

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). (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. We will make an extra effort 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.

Hold'em Rules

1. If the **first or second holecard dealt 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 before dealing the flop, the **dealer failed to burn a card**, or **burned two cards**, the error should be rectified if no cards were exposed. The deck must be reshuffled if any cards were exposed. 5. 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. 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. 6. If the **dealer burns and turns before a betting round is complete**, the card(s) may not be used, even if 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. 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. 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. 9. You must declare that you are **playing the board** before you throw your cards away; otherwise you relinquish all claim to the pot. [More dealer rules on the reverse]

How To Play No-limit Hold'em

- 1 The player to the left of the button posts the small blind.
- 2 The player to the left of the small blind posts the big blind.
- 3 Each player, beginning with the player to the left of the button, is dealt two cards face-down (the *pocket cards* or *hole cards*).
- 4 The first round of betting begins with the player to the left of the big blind. The minimum bet (*bring-in*) for each round of betting is the amount of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
- 5 The dealer burns one card and turns three community cards face-up (the *flop*).
- 6 The second betting round begins with the first active player to the left of the button.
- 7 The dealer burns one card and turns one community card face-up (the *turn*).
- 8 The third betting round begins with the first active player to the left of the button.
- 9 The dealer burns one card and turns one community card face-up (the *river*).
- 10 The fourth betting round begins with the first active player to the left of the button.
- 11 Card showdown with the pot being awarded to the winner(s).
- 12 The button is advanced clockwise one player.

How to Deal No-limit Hold'em

The Hand

- 1 The hand begins with the first riffle (shuffle) of the deck.
- 2 The dealer shall ensure that all blinds and antes have been properly posted.
- 3 The dealer shall offer a cut to the player to the left of the button.
- 4 The dealer shall use a cut card if required to do so by the house.
- 5 The dealer is responsible for running the game as quickly and efficiently as possible.
- 6 The dealer shall prompt players to act when it is their turn.
- 7 The dealer shall ensure that the proper number of chips goes into the pot.
- 8 The dealer shall award the pot.
- 9 The dealer shall ensure that proper procedures are followed.

The Deal

- 1 The player to the left of the button posts the small blind.
- 2 The player to the left of the small blind posts the big blind.
- 3 Each player, beginning with the player to the left of the button, is dealt two cards face-down (the *pocket cards* or *hole cards*).
- 4 The first round of betting begins with the player to the left of the big blind. The minimum bet (*bring-in*) for each round of betting is the amount of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
- 5 The dealer burns one card and turns three community cards face-up (the *flop*).
- 6 The second betting round begins with the first active player to the left of the button.
- 7 The dealer burns one card and turns one community card face-up (the *turn*).
- 8 The third betting round begins with the first active player to the left of the button.
- 9 The dealer burns one card and turns one community card face-up (the *river*).
- 10 The fourth betting round begins with the first active player to the left of the button.
- 11 Card showdown with the pot being awarded to the winner(s).
- 12 The button is advanced clockwise one player.

The Pot

- 1 The dealer shall ensure that each bettor bets the proper number of chips.
- 2 Bets shall remain in front of the bettor until the betting round is complete.

- Bets are not to be scooped (placed into the pot by the dealer) until the end of the betting round.
- The pot shall be placed in the center of the table, to the side of the community cards.
- Side pots shall be placed as close as possible to the players involved in that side pot.
- If a player goes all-in for a portion of the big blind, then subsequent action shall be made as if the player had posted the full big blind.

The Community Cards

- The five community cards (flop, turn and river) shall be placed face-up in the center of the table with the pot to the side.
- The community cards must be placed in proper order with the turn card placed to the right of the flop cards, and the river card placed to the right of the turn card.

Burning Cards

- After each betting round (except the final round) the dealer shall burn a card before turning over the community card(s).
- Before burning a card the dealer shall lightly tap the table.
- Burn cards are placed face-down, in the center of the table, under the edge of the pot.
- Each burn card shall be placed under the previous burn card.
- Burn cards are to remain on the table, separate from the muck, until the pot is awarded to the winning player.

Dealer Verbal Announcements

- The dealer shall announce all raises.
- The dealer shall announce when an all-in bet has been made.
- The dealer shall announce when any live blind elects to exercise the option to raise.
- The dealer shall announce when a card has been exposed and which card it is.

The Showdown

- A player must show all cards in the hand face-up on the table to win any part of the pot.
- 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.
- 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.
- Suits never break a tie for winning a pot.
- In determining the winning hand, if all five cards are not used to make a hand, the rank of the side cards (kicker cards) shall determine which hand is better.
- If hands tie, any odd chip will be awarded to the first hand clockwise from the button.
- After the showdown the dealer shall push (award) the pot to the winner and then advance the dealer button clockwise one player.

When Only Two Players Remain

- When going from three to two players, determine which player would have been the next big blind if no player had been eliminated, that player is the big blind and the other player is the small blind and button.
- The player who does not have the button shall be dealt the first card.
- The small blind shall act first on the first betting round and last on all other rounds.

If Using Two Decks of Cards

- The player to the left of the button shall cut the deck.
- The player to the right of the button shall shuffle the deck just dealt.

Irregularities

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). If you fail to **protect your hand**, you will have no redress if it becomes fouled or the dealer accidentally kills it. 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. 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. 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. One or more **cards missing from the deck** does not invalidate the results of a hand. Before the first round of betting, if a **dealer deals one additional card**, it is returned to the deck and used as the burncard. 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. If a **card is exposed due to dealer error**, a player does not have an option to take or reject the card. If you **drop any cards** out of your hand onto the floor, you must still play them. 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. 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.

Misdeals

- The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2): (a) The first or second card of the hand has been dealt **faceup or exposed** through 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.
- 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.