

| Blinds | Payout | | | | |
|-------------|--|------|-------------------------------|-------|----|
| 10 - 20 | Players | 1-10 | 11-20 | 21-30 | |
| 15 - 30 | 1st | 50% | 50% | 40% | |
| 20 - 40 | 2nd | 30% | 25% | 25% | |
| 25 - 50 | 3rd | 20% | 15% | 20% | |
| 50 - 100 | 4th | - | 10% | 10% | |
| 75 - 150 | 5th | - | - | 5% | |
| 100 - 200 | HomePokerTourney.com All rules are quoted from Robert's Rules of Poker (v4) | | | | |
| 150 - 300 | | | | | |
| 200 - 400 | Chip Value | | | | |
| 300 - 600 | White | 1 | 1000 Chips A B C | | |
| 400 - 800 | Red | 5 | 20 | 15 | 10 |
| 500 - 1000 | Green | 25 | 16 | 13 | 10 |
| 600 - 1200 | Black | 100 | 5 | 6 | 7 |
| 800 - 1600 | Purple | 500 | - | - | - |
| 1000 - 2000 | Yellow | 1000 | - | - | - |

All **raises** must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only.)

At non-tournament play, a player who says "raise" is allowed to continue putting chips into the pot with more than one move; the wager is assumed complete when the player's hands come to rest outside the pot area. (This rule is used because no-limit play may require a large number of chips be put into the pot.) In tournament play, the TDA rules require that the player either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion, to avoid making a **string-bet**.

A player who posts a **blind** has the option of raising the pot at the first turn to act.

Chip Race-off 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. 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. 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. 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.

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.

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 may not show any cards during a deal (unless the event has only two remaining players). If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized. (applies to tournaments only)

Higher-denomination **chips** must be placed where they are easily visible to all other players at the table. All tournament chips must remain visible on the table throughout the event. Chips taken off the table or pocketed will be removed from the event, and a player who is caught doing this may be disqualified.

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).

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.

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. 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. One or more cards missing from the deck does not invalidate the results of a hand. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. A downcard dealt off the table is an exposed card. If you drop a card on the floor out of your hand, you must still play that card. A player must show all cards in the hand face-up on the table to win any part of the pot.

A **verbal statement** denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action. Rapping the table with your hand is a pass. 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.

In a button game, the first hand clockwise from the button gets the **odd chip**.

