

THIS IS THE OFFICIAL RULEBOOK FOR OUR CARDROOM

Welcome to our cardroom. Your presence in our establishment means that you agree to abide by our rules and procedures. By taking a seat in one of our card games, you are accepting our management to be the final authority on all matters relating to that game.

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SECTION 1 - PROPER BEHAVIOR

CONDUCT CODE

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our cardroom to violators. The following are not permitted:

Collusion with another player or any other form of cheating.

Verbally or physically threatening any patron or employee.

Using profanity or obscene language.

Creating a disturbance by arguing, shouting, or making excessive noise.

Throwing, tearing, bending, or crumpling cards.

Destroying or defacing property.

Using an illegal substance.

Carrying a weapon.

POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

Deliberately acting out of turn.

Deliberately splashing chips into the pot.

Agreeing to check a hand out when a third player is all-in.

Softplaying by refusing to bet against a certain opponent whenever heads-up.

Reading a hand for another player at the showdown before it has been placed faceup on the table.

Telling anyone to turn a hand faceup at the showdown.

Revealing the contents of a live hand in a multihanded pot before the betting is complete.

Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.

Needlessly stalling the action of a game.

Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).

Stacking chips in a manner that interferes with dealing or viewing cards.

Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

Using a cell phone at the table.

TOBACCO USE

(These rules are for an establishment that does not completely bar smoking.)

The seat on each side of the dealer is a nonsmoking seat.

Cigar or pipe smoking is not allowed in the cardroom.

Smoking by a guest or spectator is not allowed.

SECTION 2 - HOUSE POLICIES

DECISION-MAKING

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the shift supervisor are final.
3. The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.
5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed. The delay could be to check the overhead camera tape, get the shift supervisor to give the ruling, or for some other good reason. In such circumstances, a pot or portion of it may be impounded by the house while the decision is pending.
8. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.
9. A player, before he acts, is entitled to request and receive information as to whether any opposing hand is alive or dead, or whether a wager is of sufficient size to reopen the betting.

PROCEDURES

1. Only one person may play a hand.
2. No one is allowed to play another player's chips.
3. Management will decide when to start or close any game.

4. Collections (seat rental fees) are paid in advance. In all time-collection games, the dealer is required to pick up the collection from each player before dealing. A player not wishing to pay collection may play one courtesy hand in stud, and may play until the blind in button games, provided no one is waiting for the game. If there is more than one person on the list for that game when the collection becomes due, everyone must pay collection. A new player is not required to pay if there is either no list or only one person waiting.
5. Cash is not allowed on the table. All cash should be changed into chips in order to play. If a player seems unaware of this rule and tries to play unnoticed cash that was on the table during a pot, the dealer may let the cash play if no one in the pot objects, then have all the cash changed into chips after the hand. Any chips from another cardroom are not permitted on the table, do not play in the game, and when found will be treated similarly to unnoticed cash. [See Section 16 – “Explanations,” discussion #5, for more information on this rule.]
6. Money and chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player’s absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.
7. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
8. All games are table stakes (except “playing behind” as given in the next rule). Only the chips in front of a player at the start of a deal may play for that hand, except for chips not yet received that a player has purchased. The amount bought must be announced to the table, or only the amount of the minimum buy-in plays. Awareness of the amount being in play for each opponent is an important part of poker. All chips and money must be kept in plain view.
9. "Playing behind" is allowed only for the amount of purchased chips while awaiting their arrival. The amount in play must be announced to the table, or only the amount of the minimum buy-in plays.
10. Playing out of a rack is not allowed.
11. Permission is required before taking a seat in a game.
12. Playing over without permission from the floorperson is not allowed. A playover box is required. Permission from the absent player is not necessary.
13. Pushing bets (“saving” or “potting out”) is not allowed.
14. Pushing an ante or posting for another person is not allowed.

15. Splitting pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.
16. Insurance propositions are not allowed. Dealing twice (or three times) when all-in is permitted at big-bet poker.
17. The game's betting limit will not be changed if two or more players object. Raising the limit is subject to management approval.
18. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
19. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
20. Your chips may be picked up if you are away from the table for more than 30 minutes. Your absence may be extended if you notify a floorperson in advance. Frequent or continuous absences may cause your chips to be picked up from the table.
21. A lock-up in a new game will be picked up after five minutes if someone is waiting to play. No seat may be locked up for more than ten minutes if someone is waiting to play.
22. A new deck must be used for at least a full round (once around the table) before it may be changed, and a new setup must be used for at least an hour, unless a deck is defective or damaged, or cards become sticky.
23. Looking through the discards or deck stub is not allowed.
24. After a deal ends, dealers are asked to not show what card would have been dealt.
25. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
26. A non-player may not sit at the table.
27. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.
28. Speaking a foreign language during a deal is not allowed.

SEATING

1. You must be present to add your name to a waiting list.
2. It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the list-person, and can leave money for a lockup. The lockup amount is \$20.
3. When there is more than one game of the same stakes and poker form, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.
4. A player may not hold a seat in more than one game.
5. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
6. When a button game starts, active players will draw a card for the button position. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games.
7. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number. If so, a seat will be removed as soon as someone quits the game.
8. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.
9. To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit, and cannot play in the must-move game or get on that list for one hour.
10. In all button games, a player going from a must-move game to the main game may play until due for the big blind. The player must then enter the game as a new player, and may either post an amount equal to the big blind or wait for the big blind. In all stud games, a player may play only one more hand before moving.

11. You must play in a new game or must-move game to retain your place on the list, if with your playing there would be three or fewer empty seats.
12. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.
13. In all button games, a player voluntarily locking up a seat in another game must move immediately if there is a waiting list of two or more names for the seat being vacated, except that the player is entitled to play the button if a blind has already been taken. Otherwise, a player may play up to the blind before moving. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.
14. When a game breaks, each player may draw a card to determine the seating order for a similar game. The floorperson draws a card for an absent player. If the card entitles the absent player to an immediate seat, the player has until due for the big blind in a button game to take the seat (two hands in a stud game), and will be put first up on the list if not back in time.

SECTION 3 - GENERAL POKER RULES

THE BUY-IN

1. When you enter a game, you must make a full buy-in. At limit poker, a full buy-in is at least ten times the maximum bet for the game being played, unless designated otherwise.
2. You are allowed to make only one short buy-in for a game. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands.
3. A player coming from a broken game or must-move game to a game of the same limit may continue to play the same amount of money, even if it is less than the minimum buy-in. A player switching games voluntarily must have the proper buy-in size for the new game. A player switching games is not required to buy in for any more than the minimum amount.

MISDEALS

1. Once action begins, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.
2. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.
 - (a) The first or second card of the hand has been exposed by a dealer error.
 - (b) Two or more cards have been exposed by the dealer.
 - (c) Two or more boxed cards (improperly faced cards) are found.
 - (d) Two or more extra cards have been dealt in the starting hands of a game.
 - (e) An incorrect number of cards has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - (f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burncard).
 - (g) The button was out of position.
 - (h) The first card was dealt to the wrong position.
 - (i) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - (j) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

DEAD HANDS

1. Your hand is declared dead if:
 - (a) You fold or announce that you are folding when facing a bet or a raise.
 - (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
 - (c) In stud, when facing a bet, you pick your upcards off the table, turn your upcards facedown, or mix your upcards and downcards together.
 - (d) The hand does not contain the proper number of cards for that particular game (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live). [See Section 16 - "Explanations," discussion #4, for more information on the stud portion of this rule.]
 - (e) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
 - (f) You have the clock on you when facing a bet or raise and exceed the specified time limit.
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
3. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

IRREGULARITIES

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.

4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
7. A card discovered faceup in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was faceup in the deck will be replaced after all other cards are dealt for that round.
8. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
10. One or more cards missing from the deck does not invalidate the results of a hand.
11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.
12. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A downcard dealt off the table is an exposed card.
13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.
14. If you drop any cards out of your hand onto the floor, you must still play them.
15. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

16. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded, provided the deck stub, boardcards, and burncards are all sufficiently intact to determine the proper replacement card.
17. If the deck stub gets fouled for some reason, such as the dealer believing the deal is over and dropping the deck, the deal must still be played out, and the deck reconstituted in as fair a way as possible.

BETTING AND RAISING

1. The smallest chip that may be wagered in a game is the smallest chip used in the antes, blinds, rake, or collection. (Certain games may use a special rule that does not allow chips used only in house revenue to play.) Smaller chips than this do not play even in quantity, so a player wanting action on such chips must change them up between deals. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.
2. Check-raise is permitted in all games, except in certain forms of lowball.
3. In no-limit and pot-limit games, unlimited raising is allowed.
4. In limit poker, for a pot involving three or more players who are not all-in, these limits on raises apply:
 - (a) A game with three or more betting rounds allows a maximum of a bet and three raises.
 - (b) A game with two betting rounds (such as lowball or draw) allows a maximum of a bet and four raises. [See “Section 16 - Explanations,” discussion #6, for more information on this rule.]
5. Unlimited raising is allowed in heads-up play except in tournaments. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up. (For tournament play in limit events there will be a limit to raises even when heads-up until the tournament is down to two players.)

6. Any wager not all-in must be at least the size of the previous bet or raise in that round.
7. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player who has not yet acted (or had the betting reopened to him by another player's action), facing an all-in wager of less than half a bet, may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (An example of a full raise on a \$20 betting round is raising a \$15 all-in bet to \$35.) Multiple all-in wagers, each of an amount too small to individually qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.
8. In limit poker, if you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
9. A verbal statement in turn denotes your action, is binding, and takes precedence over a differing physical action.
10. Rapping the table with your hand is a pass.
11. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. A player who has called out of turn may not change his wager to a raise on the next turn to act. An action or verbal declaration out of turn is binding unless the action to that player is subsequently changed by a bet or raise. If there is an intervening call, an action may be ruled binding.

12. To retain the right to act, a player must stop the action by calling “time” (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
13. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you. At pot-limit or no-limit betting, if there is a gross misunderstanding concerning the amount of the wager, see Section 14, Rule 8.
14. String raises are not allowed. The dealer should enforce obvious infractions to this string-raise law without being asked. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
15. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
16. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

THE SHOWDOWN

1. To win any part of a pot, a player must show all of his cards faceup on the table, whether they were used in the final hand played or not.

2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot. (For more information on miscalling a hand see “Section 11 - Lowball,” Rule 15 and Rule 16.)
3. Any player, dealer, or floorperson who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.
5. Any player who has been dealt in may request to see any hand that was eligible to participate in the showdown, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.
7. If there is a side pot, the winner of that pot should be decided before the main pot is awarded. If there are multiple side pots, they are decided and awarded by having the pot with the players starting the deal with the greatest number of chips settled first, and so forth.

8. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because someone is all-in), players are asked to aid in determining the pot winner by not showing their cards until a pot they are in is being settled. A player may opt to throw his hand away after all the betting for the deal is over, rather than compete to win the pot. However, the other players do not lose the right to request the hand be shown if he does so.

TIES

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank (no redeal or redraw).
2. Dealing a card to each player is used to determine things like who moves to another table. If the cards are dealt, the order is clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine things like who gets the button in a new game, or seating order coming from a broken game.
3. An odd chip will be broken down to the smallest unit used in the game.
4. No player may receive more than one odd chip.
5. If two or more hands tie, an odd chip will be awarded as follows:
 - (a) In a button game, the first hand clockwise from the button gets the odd chip.
 - (b) In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. (When making this determination, all cards are used, not just the five cards that constitute the player's hand.)
 - (c) In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker form, and the odd chip between tied low hands is awarded as in a low game of that poker form. If two players have identical hands, the pot will be split as evenly as possible.
 - (d) All side pots and the main pot will be split as separate pots, not mixed together.

SECTION 4 - BUTTON AND BLIND USE

In button games, a non-playing dealer normally does the actual dealing. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has the right of last action on all but the first betting round. The button moves one seat clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet (unless a certain structure or situation specifies otherwise). A blind other than the big blind may be treated as dead (not part of the poster's bet) in some structures, as when a special additional "dead blind" for the collection is specified by a cardroom. With two blinds, the small blind is posted by the first player clockwise from the button and the big blind is posted by the second player clockwise from the button. With more than two blinds, the smallest blind is normally left of the button (not on it). On the initial betting round, action starts with the first player to the left of the blinds. On all subsequent betting rounds, the action starts with the first active player to the left of the button.

RULES FOR USING BLINDS

1. The minimum bring-in and allowable raise sizes for the opener are specified by the poker form used and blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.
2. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
 - (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
 - (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands. [See "Section 16 – Explanations," discussion #1, for more information on this rule.]
3. In heads-up play with two blinds, the small blind is on the button. When play becomes heads-up, the player who had the big blind the most recently is given the button, and his opponent is given the big blind.
4. A new player entering the game has the following options:
 - (a) Wait for the big blind.
 - (b) Post an amount equal to the big blind and immediately be dealt a hand. (In lowball, a new player must either post an amount double the big blind or wait for the big blind.)

5. A new player who elects to let the button go by once without posting is not treated as a player in the game who has missed a blind, and needs to post only the big blind when entering the game.
6. A person playing over is considered to be a new player, and must post the amount of the big blind or wait for the big blind.
7. A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes. [See “Section 16 – Explanations,” discussion #5, for more information on this rule.]
8. Chips posted by the big blind are treated as a bet.
9. A player posting a blind in the game’s regular structure has the option of raising the pot at the first turn to act. This option to raise is retained if someone goes all-in with a wager of less than the minimum raise.
10. A player who misses any or all blinds can resume play by either posting all the blinds missed or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live. The remainder is taken by the dealer to the center of the pot and is not part of your bet. When it is your next turn to act, you have the option to raise.
11. If a player who owes a blind (as a result of a missed blind) is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips, and has not yet acted. If the player acts on the hand and plays it, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.
12. A player who goes all-in and loses is obligated to make up the blinds if they are missed before a rebuy is made. (The person is not treated as a new player when reentering.)
13. These rules about blinds apply to a newly started game:
 - (a) Any player who drew for the button is considered active in the game and is required to make up any missed blinds.
 - (b) A new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat.
 - (c) A player may change seats without penalty, provided a blind has not yet passed the new seat.
14. If you move closer to the big blind, you can be dealt in without any penalty.

15. In all multiple-blind games, a player who changes seats will be dealt in on the first available hand in the same relative position. Example: If you move two active positions away from the big blind, you must wait two hands before being dealt in again. If you do not wish to wait and have not yet missed a blind, then you can post an amount equal to the big blind and receive a hand. (Exception: At lowball you must kill the pot, wait for the same relative position, or wait for the big blind; see "Section 11 – Lowball," rule #7.)
16. A player who "deals off" (by playing the button and then immediately getting up to change seats) can allow the blinds to pass the new seat one time and reenter the game behind the button without having to post a blind.
17. A live "straddle bet" is not allowed at limit poker except in specified games.

SECTION 5 - HOLDEM

In holdem, players receive two downcards as their personal hand (holecards), after which there is a round of betting. Three boardcards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are common cards used by all players, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

RULES

These rules deal only with irregularities. See the previous chapter, “Button and Blind Use,” for rules on that subject.

1. If the initial holecard dealt to the first or second player is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one.)
4. If the dealer failed to burn a card before dealing the flop, or burned two cards, the error should be rectified by using the proper burncard and flop, if no boardcards were exposed. The deck must be reshuffled if any boardcards were exposed.
5. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if all subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.

6. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard by any player, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
7. If the flop needs to be redealt for any reason, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card. [See “Section 16 – Explanations,” discussion #4, for more information on this rule.]
8. A dealing error for the fourth boardcard is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card’s place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner. [See “Section 16 – Explanations,” discussion #4, for more information on this rule.]
9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claim to the pot. (The rule for tournament play is you must retain your hand and show it if asked, in order to win part of the pot.)

SECTION 6 - TOURNAMENTS

By participating in a tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play. Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities is not allowed. A penalty may be given for discussion of hands during the play.

1. Whenever possible, all rules are the same as those that apply to live games.
2. Initial seating is determined by random draw or assignment. (For a one-table satellite event, cards to determine seating may be left faceup so the earlier entrants can pick their seat, since the button is assigned randomly.)
3. A change of seat is not allowed after play starts, except as assigned by the director.
4. The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.
5. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director anytime after a new betting level is begun or a half-hour has elapsed, whichever occurs first.
6. A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director.
7. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes, and have the forced lowcard bet put into the pot at stud.
8. In all tournament games using a dealer button, the starting position of the button is determined by the players drawing for the high card.
9. Limits and blinds are raised at regularly scheduled intervals.
10. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)

11. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind or ante structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the 1-seat, with each player receiving all cards before any cards are dealt to the next player. A player may not be eliminated from the event by the chip-change process. If a player has no chips after the race has been held, he will be given a chip of the higher denomination before anyone else is awarded a chip. Next, the player with the highest card by suit gets enough odd chips to exchange for one new chip, the second-highest card gets to exchange for the next chip, and so forth, until all the lower-denomination chips are exchanged. If an odd number of lower-denomination chips are left after this process, the player with the highest card remaining will receive a new chip if he has half or more of the quantity of lower-denomination chips needed, otherwise nothing.
12. A player must be present at the table to stop the action by calling "time."
13. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. (The dealer has been instructed to kill the hands of all absent players immediately after dealing each player a starting hand.)
14. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.
15. In button games, if a player is needed to move from a table to balance tables, the player due for the big blind will be automatically selected to move, and will be given the earliest seat due for the big blind if more than one seat is open.
16. New players to a table as a result of balancing tables are dealt in immediately unless they are in the small blind or button position, where they must wait until the button has passed to the player on their left.
17. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.
18. In all events, there is a redraw for seating when the field is reduced to three tables, two tables, and one table. (Redrawing at three tables is not mandatory in small tournaments with only four or five starting tables.)

19. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack. A player who posts a short blind and wins does not need to make up the blind.
20. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones (A rebuy is okay if allowable by the rules of that event). If another deal has not yet started, the director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
21. All players must leave their seat immediately after being eliminated from an event.
22. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multihanded pot may not show any cards during a deal. Heads-up, a player may not show any cards unless the event has only two remaining players, or is winner-take-all. If a player deliberately shows a card, the player may be penalized (the hand will be ruled dead). Verbally stating one's hand during the play may be penalized.
23. The limitation on the number of raises at limit poker is also applied to heads-up situations (except the last two players in a tournament are exempted from a limitation on raises).
24. At pot-limit and no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion. Otherwise, it is a string bet.
25. Non-tournament chips are not allowed on the table.
26. Higher-denomination chips must be placed where they are easily visible to all other players.
27. All tournament chips must remain visible on the table throughout the event. Chips taken off the table will be removed from the event, and a player doing this may be disqualified.
28. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time or number of hands. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
29. The decks is changed only when dealers change, unless a card is damaged.
30. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, last action may be given to the same player for two

consecutive hands by the use of a “dead button.” [See “Section 16 – Explanations,” discussion #1, for more information on this rule.]

31. In heads-up play with two blinds, the small blind is on the button. When play becomes heads-up, the player who had the big blind the most recently is given the button, and his opponent is given the big blind.
32. At stud, if a downcard on the initial hand is dealt faceup, a misdeal is called.
33. If a player announces the intent to rebuy before cards are dealt, that player is playing behind and is obligated to make the rebuy.
34. All hands will be turned faceup whenever a player is all-in and betting action is complete.
35. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award. Players eliminated on the same deal who start their final hand with an equal amount of chips receive equal prize money, with the best hand on that deal receiving any non-divisible award.
36. Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
37. Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the director has the option of ensuring that it is carried out by paying those amounts.) Any private agreement that does not include one or more active competitors is improper by definition.
38. A tournament event is expected to be played until completion. A private agreement that removes all prize money from being at stake in the competition is unethical.
39. Management retains the right to cancel any event, or alter it in a manner fair to the players.

SECTION 7 - EXPLANATIONS

1. The only place in this set of rules that an alternative is mentioned other than in this section is in the method of button and blind placement. That rule (the first rule in “Section 4 – Button and Blind Use”) is repeated in an abbreviated version below for convenience.

“Each round all players must get the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be used:

- (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
- (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving a player last action on consecutive hands.”

Poker tradition has a lot to do with the fact that both of these methods are in widespread use, but neither method is superior in all situations. The moving button makes sure no player gets the advantage of last action twice on a round (a big advantage at no-limit or pot-limit play). On the other hand, a player may get to post a blind when on the button, which is more advantageous than posting in front of the button. The moving button creates a situation where two big blinds may be posted on a deal, which speeds up the action. At tournament play this speed-up can be undesirable, as when dealing is being done hand-for-hand to balance the pace of play between two remaining tables. A cardroom may either decide for the sake of simplicity to use only one method, or decide to tailor the method to the game and situation.

2. Most poker rule sets say you have a dead hand at the showdown if you do not have the proper number of cards for that game. At stud, this rule is too strict. An inexperienced player sometimes does not pay sufficient attention to the final card when holding a big hand like a flush or full house (where improvement is neither likely to happen nor be needed), and fails to protect that card. If the dealer erroneously puts that final card into the muck after the player fails to take it in, the rules should give the decision-maker an option to rule such a hand live. Rule 18 in “Section 8 – Seven-card Stud” reads as below:

“A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live.”

3. This rulebook requires all cash to be changed into chips. In some cardrooms this may be impractical. If the cardroom chooses to allow cash, only \$100 bills should be permitted.

4. The rules given for rectifying a holdem situation where the dealer has dealt the flop or another boardcard before all the betting action on a round are inferior, because the dealer is told to not burn a card on a redeal. Since the “no burn” rule is so common, there was no choice but to use it here. It would be better for poker if the rule were changed to always burning a card. Here are these rules (the third rule and fourth rule in “Section 5 – Holdem”).

“If the cards are flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.”

“If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card’s place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and turns up the final card without burning a card.

The portion of this rule saying the dealer does not burn a card on the redeal is inferior. It is harder for the dealer to control the card to be dealt if a burn is required. The sentence in the rule should read, “The dealer then cuts the deck, burns a card, and turns the final card.”

The present method for handling a premature dealing on the turn is used to have what would have been the last board-card used on the turn, and not reshuffling the deck until just before the last card is dealt. This method has four-fifths of the boardcards remaining the same, albeit in a different order. It would be better to reshuffle before the turn, preserving the chance of receiving the prematurely dealt card on either of the last two cards, as opposed to cutting that chance in half. The superiority of reshuffling right away is illustrated if the prematurely dealt card makes a gutshot straight-flush for a player.

5. Rule seven in “Section 4 – Button and Blind Use” says, “A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes.” This rule is standard practice, but allowing a new player or player making up blinds to come in between the blinds is better (if dealers are trained how to handle the resulting situations), because it gets players eager to join or rejoin the game into action faster.

6. Most poker rulebooks follow the usual California practice in multihanded pots at limit poker of allowing a bet and six raises for lowball and draw high. The number of allowable raises for those games is given in this rulebook as a bet and four raises because this cuts down on the effect of collusion between players, and more raises than four are hardly ever needed to define the strength of two hands when another player is calling.
7. Lowball has historically had less stringent demands on the order of cards or acceptability of exposed cards than in most other poker forms. This rulebook follows the modern trend at lowball regarding misdeals of requiring the cards to be dealt facedown and in proper order.
8. At ace-to-five limit lowball, an exposed card rule used less often, but probably a superior rule, is to not let a player take an exposed six or seven (the rule for no-limit ace-to-five lowball). If a player gets to keep only a card that might make a perfect hand, having a card exposed is less advantageous, and the opponent must consider the chance of a perfect hand.
9. At lowball and draw high, some rule sets allow a player to draw five consecutive cards. The rule used here disallowing this makes cheating more difficult. Our rule #10 in lowball and rule #5 in draw high says, "A player may draw up to four consecutive cards. If a player wishes to draw five new cards, four are dealt right away, and the fifth card after everyone else has drawn cards. If the last player wishes to draw five new cards, four are dealt right away, and a card is burned before the player receives a fifth card."

GLOSSARY

ACTION: A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown; a bet or raise.

ALL-IN: When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all-in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: (1) The act of making a wager before anyone else on a betting round. (2) The chips used by a player to bet, call, or raise.

BIG BLIND: The largest regular blind in a game.

BLIND: A required bet made before any cards are dealt.

BLIND GAME: A game which utilizes a blind.

BOARD: (1) The board on which a waiting list is kept for players wanting seats in specific games. (2) Cards faceup on the table common to each of the hands.

BOARDCARD: A community card in the center of the table, as in hold'em or Omaha.

BOXED CARD: A card that appears faceup in the deck where all other cards are facedown.

BROKEN GAME: A game no longer in action.

BURNCARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burncard.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUTTON GAMES: Games in which a dealer button is used.

BUY-IN: The minimum amount of money required to enter any game.

CALIFORNIA LOWBALL: Ace-to-five lowball with a joker.

CARDS SPEAK: The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round have been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

COLLECTION: The fee charged in a game (taken either out of the pot or from each player).

COLLECTION DROP: A fee charged for each hand dealt.

COLOR CHANGE: A request to change the chips from one denomination to another.

COMMON CARD: A card dealt faceup to be used by all players at the showdown in the games of stud poker whenever there are insufficient cards left in the deck to deal each player a card.

COMMUNITY CARDS: The cards dealt faceup in the center of the table that can be used by all players to form their best hand in the games of hold'em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit poker.

CUT: To divide the deck into two sections in such a manner as to change the order of the cards.

CUT-CARD: Another term for the card used to shield the bottom of the deck.

DEAD CARD: A card that is not legally playable.

DEAD COLLECTION BLIND: A fee posted by the player having the dealer button, used in some games as an alternative method of seat rental.

DEAD HAND: A hand that is not legally playable.

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEAL: To give each player cards, or put cards on the board. As used in these rules, each deal refers to the entire process from the shuffling and dealing of cards until the pot is awarded to the winner.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Normally just called "the button."

DEAL OFF: To take all the blinds and the button before changing seats or leaving the table. That is, participate through all the blind positions and the dealer position.

DEAL TWICE: When there is no more betting, agreeing to have the rest of the cards to come determine only half the pot, removing those cards, and dealing again for the other half of the pot.

DECK: A set of playing-cards. In these games, the deck consists of either:

(1) 52 cards in seven-card stud, hold'em, and Omaha.

(2) 53 cards (including the joker), often used in ace-to-five lowball and draw high.

DISCARD(S): In a draw game, to throw cards out of your hand to make room for replacements, or the card(s) thrown away; the muck.

DOWNCARDS: Cards that are dealt facedown in a stud game.

DRAW: (1) The poker form where players are given the opportunity to replace cards in the hand. In some places like California, the word "draw" is used referring to draw high, and draw low is called "lowball." (2) The act of replacing cards in the hand. (3) The point in the deal where replacing is done is called "the draw."

FACECARD: A king, queen, or jack.

FIXED LIMIT: In limit poker, a betting structure where the bet size on each round is pre-set.

FLASHED CARD: A card that is partially exposed.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FLUSH: A poker hand consisting of five cards of the same suit.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The second upcard in seven-card stud or the first boardcard after the flop in holdem (also called the turn card).

FOULED HAND: A dead hand.

FORCED BET: A required wager to start the action on the first betting round (the normal way action begins in a stud game).

FREEROLL: A chance to win something at no risk or cost.

FULL BUY: A buy-in of at least the minimum amount of chips needed for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: (1) All a player's personal cards. (2) The five cards determining the poker ranking. (3) A single poker deal.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

INSURANCE: A side agreement when someone is all-in for a player in a pot to put up money that guarantees a payoff of a set amount in case the opponent wins the pot.

JOKER: The joker is a "partly wild card" in high draw poker and ace-to-five lowball. In high, it is used for aces, straights, and flushes. In lowball, it is the lowest unmatched rank in a hand.

KANSAS CITY LOWBALL: A form of draw poker low also known as deuce-to-seven, in which the best hand is 7-5-4-3-2 and straights and flushes count against you.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

KILL (OR KILL BLIND): An oversize blind, usually twice the size of the big blind and doubling the limit. Sometimes a "half-kill" increasing the blind and limits by fifty percent is used. A kill can be either voluntary or mandatory. The most common requirements of a mandatory kill are for winning two pots in a row, or for scooping a pot in high-low split.

KILL BUTTON: A button used in a lowball game to indicate a player who has won two pots in a row and is required to kill the pot.

KILL POT: A pot with a forced kill by the winner of the two previous pots, or the winner of an entire pot of sufficient size in a high-low split game. (Some pots can be voluntarily killed.)

LEG UP: Being in a situation equivalent to having won the previous pot, and thus liable to have to kill the following pot if you win the current pot.

LIVE BLIND: A blind bet giving a player the option of raising if no one else has raised.

LIST: The ordered roster of players waiting for a game.

LOCK-UP: A chip marker that holds a seat for a player.

LOWBALL: A draw game where the lowest hand wins.

LOWCARD: At seven-card stud, the lowest upcard, which is required to bet.

MISCALL: An incorrect verbal declaration of the ranking of a hand.

MISDEAL: A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: (1) The pile of discards gathered facedown in the center of the table by the dealer. (2) To discard a hand.

MUST-MOVE: In order to protect the main game, a situation where the players of a second game must move into the first game as openings occur.

NO-LIMIT: A betting structure allowing players to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPENER BUTTON: A button used to indicate who opened a particular pot in a draw game.

OPENERS: In jacks-or-better draw, the cards held by the player who opens the pot that show the hand qualifies to be opened. Example: You are first to bet and have a pair of kings; the kings are called your openers.

OPTION: The choice to raise a bet given to a player with a blind.

OVERBLIND: Also called oversize blind. A blind used in some pots that is bigger than the regular big blind, and usually increases the stakes proportionally.

PASS: (1) Decline to bet. In a pass-and-out game, this differs from a check, because a player who passes must fold. (2) Decline to call a wager, at which point you must discard your hand and have no further interest in the pot.

PAT: Not drawing any cards in a draw game.

PLAY BEHIND: Have chips in play that are not in front of you (allowed only when waiting for chips that are already purchased). This differs from table stakes.

PLAY THE BOARD: Using all five community cards for your hand in hold'em.

PLAY OVER: To play in a seat when the occupant is absent.

PLAYOVER BOX: A clear plastic box used to cover and protect the chips of an absent player when someone plays over that seat.

POSITION: (1) The relation of a player's seat to the blinds or the button. (2) The order of acting on a betting round or deal.

POT-LIMIT: The betting structure of a game in which you are allowed to bet up to the amount of the pot.

POTTING OUT: Agreeing with another player to take money out of a pot, often to buy food, cigarettes, or drinks, or to make side bets.

PROPOSITION BET: A side bet not related to the outcome of the hand.

PROTECTED HAND: A hand of cards that the player is physically holding, or has topped with a chip or some other object to prevent a fouled hand.

PUSH: When a new dealer replaces an existing dealer at a particular table.

PUSHING BETS: The situation in which two (or more) players make an agreement to return bets to each other when one of them wins a pot in which the other plays. Also called saving bets.

RACK: (1) A container in which chips are stored while being transported. (2) A tray in front of the dealer, used to hold chips and cards.

RAISE: To increase the amount of a previous wager. This increase must meet certain specifications, depending on the game, to reopen the betting and count toward a limit on the number of raises allowed.

RERAISE: To raise someone's raise.

SAVING BETS: Same as pushing bets.

SCOOP: To win the entire pot in a high-low split game by a wager or showdown.

SCRAMBLE: A facedown mixing of the cards.

SETUP: Two new decks, each with different colored backs, to replace the current decks.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The showing of cards to determine the pot-winner after all the betting is over.

SHUFFLE: The act of mixing the cards before a hand.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SOFTPLAY: To show favoritism to a particular opponent by checking throughout a deal whenever heads-up. This refusal to bet with a good hand or bluff with a bad hand when facing a certain person, however motivated, is still improper poker behavior. Softplaying is actually a form of collusion, and may be penalized as such.

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

SPLITTING BLINDS: When no one else has entered the pot, an agreement between the big blind and small blind to each take back their blind bets instead of playing the deal (chopping).

SPLITTING OPENERS: In high draw jacks-or-better poker, dividing openers in hopes of making a different type of hand (such as breaking aces to draw a flush).

STACK: Chips in front of a player.

STRADDLE: An additional blind bet placed after the forced blinds, usually double the big blind in size or in lowball, a multiple blind game.

STRAIGHT: Five cards in consecutive rank.

STRAIGHT FLUSH: Five cards in consecutive rank of the same suit.

STREET: Cards dealt on a particular round in stud games. For instance, the fourth card in a player's hand is often known as fourth street, the sixth card as sixth street, and so on.

STRING RAISE: A wager made in more than one motion, without announcing a raise before going back to your stack for more chips (not allowed).

STUB: The portion of the deck which has not been dealt.

SUPERVISOR: A cardroom employee qualified to make rulings, such as a floorperson, shift supervisor, or the cardroom manager.

TABLE STAKES: (1) The amount of money you have on the table. This is the maximum amount that you can win or lose on a hand. (2) The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

“TIME”: An expression used to stop the action on a hand. Equivalent to “Hold it.”

TIME COLLECTION: A fee for a seat rental, paid in advance.

TURNCARD: The fourth board-card in hold'em or Omaha.

UPCARDS: Cards that are dealt faceup for opponents to see in stud games.

WAGER: (1) To bet or raise. (2) The chips used for betting or raising.

CHANGES MADE BY THIS CARDROOM