TEXAS HOLD-EM

Texas Hold-Em is played with a 52 card deck with no joker. From a total of seven cards with the object being to make the best five card high hand using any combination of two hole cards in conjunction with five community board cards placed face-up by the dealer.

1. Each player receives two cards as their initial hand. There is a round of betting after these cards have been dealt.

2. Once the betting round is complete the dealer must burn the first card from the top of the deck. The dealer will rap the table conspicuously with a closed hand in a knocking motion, which is to let players aware that cards are about to be dealt.

3. Three board cards are turned over simultaneously (called the flop). These cards are available to all players and another round of betting is made upon their arrival.

4. Dealer burns another card.

5. Another card is then placed face up with the three board cards (known as the turn card) followed by another round of betting.

6. Another card is burned.

7. The final board card is placed face up (river card) followed by the last betting round.

8. There will be a total of three burn cards one before the flop, one before the fourth card, and one before the fifth and final card.

Texas Hold-Em uses a flat disk called a dealer button to indicate the player, who in theory deals the cards for a pot. (The player with the button) is the last to receive cards on the initial deal and has the right of last action on betting rounds.

Except for the first betting round one or more blinds are used to stimulate action and initiate play. All blinds are posted before players look at their cards.

Blinds count as part of player's bet unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the middle of the pot.

Blinds are posted by players setting 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 clockwise from the button.

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. he/she 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, Ace. 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 (mucker) 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 (mucker) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she 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 he/she 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 he/she takes the top card of the deck, he/she 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) he/she 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 he/she 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, fives, 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/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

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

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

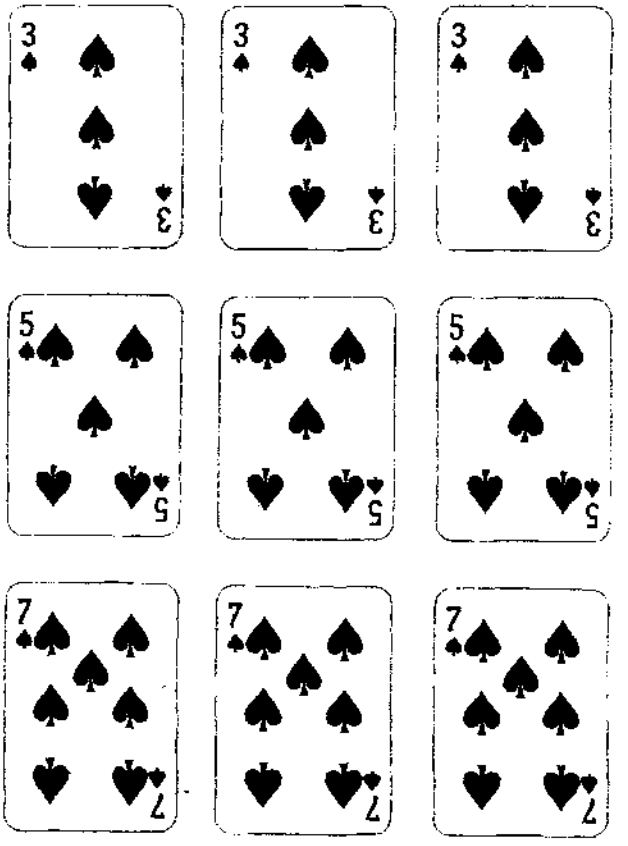
Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a playeris 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/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she 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/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her 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/she has made the meld valid before attention is called to it, there is no penalty.



LOW BALL

1. Low Ball is a draw poker game where the lowest five card poker hand wins. The game is played with the standard 52-card deck and one joker making a 53 total. The joker must be used as the lowest card not already present in the player's hand.
2. Typically, the first two or three players post blinds, which are a portion of the opening bet. The size of the blinds are determined by the limit of the game being played. Players post their blinds and are dealt five cards face down, one at a time in rotation.
3. The dealer will start the deal with the first player to the left of the dealer button and complete the deal with the player on the dealer button.
4. If a player is dealt more than 5 cards and it is discovered before he/she acts upon his/her hand, the extra card will be retrieved by the dealer and placed on the top of the deck as a burn card. If the card is exposed during this process the hand will be deemed dead. A player receiving less cards than required will receive a card from the top of the deck. If either situation occurs after any player has acted upon their hand, all bets and blinds are forfeited by that player.
5. A round of betting ensues for players who wish to continue and contend for the pot.
6. Active players may elect to discard any number of their original cards in attempts to improve their hand. The lowest five card hand wins.
7. There are two betting rounds one before the draw, and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.
8. A check and raise is permissable as long as the player who chooses this action shows a card from their hand being an eight or better.
9. Participating players have two options:
    A. Wait for the big blind.
    B. Kill the pot in any position.

Players may look at two cards and kill the pot (double the blind). When a pot has been killed the betting limits before and after the draw are doubled, and the kill is last to act.
10. If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.
11. Before the draw an exposed card of five and under must be accepted. An exposed card higher than a five must be replaced after the deal has been completed.
12. After the draw exposed cards cannot be accepted. After the deal has been completed exposed cards will be replaced.
13. You may not check a seven or better to win. If a seven or better is checked, provided it is the best hand all action after the draw is void. If you have checked a seven or better you cannot win any subsequent bets although you are still eligible to win whatever was in the pot before the draw. If you have checked and your hand is beaten by a better hand you will lose the entire pot including any additional calls you make.
14. Remaining cards in a deck after the deal has been completed are used as draw cards and can be dealt to players wishing to draw with the exception of the last card in the deck. In case of insufficient cards the dealer will gather all discards of players who did not wish to continue. The dealer is careful during this gathering of cards to not include discards of players waiting to draw.
15. When the final round of betting is complete the players are asked to show down their hands so the player with the lowest five card poker hand can win the pot.

LOW BALL

1 LIMIT $4.00 UP TO $20.00 YOU MAY RAISE AS MANY TIMES AS THERE IS ANOTHER RAISER, BEFORE + AFTER THE DRAW

CUT TIME

$4.00 FROM EACH PLAYER ON THE HR. + ½ HR.

FIVE CARD DRAW POKER

The object of five-card draw is to make the best five-card high poker hand.

Each cardroom licensee shall be required to observe the procedures set forth in this section for each game of five-card draw low poker offered.

1. Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placing of an ante, and the amount of the ante shall be posted.

2. The order in which the cards shall be dealt and the order in which players shall be determined in accordance with the procedures shall be governed by the use of a button.

3. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the button being the last player to receive a card each time.

4. After each player has been dealt five cards face down, an initial betting round of betting shall commence. Starting with the player to the immediate left of the button, continuing in a clockwise rotation.

5. After completion of the initial betting round each player remaining in the round of play starting with the player to the immediate left of the button and continuing in a clockwise rotation shall have opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep the original five cards dealt to them, or discard as many as they choose. Each discarded card shall be replaced by the dealer with a new card dealt from the deck. Before any new cards are dealt the dea;ler shall burn the top card of the deck. If insufficient cards remain in the deck for each participating player wanting to discard, the discards from non-players shall be reshuffled and used. Any player who has not requested an exchange for new cards prior to the reshuffle, shall not be included in the draw of reshuffled cards.

6. Final betting round shall commence with the option to bet or check starting with the player immediately left of the button continuing clockwise until the last player wishing to respond to any fold, bet, or raise has responded.

7. If more than one player remains in the round of play after the final round has been completed a showdown shall determine the winner or winners of the pot. The winner shall be determined by:

1. **IN HIGH POKER: THE PLAYER WITH THE HIGHEST RANKING FIVE CARD HIGH HAND.**
2. ~~**IN LOW POKER: THE PLAYER WITH THE BEST LOW RANKING FIVE CARD LOW HAND.**~~

DRAW POKER

1 LIMIT $4.00 UP TO $20.00 YOU MAY RAISE AS MANY TIMES AS THERE IS ANOTHER RAISER, BEFORE + AFTER THE DRAW

CUT TIME

$4.00 FROM EACH PLAYER ON THE HR. + ½ HR.