

Oceanview Casino

Rulebook

THIS IS THE OFFICIAL RULEBOOK FOR OUR CASINO

Welcome to Oceanview Casino! We appreciate your patronage and have provided this rulebook to enhance your gaming experience. Your presence in our establishment means that you agree to abide by our rules and procedures and accept our management to be the final authority on all matters. If you have any questions, please contact the floorperson.

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 casino to violators. The following are not permitted:

1. Clothing depicting lewd, obscene or inappropriate words and/or pictures.
2. No shirt or shoes.
3. Excessive body odor or other hygiene issues.
4. Collusion with another player or any other form of cheating.
5. Verbally or physically threatening any patron or employee.
6. Using excessive profanity or obscene language.
7. Creating a disturbance by arguing, shouting, or making excessive noise.
8. Throwing, tearing, bending, or crumpling cards.
9. Destroying or defacing property.
10. Using an illegal substance.
11. Carrying a weapon.

POKER ETIQUETTE

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

1. Deliberately acting out of turn.
2. Deliberately splashing chips into the pot.
3. Agreeing to check a hand out when a third player is all-in.
4. Soft-playing by refusing to bet against a certain opponent whenever heads-up.
5. Reading a hand for another player at the showdown before it has been placed face-up on the table.
6. Telling anyone to turn a hand face-up at the showdown. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
7. Revealing the contents of a folded hand before the betting is complete.
8. 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.
9. Needlessly stalling the action of a game.

10. 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).
11. Stacking chips in a manner that interferes with dealing or viewing cards.
12. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
13. Making or receiving phone calls (please step away from table).
14. Action that slows the pace of the game (e.g., electronics, books and newspapers).
15. Taking photos or using a video camera without the permission of the shift manager.
16. Asking to see other player's hand. If collusion is a concern, please bring it privately to the attention of the floorperson.

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 floorperson 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 of 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 are the player's amount of poker experience and past record.
9. A player, before he/she 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. Management will decide when to start or close any game.
2. Only one person may play a hand. A player may have another player play over (see glossary) –ONE round only.
3. Cash is not allowed on the table. All cash should be changed into chips in order to play.
4. 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.
5. If you return to the same game within one half hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
6. All games are table stakes. 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.
7. Playing out of a rack is allowed for ONE round only.
8. Permission is required before taking a seat in a game.
9. Pushing bets ("saving" or "potting out") is not allowed.
10. Pushing an ante or posting for another person is not allowed.
11. Chopping the blinds by taking them back when all other players have folded is allowed in button games.
12. Insurance propositions are not allowed.
13. The game's betting limit will not be changed if ANY player objects. Raising the limit is subject to management approval.
14. Players must keep their cards in full view. This means above table-level and not past the edge of the table. A player's cards must not be covered by their hands in a manner to completely conceal them.
15. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
16. Your chips may be picked up if you are away from the table for more than 20 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.
17. 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.
18. 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.
19. Looking through the discards or deck stub is not allowed.
20. After a deal ends, dealers are asked to not show what card would have been dealt. No Rabbit Hunting.

21. A player is expected to pay attention to the game and not hold up play. Activity that interferes with the flow of the game is discouraged and the player will be asked to cease if a problem is caused.
22. A non-player may not sit at the table.
23. 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.
24. Speaking a language other than English during a deal is not allowed.

SEATING

1. Call-ins are accepted. Players have 1.5 hours from call-in time to show up at the casino or their name gets removed from list. Call-in time will be written next to name on the sign-in board.
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 floorperson.
3. A player may not hold a seat in more than one game.
4. 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.
5. 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.
6. 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.
7. In all button games, a player going from a must-move game to the main game may play through the big blind. You must play in a new game or must-move game to retain your place on the list.
8. 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.
9. 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 the player is entitled to play the button if a blind has already been taken.

SECTION 3 - GENERAL POKER RULES

THE BUY-IN

1. When you enter a game, you must make a full buy-in.
2. You are allowed to make a short buy-in as long as it follows a full buy-in. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands up to max buy-in amount.
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. Partial cash out is allowed when switching tables as long as the player brings the minimum buy-in to the new seat.

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.
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) The dealer has exposed two or more cards.
 - 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 have 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) 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.

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) The hand does not contain the proper number of cards for that particular game.
 - d) You have the clock on you when facing a bet or raise and exceed the specified time limit (10 seconds).
2. Cards thrown into the muck are ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion. 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.

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 in 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 face up in the deck (boxed card) will be treated as meaningless. A card being treated as meaningless 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 face up in the deck will be replaced after all other cards are dealt for that round.
8. One or more cards missing from the deck does not invalidate the results of a hand.
9. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.

10. 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 down card dealt off the table is an exposed card.
11. 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.
12. If you drop any cards out of your hand onto the floor, they MAY be live if the floorperson is the only one to retrieve them.
13. 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 board card, the card must stand. Whether the error can 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 burn card 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, board cards, and burn cards are all sufficiently intact to determine the proper replacement card.
14. If the deck stub gets fouled for some reason 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.
2. Check-raise is permitted in all games.
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) Live bet (straddle) constitutes the first raise.
5. Unlimited raising is allowed in heads-up play (start of betting round) 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, a subsequent fold that leaves two players heads-up cannot uncap it. (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 a full 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 a full bet, may fold, call, or complete the wager.

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 their 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 two 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 two 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.) String raises are not allowed. Dealers, in good faith, will call string bets/raises. 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.)
14. 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.
15. 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. 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 face up 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.
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. The dealer will kill all losing hands before a pot is awarded.
5. 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.
6. 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.
7. 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.
8. NO "running it twice" allowed. This refers to an agreement by two players at the end of a hand to run the community cards out a second time to determine a winner.

TIES

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, and clubs. Suits never break a tie for winning a pot.
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 per pot (with exception in Omaha H/L).
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 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.
 - c) All side pots and the main pot will be split as separate pots.

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. With two blinds, the first player posts the small blind clockwise from the button and the second player posts the big blind clockwise from the button. With more than two blinds, the smallest blind may be on the button. 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 poker form used specifies the minimum bring-in and allowable raise sizes for the opener 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 big blind obligation. The following method of button and blind placement is 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.

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) Be dealt in immediately without posting (out of blind position).
 - b) Wait for the dealer button to pass and then receive a hand.
 - c) Be dealt in between the button and small blind in order to "buy the button."
5. "Buying the button" is allowed when a player comes in between the dealer button and small blind. Said player will post all blinds for that hand (taking the place of the regular small and big blind posting). On the following hand, that same player gets the dealer button.
6. Chips posted by the big blind are treated as a bet.
7. 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.
8. 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.
9. 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.
10. A player who goes all-in and loses is NOT obligated to make up the blinds if they are missed before a rebuy is made. 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.
11. If you move closer to the big blind, you can be dealt in without any penalty.
12. In all multiple-blind games, a player who changes seats will be dealt in on the first available hand in the same relative position. 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. A player who "deals off" can allow the blinds to pass the new seat one time and reenter the game behind the button without having to post a blind.
13. A live, "straddle bet," is allowed.

SECTION 5 - HOLDEM

In hold ‘em, players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards 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 board cards 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 hole card 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 hole card 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 burn card. If more than one hole card 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 burn card. 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 unless the dealer can determine, with certainty, which is the extra card. In which case, the extra card becomes the next burn.
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 burn card and flop, if no board cards were exposed. The deck must be reshuffled if any board cards 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 any player has taken action 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 burn card 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 board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
8. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards 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 burn cards 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
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 - OMAHA

Omaha is similar to hold 'em in using a three-card flop on the board, a fourth board card, and then a fifth board card. Each player is dealt four hole cards (instead of two) at the start. In order to make a valid hand, a player must use precisely two hole cards with three board cards. The betting is the same as in hold 'em, using a preflop, flop, turn, and river betting rounds. At the showdown, the entire four-card hand should be shown to receive the pot.

RULES OF OMAHA

All the rules of hold 'em apply to Omaha except the rule on playing the board, which is not possible in Omaha (because you must use two cards from your hand and three cards from the board).

SECTION 7 - OMAHA HIGH-LOW

Omaha is often played high-low split. The player may use any combination of two hole cards and three board cards for the high hand and another (or the same) combination of two hole cards and three board cards for the low hand.

RULES OF OMAHA HIGH-LOW

All the rules of Omaha apply to Omaha high-low split except: A qualifier of 8-or-better for low is used. This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. (An ace is the highest card and also the lowest card.) If there is no qualifying hand for low, the best high hand wins the whole pot. Straights and flushes do not impair the low value of a hand.

SECTION 8 – CRAZY PINEAPPLE

Crazy Pineapple is similar to hold ‘em in using a three-card flop on the board, a fourth board card, and then a fifth board card. Instead of getting dealt two hole cards (as in hold ‘em), each player is dealt three hole cards. After (or during) the flop round of betting, each player active in the hand must discard one card face down from his or her hand. Before the dealer continues to burn and place out the turn card, he/she will ask, “Are all hands clear.” Once the dealer continues to the turn, any player’s hand still containing three cards will be ruled dead.

RULES OF CRAZY PINEAPPLE

All the rules of hold ‘em apply to Crazy Pineapple.

SECTION 9 – KILL POTS

To kill a pot means to post an over blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill is one-and-a-half times the big blind, and increases the betting limits by that amount. To qualify for a kill pot, a player must “scoop” a pot of \$50 or more.

RULES OF KILL POTS

1. The kill button is neutral (belonging to no player) if:
 - a) It is the first hand of a new game.
 - b) The winner of the previous pot has quit the game.
 - c) The previous pot was split and neither player had the kill button.
2. In a kill pot, the killer acts in proper turn (after the person on the immediate right).
3. Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again (for the same amount as the previous hand).
4. If you are unaware that the pot has been killed and put in a lesser amount, and it is a required kill pot with the kill button face up, you must put in the correct amount. If not, you may withdraw the chips and reconsider your action.

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. An example would be showing your cards at the end of the hand.

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 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 that utilizes a blind.

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

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

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

BROKEN GAME: A game no longer in action.

BURN CARD: 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 burn card.

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.

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 in the betting round has 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.

COMMUNITY CARDS: The cards dealt face up 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 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.

DISCARD(S): Card(s) thrown away; the muck.

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: First board card after the flop in hold 'em (also called the turn card).

FOULED HAND: A dead hand.

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 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.

HOLE CARDS: The cards dealt facedown to a player.

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.

KILL BUTTON: A button used to indicate a player who has scooped a pot of \$50 or more (or whatever predetermined activation of a kill).

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.

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

MISDEAL: A mistake on the dealing of a hand that 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.

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

PASS: (1) Decline to bet. (2) Decline to call a wager, at which point you must discard your hand and have no further interest in the pot.

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.

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.

PROTECTED HAND: A hand of cards that a 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.

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.

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 (commonly called chopping).

STACK: Chips in front of a player.

STRADDLE: An additional blind bet placed after the forced blinds, usually double the big blind.

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 that 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.

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

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

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