the game is continued on the basis of the low hand wins, and the first player to the left of the button has the option of opening or passing and each player has a turn in the same rotating order as the previously played draw poker hand. Should all players pass, a new deal is dealt as in draw poker, and the game continues as described above.