



LIVE POKER
&
TOURNAMENT
POKER
RULES BOOK





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THE FORT CARD ROOM LIVE ACTION RULES

SECTION 1 – GENERAL HOUSE RULES

1. THE FORT CARD ROOM RESERVES THE RIGHT TO REFUSE ANYONE ENTRY INTO THE SOCIAL CLUB, IN ITS SOLE AND ABSOLUTE DISCRETION.
2. INDIVIDUALS EXCLUDED FROM CARD ROOM FACILITIES, EITHER THROUGH A GOVERNMENT PROGRAM OR BY THEIR REQUEST, ARE NOT ELIGIBLE FOR MEMBERSHIP.
3. THE FORT CARD ROOM RESERVES THE RIGHT TO ACCOMMODATE MEMBERS BASED ON SPECIAL NEEDS.
4. FLOOR DECISIONS ARE FINAL.
5. MEMBERS MUST ALWAYS PROTECT THEIR OWN HANDS.
6. OUT-OF-TURN ACTION IS ACTION UNLESS ACTION CHANGES.
7. MANAGEMENT RESERVES THE RIGHT TO MAKE DECISIONS THAT ARE AS FAIR AND EQUITABLE AS POSSIBLE. THEREFORE, UNDER EXTREME CIRCUMSTANCES, IT MAY AWARD A POT OR DECISION TO A MEMBER ENTITLED TO IT IN THE SPIRIT OF THE RULE RATHER THAN USING THE LITERAL INTERPRETATION.
8. DISCOURTEOUS BEHAVIOR, DISRESPECT TOWARDS STAFF AND OTHER MEMBERS, OR ABUSIVE LANGUAGE WILL NOT BE TOLERATED AND MAY RESULT IN REMOVAL FROM THE ROOM.
9. A MINIMUM BUY-IN IS TEN TIMES THE MINIMUM BET IN LIMIT GAMES UNLESS OTHERWISE SPECIFIED. MINIMUM BUY-INS ARE POSTED FOR ALL OTHER GAMES.
10. A LIVE BLIND "STRADDLE" IS ALLOWED IN ALL BLIND GAMES. THE MEMBER WHO POSTS THE STRADDLE HAS THE LAST ACTION FOR THE FIRST ROUND OF BETTING AND IS ALLOWED TO RAISE. THE AMOUNT OF THE STRADDLE IS TWICE OR MORE THAN THE BIG BLIND UNLESS OTHERWISE SPECIFIED. A MEMBER CAN STRADDLE FROM EITHER UNDER THE GUN OR FROM THE BUTTON, WITH THE BUTTON HAVING PRECEDENCE. THE MINIMUM ALLOWED RAISE AFTER THE STRADDLE IS DOUBLE THE STRADDLE AMOUNT. UNLESS INDICATED IN THE GAME DESCRIPTION, A MANDATORY STRADDLE WILL NOT BE ENFORCED, EVEN IF EVERY MEMBER AT THE TABLE AGREES; A NEW MEMBER WILL NOT BE FORCED TO STRADDLE. THE BUTTON STRADDLE IS NOT ALLOWED IN LIMIT GAMES.
11. MEMBERS ARE NOT PERMITTED TO TRANSFER TABLES WITHOUT HOUSE CONSENT.
12. MEMBERS MAY NOT REQUEST TO SEE OTHER MEMBERS' CARDS FOR INFORMATION PURPOSES. IF A MEMBER SUSPECTS POSSIBLE COLLUSION, A FLOOR MUST BE CALLED, AND THE FLOOR WILL DETERMINE IF A HAND WILL BE SHOWN.
13. THE HOUSE HAS THE RIGHT TO REQUEST A STANDARD OF BEHAVIOR AND DRESS BEFITTING LADIES AND GENTLEMEN.
14. THE WINNING HAND MUST SHOW ALL CARDS AND BE TABLED BEFORE THE POT IS PUSHED UNLESS THAT HAND IS THE ONLY LIVE HAND REMAINING. THE CARDS SPEAK FOR THEMSELVES. DEALERS WILL ASSIST IN READING HANDS AND ASSIGNING THE CORRECT VALUE TO ANY TABLED HAND.
15. A VERBAL STATEMENT OF FOLD, CHECK, CALL, RAISE OR A SPECIFIC SIZE BET IS BINDING ON AN ACTIVE MEMBER.
16. ACTION OUT OF TURN WILL BE BINDING IF THE ACTION TO THAT MEMBER HAS NOT CHANGED. A CHECK, CALL, OR FOLD IS NOT CONSIDERED ACTION CHANGING. IF A MEMBER ACTS OUT OF TURN AND THE ACTION CHANGES, THE PERSON WHO ACTED OUT OF TURN MAY CHANGE THEIR ACTION BY CALLING, RAISING, OR FOLDING AND MAY HAVE THEIR CHIPS RETURNED. MEMBERS MAY NOT INTENTIONALLY ACT OUT OF TURN TO INFLUENCE PLAY BEFORE THEM.
17. CONDITIONAL STATEMENTS OF FUTURE ACTION ARE STRONGLY DISCOURAGED AND MAY BE BINDING IE. "IF-THEN" STATEMENTS SUCH AS "IF YOU BET, THEN I WILL RAISE"
18. CARDS MUST ALWAYS REMAIN ON OR OVER THE TABLE AND NEVER BEHIND THE RAIL.
19. MEMBERS MAY REQUEST THAT A DEALER SCRAMBLES (WASH THE CARDS) THE DECK ON OCCASION.
20. THE FORT CARD ROOM ALLOWS MEMBERS TO HAVE A DEALER CHANGE BOMB POT ON THE HOUR AND THE HALF HOUR. MEMBERS MAY OPT OUT OF PARTICIPATING IN A BOMB POT. THE BUTTON WILL NOT BE MOVED FOR THE HAND FOLLOWING THE BOMB POT.
21. ONLY ONE MEMBER PER HAND. MEANING, THAT NO OTHER MEMBER IN THE GAME OR OUTSIDE OF THE GAME MAY COMMENT, OR INFLUENCE ACTION IN ANY WAY.
22. A BOXED CARD IS A CARD DISCOVERED FACE-UP IN THE DECK. IT WILL BE TREATED AS A MEANINGLESS SCRAP OF PAPER. A BOXED CARD WILL BE REPLACED BY THE NEXT CARD BELOW IT IN THE DECK, EXCEPT WHEN THE NEXT CARD HAS ALREADY

BEEN DEALT FACEDOWN TO ANOTHER MEMBER AND MIXED IN WITH OTHER DOWN CARDS. IN THAT CASE, THE CARD THAT WAS FACED UP IN THE DECK WILL BE REPLACED AFTER ALL OTHER CARDS ARE DEALT FOR THAT ROUND. IF 2 OR MORE BOXED CARDS APPEAR DURING THE HAND, THAT HAND IN PROGRESS WILL BE VOID, AND ALL MONIES WILL BE RETURNED TO THE MEMBERS INVOLVED.

23. FOREIGN CARDS IN A DECK VOID A HAND.
24. FOREIGN CARDS ARE NOT ALLOWED IN VIEW IN THE CLUB.
25. ALL MOBILE PHONES AND OTHER VOICE-ENABLED AND "RINGING" DEVICES ARE ALLOWED PROVIDED THAT IT DOES NOT IMPEDE THE PROGRESS OF THE GAME. MEMBERS NOT INVOLVED IN A HAND (CARDS IN MUCK) SHALL BE PERMITTED TO TEXT/EMAIL AT THE TABLE BUT SHALL NOT BE PERMITTED TO TEXT/EMAIL ANY OTHER MEMBER AT THE TABLE. IF THE FORT CARD ROOM, ACTING IN ITS SOLE AND ABSOLUTE DISCRETION, BELIEVES A MEMBER IS COMMUNICATING WITH ANOTHER MEMBER AT THE TABLE, BOTH PARTIES WILL BE IMMEDIATELY REMOVED FROM THE SOCIAL CLUB.
26. MEMBERS ARE ALLOWED TO USE APPROVED ELECTRONIC DEVICES, IPODS, MP3 MEMBERS, AND/OR OTHER MUSIC OR NOISE REDUCTION HEADSETS DURING LIVE ACTION PLAY AS LONG AS THEIR USE DOES NOT INTERFERE WITH PLAY. APPROVED ELECTRONIC DEVICES MAY NOT BE USED TO COLLUDE IN ANY WAY. NO CELL PHONES OR OTHER COMMUNICATION DEVICES CAN BE PLACED ON THE POKER TABLE.
27. ONLY ENGLISH MAY BE SPOKEN AT THE TABLE WHILE CARDS ARE IN PLAY. THIS ALSO APPLIES TO THOSE WHO ARE WATCHING A GAME AND COMMUNICATING WITH A MEMBER OF THE GAME. SPEAKING A FOREIGN LANGUAGE WHILE ANY HAND IS IN PROGRESS IS NOT ALLOWED, REGARDLESS OF WHETHER A MEMBER HAS CARDS OR NOT.
28. SMOKING IS STRICTLY PROHIBITED INSIDE THE FORT CARD ROOM. THIS INCLUDES CIGARETTES, PIPES, CIGARS, VAPES, AND ELECTRONIC CIGARETTE DEVICES. SMOKING IS ALLOWED OUTSIDE IN THE DESIGNATED SMOKING AREA.
29. SMOKELESS TOBACCO PRODUCTS MAY BE USED INSIDE THE FORT CARD ROOM. THIS INCLUDES DRY SNUFF, MOIST SNUFF, PLUG/TWIST, LOOSE-LEAF CHEWING TOBACCO, SNUS, AND DISSOLVABLE PRODUCTS.
30. CARD ROOM REGULATIONS ALLOW THE USE OF SHILLS AND PROPOSITION MEMBERS. SHILLS AND PROPOSITION MEMBERS SHALL BE IDENTIFIED BY MANAGEMENT UPON REQUEST.
31. RECORDING AND/OR PHOTOGRAPHY OF PERSONAL HANDS, POTS, AND BOARDS MAY BE PERMITTED UPON MANAGEMENT APPROVAL.

SECTION 2 – MEMBER CONDUCT AND LIVE GAME INTEGRITY

THE FOLLOWING IS A LIST OF VIOLATIONS THAT MAY RESULT IN REMOVAL FROM AND POSSIBLE PERMANENT BARRING FROM THE SOCIAL CLUB.

32. VERBALLY OR PHYSICALLY THREATENING ANY MEMBER OR EMPLOYEE.
33. USING PROFANITY OR OBSCENE LANGUAGE. THE OCCASIONAL OUTBURST MAY BE TOLERATED, BUT MEMBERS SHOULD BE GIVEN A WARNING BY THE DEALER REGARDING PROFANITY. OBSCENE EXPLETIVES WILL NOT BE TOLERATED.
34. COLLUSION WITH ANOTHER MEMBER OR ANY OTHER FORM OF CHEATING IS COMPLETELY UNACCEPTABLE AND CAN BE GROUNDS FOR IMMEDIATE AND PERMANENT EXPULSION FROM THE FORT CARD ROOM.
35. CREATING A DISTURBANCE BY ARGUING, SHOUTING, OR MAKING EXCESSIVE NOISE.
36. THROWING, TEARING, BENDING, OR CRUMPLING CARDS.
37. DESTROYING OR DEFACING PROPERTY.
38. RECORDING AND/OR PHOTOGRAPHY OF OTHER MEMBERS, THE FORT CARD ROOM STAFF MEMBERS, THE FORT CARD ROOM FACILITIES, OR ANY OF THE FORT CARD ROOM OPERATIONS IS STRICTLY PROHIBITED.
39. USING AN ILLEGAL SUBSTANCE OR BEING TOO INTOXICATED.
40. OPEN CARRY IS NOT PERMITTED.
41. BRANDISHING A WEAPON IS NOT PERMITTED.
42. DELIBERATELY ACTING OUT OF TURN.
43. DELIBERATELY "SPLASHING" CHIPS INTO THE POT.
44. AGREEING TO CHECK A HAND DOWN WHEN ANOTHER MEMBER IS ALL-IN.
45. READING A HAND FOR ANOTHER MEMBER AT THE SHOWDOWN BEFORE IT HAS BEEN PLACED FACE UP ON THE TABLE.

- 46. TELLING ANYONE TO TURN A HAND FACE-UP AT THE SHOWDOWN.
- 47. REVEALING THE CONTENTS OF A LIVE HAND IN A MULTI-HANDED POT BEFORE THE BETTING IS COMPLETE.
- 48. 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, AS TO NOT HAVE ANY POSSIBILITY OF THE INFORMATION BEING TRANSMITTED TO AN ACTIVE MEMBER.
- 49. NEEDLESSLY STALLING THE ACTION OF A GAME.
- 50. DELIBERATELY DISCARDING HANDS AWAY FROM THE MUCK. CARDS SHOULD BE RELEASED IN A LOW LINE OF FLIGHT, AT A MODERATE RATE OF SPEED; NOT DIRECTED AT THE DEALER'S HANDS OR INTO THE CHIP-RACK.
- 51. STACKING CHIPS IN A MANNER THAT INTERFERES WITH DEALING OR VIEWING CARDS. MEMBERS ARE ENTITLED TO A REASONABLE ESTIMATION OF AN OPPONENT'S CHIP COUNT; THUS, CHIPS SHOULD BE KEPT IN COUNTABLE STACKS. CLEAN STACKS IN MULTIPLES OF 20 ARE RECOMMENDED AS A STANDARD. MEMBERS MUST ALWAYS KEEP THEIR HIGHER DENOMINATION CHIPS VISIBLE AND IDENTIFIABLE. LARGEST CHIP DENOMINATIONS SHOULD BE KEPT IN FRONT OF, OR ON TOP OF THEIR STACK.
- 52. MAKING STATEMENTS OR TAKING ACTION THAT COULD UNFAIRLY INFLUENCE THE COURSE OF PLAY, WHETHER THE OFFENDER IS INVOLVED IN THE POT.
- 53. FAILURE TO CEASE TABLE CONVERSATIONS THAT HAVE BEEN DEEMED DISRUPTIVE BY THE FORT CARD ROOM MANAGEMENT.

SECTION 3 – HOUSE POLICIES

- 54. 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. A MEMBER WHO COMMITS AN INFRACTION SHOULD NOT PROFIT FROM IT AND, CONVERSELY, A MEMBER WHO HAS DONE NOTHING WRONG SHOULD NOT BE PLACED AT A DISADVANTAGE.
- 55. THE PROPER TIME TO DRAW ATTENTION TO AN ERROR OR IRREGULARITY IS WHEN IT OCCURS OR IS FIRST NOTICED. ANY DELAY MAY AFFECT THE RULING.
- 56. IF AN INCORRECT RULE INTERPRETATION OR DECISION BY AN EMPLOYEE IS MADE IN GOOD FAITH, THE ESTABLISHMENT HAS NO LIABILITY.
- 57. A REQUEST FOR A RULING MUST BE MADE BEFORE THE START OF THE NEXT HAND. OTHERWISE, THE RESULT OF THE PRIOR HAND WILL STAND. THE FIRST RIFFLE OF THE SHUFFLE MARKS THE START OF THE NEXT HAND. ON TABLES WITH SHUFFLE MACHINES, THE START OF THE NEXT HAND IS ONCE THE BUTTON HAS BEEN PUSHED ON THE SHUFFLE MACHINE.
- 58. 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 MEMBER.
- 59. TO KEEP THE ACTION MOVING, IT IS POSSIBLE THAT A GAME MAY BE ASKED TO CONTINUE EVEN THOUGH A DECISION IS DELAYED FOR A SHORT PERIOD. THE DELAY COULD BE NEEDED TO CHECK WITH SURVEILLANCE OR GET THE MANAGER ON DUTY TO GIVE THE RULING. IN SUCH CIRCUMSTANCES, A POT OR PORTION THEREOF MAY BE TAKEN OFF OF THE TABLE BY THE HOUSE WHILE THE DECISION IS PENDING.

SECTION 4 – PROCEDURES

THESE ARE THE STANDARD PROCEDURES THAT ARE USED AND GENERALLY ACCEPTED IN CARD ROOMS AROUND THE U.S. THEY ARE SUBJECT TO HOUSE REGULATIONS AS WELL AS COMPANY POLICIES, LOCAL CUSTOMS, MEMBER PREFERENCES, AND SECURITY AND SURVEILLANCE CONSIDERATIONS.

- 60. CASH IS NOT PERMITTED ON THE TABLE.
- 61. ONLY CHIPS BELONGING TO THE FORT CARD ROOM WILL BE VALID STAKES AT TABLES.
- 62. LARGE DENOMINATION CHIPS MAY BE REMOVED FOR SECURITY PURPOSES WHEN LEAVING THE TABLE. THE FORT CARD ROOM IS NOT RESPONSIBLE FOR ANY SHORTAGE OR REMOVAL OF CHIPS LEFT ON THE TABLE DURING A MEMBER'S ABSENCE, EVEN THOUGH WE WILL TRY TO PROTECT EVERYONE AS BEST WE CAN. ALL REMOVED FUNDS MUST BE VERIFIED BY THE DEALER AT THE TABLE, AND FULLY RESTORED WHEN RETURNING TO THE GAME.
- 63. IF A MEMBER IS RETURNING TO THE SAME GAME WITHIN ONE HOUR OF CASHING OUT, THEIR BUY-IN MUST BE EQUAL TO THE AMOUNT REMOVED WHEN LEAVING THAT GAME.

64. IF A MEMBER TRANSFERS TABLES AND GOES TO THE SAME GAME TYPE/LIMIT THEY MUST BRING THEIR FULL STACK WITH THEM. IF A GAME HAS A MAXIMUM BUY-IN, VOLUNTARY TABLE TRANSFERS WILL NOT BE ALLOWED TO A NEW GAME WITHIN THE FIRST HOUR IF THEY EXCEED THE MAXIMUM BUY-IN FOR THE GAME.
65. ALL GAMES ARE TABLE STAKES. ONLY THE CHIPS IN FRONT OF A MEMBER AT THE START OF A DEAL WILL PLAY FOR THAT HAND, UNLESS A MEMBER HAS PURCHASED ADDITIONAL CHIPS THAT ARE IN TRANSIT, OR A MEMBER HAS BROUGHT OUT MONEY AND ANNOUNCED AN INTENT TO INCREASE THEIR CURRENT BUY-IN BEFORE THE START OF THAT HAND. THE AMOUNT BOUGHT MUST BE ANNOUNCED TO THE TABLE OR ONLY THE AMOUNT OF THE MINIMUM BUY-IN PLAYS. AWARENESS OF THE AMOUNT BEING PLAYED FOR EACH OPPONENT IS AN IMPORTANT PART OF THE GAME. ALL CHIPS MUST BE KEPT IN PLAIN VIEW.
66. PLAYING OUT OF A RACK IS NOT ALLOWED. A MEMBER MAY RACK UP AND PLAY UNTIL THEIR BIG BLIND COMES AROUND, HOWEVER, ONCE THE BLINDS REACH THEM, THEY MUST TAKE THEIR CHIPS OUT OF THE RACK. A MEMBER WITH CHIPS IN THE RACK WHEN THE BLINDS REACH THEM WILL NOT BE DEALT IN UNTIL THEY HAVE REMOVED THE CHIPS FROM THE RACK. MEMBERS WITH DISABILITIES MAY BE GRANTED AN EXCEPTION TO THIS RULE AT THE DISCRETION OF MANAGEMENT.
67. NO ONE IS ALLOWED TO PLAY ANOTHER MEMBER'S CHIPS.
68. PUSHING BETS, "SAVING" OR "POTTING OUT" IS NOT ALLOWED. THIS MEANS THAT MEMBERS ARE NOT ALLOWED TO RETRACT ANY BETS THAT HAVE BEEN COMMITTED TO THE POT.
69. PUSHING AN ANTE OR POSTING FOR ANOTHER PERSON IS NOT ALLOWED.
70. THE FORT CARD ROOM WILL NOT SPREAD MEXICAN POKER OR ANY OTHER GAMES THAT REQUIRE A STRIPPED DECK, AND/OR THE USE OF JOKERS.
71. THE FORT CARD ROOM WILL NOT SPREAD OPEN FACED CHINESE POKER OR ANY VARIATIONS OF OPEN FACED CHINESE POKER.
72. MEMBERS WILL NOT BE ALLOWED TO AGREE TO SPLIT POTS IN ANY GAME. CHOPPING THE BIG AND SMALL BLIND BY TAKING THEM BACK WHEN ALL OTHER MEMBERS HAVE FOLDED IS ALLOWED IN BUTTON GAMES.
73. INSURANCE PROPOSITIONS ARE NOT ALLOWED.
74. THE GAME'S BETTING LIMIT WILL NOT BE CHANGED IF ONE OR MORE MEMBERS OBJECT. THE SUPERVISOR MAY SUGGEST THAT THE OBJECTOR(S) MOVE TO A SIMILAR-SIZED GAME IF SEATING IS AVAILABLE. RAISING THE LIMIT IS ALWAYS SUBJECT TO MANAGEMENT APPROVAL.
75. MEMBERS 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 A MEMBER'S HANDS OR HIDDEN BEHIND CHIPS IN A MANNER TO CONCEAL THEM CREATING CONFUSION AND FALSE ACTION.
76. ALL MEMBERS AT THE TABLE ARE ENTITLED TO A CLEAR VIEW OF AN OPPONENT'S CHIPS. HIGHER DENOMINATION CHIPS MUST BE EASILY VISIBLE TO ALL MEMBERS AT THE TABLE. IF FACING AN ALL-IN ACTION, THE MEMBER, IN TURN, FACING THAT ACTION MAY REQUEST AN ACCURATE CHIP COUNT. THE DEALER IS RESPONSIBLE FOR VERIFYING THE AMOUNT.
77. A MEMBER'S CHIPS MAY BE PICKED UP AFTER THEY HAVE RECEIVED 3 MISSED BIG BLIND BUTTONS. MEMBERS MAY BE GRANTED EXTENDED TIME AWAY FROM THE TABLE IF THE SUPERVISOR IS NOTIFIED IN ADVANCE AND THE SITUATION WARRANTS IT. EXCESSIVE ABSENCES MAY ALSO CAUSE A MEMBER'S CHIPS TO BE PICKED UP FROM THE TABLE.
78. A NEW SETUP MAY BE REQUESTED EVERY TWO HOURS UNLESS A DECK IS DEFECTIVE OR DAMAGED AND NEEDS TO BE REPLACED.
79. LOOKING THROUGH THE DISCARDS OR DECK STUB IS NOT ALLOWED.
80. AFTER A DEAL ENDS, DEALERS ARE NOT TO SHOW WHAT CARD WOULD HAVE BEEN DEALT NEXT. RABBIT HUNTING IS NOT ALLOWED.
81. A MEMBER IS EXPECTED TO PAY ATTENTION TO THE GAME AND NOT HOLD UP PLAY. ACTIVITY THAT INTERFERES WITH PLAY, SUCH AS READING, IPODS, CELL PHONES, ETC., AT THE TABLE IS DISCOURAGED, AND THE MEMBER WILL BE ASKED TO REMOVE SUCH DEVICES FROM THE TABLE OR BE ASKED TO LEAVE THE GAME IF THE PROBLEM IMPEDES THE PROGRESS OF THE GAME.
82. IN NON-TOURNAMENT GAMES, A MEMBER MAY HAVE A GUEST SIT BEHIND THEM IF NO ONE IN THE GAME OBJECTS. IT IS IMPROPER FOR A GUEST TO LOOK AT ANY HAND IN ACTION AND MAY RESULT IN REMOVAL.

SECTION 5 – SEATING

83. MEMBERS MUST SIGN UP AT THE COUNTER OR ON THE ATLAS APP TO PLAY A POKER GAME. PHONE/INS ARE ALLOWED. IT IS THE MEMBER'S RESPONSIBILITY TO BE IN THE AREA TO HEAR THEIR NAME CALLED. IF THE MEMBER WILL NOT BE AROUND WHEN THIS IS HAPPENING, THEY SHOULD NOTIFY THE FLOOR. THE FORT CARD ROOM IS NOT RESPONSIBLE FOR USER ERRORS BY MEMBERS USING THE APP, AND ALL MEMBERS ARE ENCOURAGED TO MAKE SURE THAT THEY ARE CHECKED IN BY A STAFF MEMBER.

84. MEMBERS THAT ARE PAGED WILL HAVE 5 MINUTES TO REPORT TO THE COUNTER FOR THEIR SEAT. MANAGEMENT RESERVES THE RIGHT TO ALLOW MORE OR LESS TIME TO RESPOND.
85. PERMISSION FROM A STAFF MEMBER IS REQUIRED BEFORE TAKING A SEAT IN A GAME.
86. WHEN THERE IS MORE THAN ONE GAME OF THE SAME STAKES AND A MUST-MOVE IS NOT BEING USED, THE HOUSE WILL CONTROL THE SEATING OF NEW MEMBERS TO BEST PRESERVE THE VIABILITY OF EXISTING GAMES. A NEW MEMBER WILL BE SENT TO THE GAME MOST IN NEED OF AN ADDITIONAL MEMBER. A TRANSFER TO A SIMILAR GAME IS NOT ALLOWED IF THE GAME BEING LEFT WILL THEN HAVE FEWER MEMBERS THAN THE GAME BEING ENTERED.
87. A LOCK-UP IN A NEW GAME WILL BE PICKED UP AFTER FIVE MINUTES IF SOMEONE IS WAITING TO PLAY.
88. A MEMBER MAY NOT HOLD A SEAT IN MORE THAN ONE GAME.
89. ONLY MEMBERS WHO ARE ACTIVE AND APPROVED BY A FORT STAFF MEMBER TO PLAY IN A GAME MAY SIT AT THE TABLE.
90. THE FORT CARD ROOM RESERVES THE RIGHT TO REQUIRE THAT SOME MEMBERS NOT PLAY IN THE SAME GAME.
91. WHEN A BUTTON GAME STARTS, THE DEALER WILL HIGH-CARD FOR THE BUTTON POSITION. THE BUTTON WILL BE AWARDED TO THE HIGHEST CARD AND HIGHEST SUIT.
92. IN A NEW GAME, THE MEMBER WHO ARRIVES AT THE TABLE THE EARLIEST GETS THE FIRST CHOICE OF REMAINING SEATS. IF TWO MEMBERS WANT THE SAME SEAT AND ARRIVE AT THE SAME TIME, THE MEMBER THAT WAS FIRST ON THE LIST HAS THE PREFERENCE. A MEMBER 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 MEMBER FOR A GOOD REASON, SUCH AS TO ASSIST IN READING THE BOARD FOR A PERSON WITH A VISION IMPAIRMENT.
93. TO AVOID A SEATING DISPUTE, A SUPERVISOR MAY CHOOSE TO START THE GAME WITH ONE EXTRA MEMBER OVER THE NORMAL NUMBER PARTICIPATING. IF SO, A SEAT WILL BE REMOVED AS SOON AS SOMEONE LEAVES THE GAME.
94. TO PROTECT EXISTING GAMES, A FORCED MOVE (MUST 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 MEMBER REFUSES TO MOVE INTO THE MAIN GAME THEY WILL BE FORCED TO QUIT AND CANNOT PLAY IN THE MUST-MOVE GAME OR GET ON THE LIST OF ANY OTHER GAME FOR ONE HOUR. IN GENERAL, THE MUST-MOVE LIST WILL BE MAINTAINED FOR ONE HOUR AFTER THE NEWEST GAME HAS STARTED. THE TYPE OF MUST-MOVE LIST USED WILL BE DETERMINED BY THE GAME TYPE IN QUESTION TO ENSURE MAXIMUM PROTECTION OF EXISTING GAMES.
95. IF A NEW GAME STARTS AND THE MEMBER IS ON THE LIST, THEY MUST PLAY IN SAID NEW GAME (OR MUST-MOVE GAME) TO RETAIN THEIR PLACE ON THE LIST, IF BY THEM PLAYING THERE WOULD BE FIVE OR MORE MEMBERS AT A NINE-HANDED TABLE OR THREE OR MORE MEMBERS AT A SIX-HANDED TABLE.
96. IN ALL BUTTON GAMES, A MEMBER GOING FROM A MUST-MOVE GAME TO THE MAIN GAME MUST MOVE IMMEDIATELY FROM ANY POSITION OTHER THAN THE SMALL-BLIND OR THE BUTTON. THAT MEMBER THEN MOVES TO THE MAIN GAME WITH THE OPTION OF WAITING TO ASSUME ANY POSITION IN THE MAIN GAME, OTHER THAN BEST-POSITION, WITHOUT POSTING. IN ALL STUD GAMES, A MEMBER MAY PLAY ONLY ONE MORE HAND BEFORE MOVING.
97. A MEMBER WHO IS ALREADY IN THE GAME HAS PRECEDENCE OVER A NEW MEMBER FOR ANY SEAT WHEN IT BECOMES AVAILABLE. HOWEVER, NO CHANGE WILL OCCUR AFTER A NEW MEMBER HAS BEEN DEALT INTO THE GAME. FOR MEMBERS ALREADY IN THE GAME, THE ONE WHO ASKS THE EARLIEST HAS PREFERENCE FOR A SEAT CHANGE.
98. IN ALL BUTTON GAMES, A MEMBER VOLUNTARILY LOCKING UP A SEAT IN ANOTHER GAME MUST MOVE IMMEDIATELY, EXCEPT THAT THE MEMBER IS ENTITLED TO PLAY THE BUTTON IF A BLIND HAS ALREADY BEEN TAKEN. IN A STUD GAME, A MEMBER 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.
99. WHEN A GAME BREAKS, EACH MEMBER MAY DRAW A CARD TO DETERMINE THE SEATING ORDER FOR A SIMILAR GAME. THE FLOOR SUPERVISOR DRAWS A CARD FOR AN ABSENT MEMBER AS LONG AS THE ABSENT MEMBER DOES NOT HAVE A MISSED BLIND BUTTON. IF THE CARD ENTITLES THE ABSENT MEMBER WITHOUT A MISSED BLIND BUTTON TO AN IMMEDIATE SEAT, THE MEMBER HAS UNTIL THEY ARE 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. MEMBERS WITH MISSED BLIND BUTTONS WILL GO TO THE BOTTOM OF THE LIST FOR THAT PARTICULAR GAME. IN SOME INSTANCES, THE FLOOR SUPERVISOR WILL ADD A CHAIR TO AN EXISTING GAME IN ORDER TO ACCOMMODATE ALL MEMBERS FROM THE BROKEN GAMES, IE., MAKING A 9 HANDED TABLE 10 HANDED UNTIL A MEMBER OPTS TO LEAVE THE GAME.

SECTION 6 – GENERAL POKER RULES

THE BUY-IN

100. WHEN A MEMBER ENTERS A GAME, THEY MUST MAKE AT LEAST A FULL BUY-IN. AT LIMIT POKER, A FULL BUY-IN IS TEN (10) TIMES THE MINIMUM BET FOR THE GAME BEING PLAYED UNLESS DESIGNATED OTHERWISE. Example: For 3-6 Limit, the minimum bet is \$3, a full buy-in is \$30.

- 101.** A MEMBER MAY MAKE ONE SHORT BUY PER PLAYING SESSION. A SHORT BUY MUST BE AT LEAST HALF OF THE MINIMUM BUY IN.
- 102.** A MEMBER FROM A MUST-MOVE GAME TO A GAME OF THE SAME LIMIT WILL CONTINUE TO PLAY THE SAME AMOUNT OF MONEY. IF IT IS LESS THAN THE MINIMUM BUY-IN FOR THAT GAME THE MEMBER WILL BE ALLOWED TO PLAY, WITH AN OPTION TO BUY MORE CHIPS. A MEMBER COMING FROM A BROKEN GAME MUST BRING ALL OF THEIR CHIPS THAT THEY HAD IN PLAY AT THE TABLE THAT WAS BROKEN.
- 103.** A MEMBER SWITCHING GAMES VOLUNTARILY MUST HAVE THE PROPER MINIMUM BUY-IN SIZE FOR THE NEW GAME. THEY MUST TAKE THEIR ENTIRE STACK OTHERWISE REGARDLESS OF THE MAXIMUM BUY-IN FOR THAT GAME. IF A GAME HAS A MAXIMUM BUY-IN, VOLUNTARY TABLE TRANSFERS WILL NOT BE ALLOWED TO A NEW GAME WITHIN THE FIRST HOUR IF THEY EXCEED THE MAXIMUM BUY IN FOR THE GAME.

MISDEALS

- 104.** THE FOLLOWING CIRCUMSTANCES CAUSE A MISDEAL, PROVIDED ATTENTION IS CALLED TO THE ERROR BEFORE TWO MEMBERS HAVE ACTED (ONE OR MORE WITH CHIPS IN THE POT) ON THEIR HANDS, OR THREE HAVE ACTED (CHECKS/FOLDS).
- THE FIRST OR SECOND CARD OF THE HAND HAS BEEN DEALT FACE UP OR EXPOSED THROUGH DEALER ERROR.
 - TWO OR MORE CARDS HAVE BEEN EXPOSED BY THE DEALER.
 - TWO OR MORE BOXED CARDS ARE FOUND.
 - TWO OR MORE EXTRA CARDS HAVE BEEN DEALT IN THE STARTING HANDS OF A GAME.
 - AN INCORRECT NUMBER OF CARDS HAVE BEEN DEALT TO A MEMBER. THE ONLY EXCEPTION TO THIS, IS IF THE MEMBER IN LAST POSITION TO RECEIVE A CARD, DID NOT RECEIVE IT. THE DEALER THEN MAY GIVE THAT PLAYER A CARD REGARDLESS OF ACTION.
 - ANY CARD THAT HAS BEEN DEALT OUT OF THE PROPER SEQUENCE, EXCEPT AN EXPOSED CARD MAY BE REPLACED BY THE BURN CARD.
 - THE BUTTON WAS OUT OF POSITION.
 - THE FIRST CARD WAS DEALT TO THE WRONG POSITION.
 - A MEMBER HAS BEEN DEALT OUT WHO IS ENTITLED TO A HAND. THIS MEMBER MUST BE PRESENT AT THE TABLE OR HAVE POSTED A BLIND OR ANTE.
- 105.** ONCE THERE IS SUBSTANTIAL ACTION, A MISDEAL CANNOT BE CALLED. THE DEAL WILL BE PLAYED, AND NO MONEY WILL BE RETURNED TO ANY MEMBER WHOSE HAND IS FOULED. IN BUTTON GAMES, SUBSTANTIAL ACTION IS CONSIDERED: THREE FOLDS, THREE CHECKS, OR ANY TWO ACTIONS CONSISTING OF A CHECK/BET/CALL/FOLD EXCEPT FOR TWO FOLDS OR TWO CHECKS. IN STUD GAMES, ACTION IS CONSIDERED TO OCCUR WHEN TWO MEMBERS AFTER THE FORCED BET HAVE ACTED ON THEIR HANDS.

DEAD HANDS

- 106.** A HAND IS DECLARED DEAD IF:
- A MEMBER FOLDS OR ANNOUNCES THAT THEY ARE FOLDING WHEN FACING A BET OR A RAISE.
 - A MEMBER THROWS THEIR HAND AWAY IN A FORWARD MOTION CAUSING ANOTHER MEMBER TO ACT BEHIND THEM EVEN IF NOT FACING A BET.
 - IN STUD, WHEN FACING A BET, A MEMBER PICKS THEIR UP-CARDS OFF THE TABLE, TURN THEIR UP-CARDS FACEDOWN, OR MIX THEIR UP-CARDS AND DOWN-CARDS TOGETHER.
 - 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 DRAW POKER VARIATIONS A HAND WITH TOO FEW CARDS FOLLOWING THE FIRST DRAW IS LIVE. AT SHOWDOWN.
 - A MEMBER ACTS ON A HAND WITH A JOKER AS A HOLE-CARD IN A GAME NOT USING A JOKER. A MEMBER WHO ACTS ON A HAND WITHOUT LOOKING AT A CARD ASSUMES THE LIABILITY OF FINDING AN IMPROPER CARD.
 - A MEMBER HAS THE CLOCK ON THEM WHEN FACING A BET OR RAISE AND EXCEED THE SPECIFIED TIME LIMIT.
- 107.** 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. THE FORT CARD ROOM WILL MAKE AN EXTRA EFFORT TO RULE A HAND RETRIEVABLE IF IT WAS FOLDED AS A RESULT OF DEALER ERROR OR INCORRECT INFORMATION GIVEN TO THE MEMBER.

- 108.** CARDS THROWN INTO ANOTHER MEMBER'S HAND MAY BE RULED DEAD. A MEMBER THROWING HOLE-CARDS INTO THE HOLE-CARDS OF A BLIND MAY CAUSE A RE-DEAL. THE OFFENDING MEMBER WILL RECEIVE A HAND, BUT IT WILL BE DEALT DEAD.

POKER IRREGULARITIES

- 109.** 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 MEMBER ONE CHANCE FOR EACH POSITION ON THE ROUND IF POSSIBLE.
- 110.** MEMBERS MUST ALWAYS PROTECT THEIR OWN HANDS. A MEMBER'S CARDS MAY BE PROTECTED WITH THEIR HANDS, A CHIP, OR OTHER OBJECT PLACED ON TOP OF THEM. IF A MEMBER FAILS TO PROTECT THEIR HAND, THEY WILL HAVE NO REDRESS IF IT BECOMES FOULED, OR THE DEALER ACCIDENTALLY MUCKS IT.
- 111.** 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 BUT WILL NOT APPEAR IN ANY HAND OR ON THE BOARD AND SUBSTANTIAL ACTION HAS TAKEN PLACE, ALL ACTION STANDS.

- 112.** 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 MEMBERS WHO WAGERED THEM.
- 113.** A MEMBER WHO KNOWS THE DECK IS DEFECTIVE HAS AN OBLIGATION TO POINT THIS OUT. IF SUCH A MEMBER INSTEAD TRIES TO WIN A POT BY TAKING AGGRESSIVE ACTION, THE MEMBER MAY LOSE THE RIGHT TO A REFUND, AND THE CHIPS MAY BE REQUIRED TO STAY IN THE POT FOR THE NEXT DEAL.
- 114.** A BOXED CARD IS A CARD DISCOVERED FACE-UP IN THE DECK. IT WILL BE TREATED AS A MEANINGLESS SCRAP OF PAPER. A BOXED CARD WILL BE REPLACED BY THE NEXT CARD BELOW IT IN THE DECK, EXCEPT WHEN THE NEXT CARD HAS ALREADY BEEN DEALT FACEDOWN TO ANOTHER MEMBER AND MIXED IN WITH OTHER DOWN CARDS. IN THAT CASE, THE CARD THAT WAS FACE UP IN THE DECK WILL BE REPLACED AFTER ALL OTHER CARDS ARE DEALT FOR THAT ROUND. IF 2 OR MORE BOXED CARDS APPEAR DURING THE HAND, THAT HAND IN PROGRESS WILL BE VOID, AND ALL MONIES RETURNED TO THE MEMBERS INVOLVED.
- 115.** A JOKER THAT APPEARS IN A GAME THAT IS NOT USED IS TREATED AS A SCRAP OF PAPER. DISCOVERY OF A JOKER DOES NOT CAUSE A MISDEAL. IT IS REPLACED IF THE JOKER IS DISCOVERED BEFORE A MEMBER ACTS ON THEIR HAND. IF THE MEMBER DOES NOT CALL ATTENTION TO THE JOKER BEFORE ACTING, THE MEMBER HAS A DEAD HAND.
- 116.** IF A MEMBER PLAYS A HAND WITHOUT LOOKING AT ALL THEIR CARDS, THEY ASSUME THE LIABILITY OF HAVING AN IRREGULAR CARD OR AN IMPROPER JOKER.
- 117.** ONE OR MORE CARDS MISSING FROM THE DECK DOES NOT INVALIDATE THE RESULTS OF A HAND.
- 118.** 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.
- 119.** PROCEDURE FOR AN EXPOSED CARD VARIES DEPENDING ON THE POKER GAME. A CARD THAT IS FLASHED BY A DEALER IS TREATED AS AN EXPOSED CARD. A CARD THAT IS FLASHED BY A MEMBER WILL PLAY. TO OBTAIN A RULING ON WHETHER A CARD WAS EXPOSED AND SHOULD BE REPLACED, A MEMBER SHOULD ANNOUNCE THAT THE CARD WAS FLASHED OR EXPOSED BEFORE LOOKING AT IT. A DOWN CARD DEALT OFF THE TABLE IS AN EXPOSED CARD. A FLOOR SUPERVISOR, BASED ON CIRCUMSTANCES, MAY DETERMINE WHETHER A MEMBER MUST TAKE OR IS ENTITLED TO A REPLACEMENT CARD.
- 120.** IF A CARD IS EXPOSED DUE TO DEALER ERROR, A MEMBER DOES NOT HAVE THE OPTION TO TAKE OR REJECT THE CARD. THE CARD MUST BE REPLACED.
- 121.** IF A MEMBER DROPS ANY CARDS OUT OF THEIR HAND ONTO THE FLOOR, THEY MAY NOT RECEIVE REPLACEMENTS AND, AT THE DISCRETION OF THE FLOOR SUPERVISOR, THEIR HAND MAY BE RULED DEAD.
- 122.** 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. In the last round, if there was no betting because a member was all-in, the error should be corrected if discovered before the pot has been awarded.
- 123.** IF THE DEALER PREMATURELY DEALS ANY CARDS BEFORE THE BETTING IS COMPLETE, THOSE CARDS WILL NOT PLAY, EVEN IF A MEMBER WHO HAS NOT ACTED DECIDES TO FOLD.

BETTING AND RAISING

- 124.** CHECK-RAISE IS PERMITTED IN ALL GAMES, EXCEPT IN CERTAIN FORMS OF LOWBALL.
- 125.** IN NO-LIMIT AND POT-LIMIT GAMES, AN UNLIMITED NUMBER OF RAISES ARE ALLOWED.
- 126.** IN NO-LIMIT OR POT-LIMIT, A RAISE MUST BE MADE BY A) PUSHING OUT THE FULL AMOUNT IN ONE MOTION OR B) VERBALLY DECLARING THE FULL AMOUNT BEFORE PUSHING OUT CHIPS. IF A RAISE IS DECLARED AND THE CALL AMOUNT IS PUSHED OUT AFTER DECLARING A RAISE, IT WILL BE A MINIMUM RAISE.
- 127.** IN LIMIT POKER, A POT INVOLVING THREE OR MORE MEMBERS WHO ARE NOT ALL-IN, ALLOWS A MAXIMUM OF ONE BET AND FOUR RAISES.
- 128.** UNLIMITED RAISES ARE ALLOWED IN LIMIT-PLAY WHEN THE BETTING ROUND BEGINS HEADS-UP. IF THE ROUND BEGINS WITH MORE THAN TWO MEMBERS AND BECOMES HEADS-UP DURING THE MIDDLE OF THE ROUND THE RAISE MAXIMUM STILL APPLIES.
- 129.** A WAGER NOT ALL-IN MUST BE AT LEAST THE SIZE OF THE PREVIOUS BET OR RAISE IN THAT ROUND.
- 130.** IN LIMIT PLAY, AN ALL-IN WAGER OF LESS THAN HALF A BET DOES NOT REOPEN THE BETTING FOR ANY MEMBER WHO HAS ALREADY ACTED AND IS IN THE POT FOR ALL PREVIOUS BETS. A MEMBER WHO HAS NOT YET ACTED OR HAD THE BETTING REOPENED TO THEM BY ANOTHER MEMBER'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 HALF A BET OR MORE IS TREATED AS A FULL BET, AND A MEMBER 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 member qualifies as a raise.

- 131.** THE SMALLEST CHIP THAT MAY BE WAGERED IN A GAME IS THE SMALLEST CHIP USED IN THE ANTES OR BLINDS. IF BETTING IS IN DOLLAR UNITS OR GREATER, A FRACTION OF A DOLLAR DOES NOT PLAY. A MEMBER GOING ALL-IN MUST PUT ALL THEIR CHIPS INTO THE POT.
- 132.** A VERBAL STATEMENT DENOTES ACTION AND IS BINDING. IF IN TURN A MEMBER VERBALLY DECLARES A FOLD, CHECK, BET, CALL, OR RAISE, THEY ARE FORCED TO TAKE THAT ACTION. RAPPING THE TABLE WILL BE CONSIDERED A CHECK.
- 133.** DELIBERATELY ACTING OUT OF TURN WILL NOT BE TOLERATED. ACTION OUT OF TURN WILL BE BINDING IF THE ACTION TO THAT MEMBER HAS NOT CHANGED. A CHECK, CALL, OR FOLD IS NOT CONSIDERED ACTION CHANGING. IF A MEMBER ACTS OUT OF TURN AND THE ACTION CHANGES, THE MEMBER WHO ACTED OUT OF TURN MAY CHANGE THEIR ACTION BY CALLING, RAISING OR FOLDING AND MAY HAVE THEIR CHIPS RETURNED. MEMBERS MAY NOT INTENTIONALLY ACT OUT OF TURN TO INFLUENCE PLAY BEFORE THEM.
- 134.** TO RETAIN THE RIGHT TO ACT, A MEMBER MUST STOP THE ACTION BY CALLING "TIME" OR AN EQUIVALENT WORD. FAILURE TO STOP THE ACTION BEFORE SUBSTANTIAL ACTION (2 MEMBERS ACTING, ONE OR MORE WAGERING), OR THREE NON-AGGRESSIVE ACTIONS (CHECKS/FOLDS) WILL RESULT IN THAT MEMBER ONLY BEING ABLE TO CHECK, CALL, OR FOLD. A MEMBER CANNOT FORFEIT THEIR RIGHT TO ACT IF ANY MEMBER IN FRONT OF THEM HAS NOT ACTED, ONLY IF THEY FAIL TO ACT WHEN IT LEGALLY BECOMES THEIR TURN.
- 135.** IN LIMIT POKER, IF A MEMBER MAKES A FORWARD MOTION WITH CHIPS AND THUS CAUSES ANOTHER MEMBER TO ACT, THEY MAY BE FORCED TO COMPLETE THEIR ACTION OR FORFEIT THEIR HAND, AND THE CHIPS ALREADY COMMITTED TO THE POT. IF NO ONE ACTS BEHIND THEM, THEY MAY BE FORCED TO THESE SAME CONDITIONS AT THE DISCRETION OF THE FLOOR SUPERVISOR.
- 136.** A MEMBER 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 APPLIES AT 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. UNDER CERTAIN CIRCUMSTANCES, LACK OF PROPER INFORMATION, OR GROSS MISINFORMATION, IF A MEMBER IS UNAWARE THAT THE POT HAS BEEN RAISED, THEY MAY BE ALLOWED TO WITHDRAW THAT MONEY AND RECONSIDER THEIR ACTION, PROVIDED THAT NO ONE ELSE HAS ACTED AFTER THEM.
- 137.** STRING RAISES ARE NOT ALLOWED. TO PROTECT THE RIGHT TO RAISE, A MEMBER SHOULD EITHER DECLARE THEIR 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 THE SAME AS ANNOUNCING A RAISE, AND THE RAISE MUST BE COMPLETED. THIS DOES NOT APPLY TO THE USE OF A SINGLE CHIP OF GREATER VALUE.
- 138.** IF FACING ACTION, A MEMBER PUTS A SINGLE CHIP IN THE POT THAT IS LARGER THAN THE BET, BUT DOES NOT ANNOUNCE A RAISE, THEY ARE ASSUMED TO HAVE ONLY CALLED. Example: In a \$1-\$2 game, when a member bets \$10 and the next Member puts a \$25 chip in the pot without saying anything, that Member has called the \$10 bet.
- 139.** ALL WAGERS AND CALLS OF AN IMPROPERLY LOW AMOUNT MUST BE BROUGHT UP TO THE 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, AND IS NOT, IT 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

- 140.** TO WIN ANY PART OF A POT, A MEMBER MUST SHOW ALL THEIR CARDS FACE UP ON THE TABLE UNLESS THAT MEMBER HAS THE ONLY REMAINING LIVE HAND. CARDS NOT TURNED FACE UP ON THE TABLE CANNOT BE READ. Example: In an NLH game, the community board reads 10H, 7H, 5H, KH, 9S. Member A tables 10C / 7C for two pairs. Member B shows the table AH but does not table both hole cards before mucking one or both cards. Member A wins.
- 141.** CARDS SPEAK; A TABLED HAND ASSIGNS ITSELF ITS TRUE VALUE. THE DEALER ASSISTS IN READING HANDS, BUT MEMBERS 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 MEMBER TO DISCARD A WINNING HAND IS VIEWED AS UNETHICAL AND MAY RESULT IN FORFEITURE OF THE POT.
- 142.** ANY MEMBER, DEALER, OR FLOOR SUPERVISOR WHO SEES AN INCORRECT AMOUNT OF CHIPS PUT INTO THE POT, OR AN ERROR ABOUT TO BE MADE IN AWARDED A POT, HAS AN ETHICAL OBLIGATION TO POINT OUT THE ERROR.
- 143.** ALL LOSING HANDS WILL BE KILLED BY THE DEALER BEFORE A POT IS AWARDED.
- 144.** UNLESS A HAND HAS BEEN EXPOSED, A MEMBER MAY ONLY REQUEST TO SEE ANOTHER MEMBER'S HAND IF COLLUSION IS SUSPECTED AND THEN ONLY IN THE PRESENCE AND PERMISSION OF A FLOOR PERSON.
- 145. SHOW ONE, SHOW ALL.** MEMBERS ARE ENTITLED TO RECEIVE EQUAL ACCESS TO INFORMATION ABOUT THE CONTENTS OF ANOTHER MEMBER'S HAND. AFTER A DEAL, IF CARDS ARE SHOWN TO ANOTHER MEMBER, EVERY MEMBER AT THE TABLE HAS A RIGHT TO SEE THOSE CARDS. DURING A DEAL, CARDS THAT WERE SHOWN TO AN ACTIVE MEMBER WHO MIGHT HAVE A FURTHER WAGERING DECISION ON THAT BETTING ROUND MUST IMMEDIATELY BE SHOWN TO ALL THE OTHER MEMBERS. IF THE MEMBER 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 MEMBERS AFTER THAT BETTING ROUND. IF A MEMBER SHOWS ONLY SOME OF THEIR HOLE-CARDS, THEY MAY BE REQUIRED TO SHOW ALL HOLE-CARDS UPON REQUEST.

- 146.** IF EVERYONE CHECKS ON THE FINAL BETTING ROUND, THE MEMBER IN THE EARLIEST POSITION IS REQUIRED TO SHOW THEIR HAND FIRST. IF THERE IS WAGERING ON THE FINAL BETTING ROUND, THE LAST MEMBER TO TAKE AGGRESSIVE ACTION BY A BET OR RAISE IS THE FIRST TO SHOW THE HAND. TO SPEED UP THE GAME, THE LAST MEMBER TO ACT OR A MEMBER HOLDING A PROBABLE WINNER IS ENCOURAGED TO SHOW THEIR HAND WITHOUT DELAY. IF THERE IS A SIDE POT, MEMBERS INVOLVED IN THE SIDE POT SHOULD SHOW THEIR HANDS BEFORE ANYONE WHO IS ALL-IN FOR ONLY THE MAIN POT. IN A NO LIMIT POKER GAME, IF BETTING HAS ENDED ON A ROUND BEFORE THE RIVER, THE MEMBER WHO PUSHED ALL-IN IS RESPONSIBLE FOR TURNING THEIR HAND OVER FIRST.

TIES

- 147.** THE RANKING OF SUITS FROM HIGHEST TO LOWEST IS SPADES, HEARTS, DIAMONDS, AND CLUBS. SUITS NEVER BREAK A TIE TO WIN A POT. SUITS ARE USED TO BREAK A TIE BETWEEN CARDS OF THE SAME RANK IN A HIGH-CARD SITUATION.
- 148.** DEALING A CARD TO EACH MEMBER IS USED TO DETERMINE WHO MOVES TO ANOTHER TABLE OR WHO GETS THE BUTTON IN A NEW GAME. IF THE CARDS ARE DEALT, THE ORDER IS CLOCKWISE STARTING WITH THE FIRST MEMBER ON THE DEALER'S LEFT, THE BUTTON POSITION IS IRRELEVANT. DRAWING A CARD IS USED TO DETERMINE A MEMBER'S SEATING ORDER COMING FROM A BROKEN GAME.
- 149.** AN ODD CHIP WILL BE BROKEN DOWN TO THE SMALLEST UNIT USED TO MAKE BLINDS OR ANTES IN THE GAME BEING DEALT.
- 150.** IF TWO OR MORE HANDS TIE, AN ODD CHIP WILL BE AWARDED AS FOLLOWS:
- IN A BUTTON GAME, THE FIRST HAND CLOCKWISE FROM THE BUTTON GETS THE ODD CHIP.
 - IN A STUD GAME, IN A TIE, THE ODD CHIP WILL BE GIVEN TO THE HIGHEST CARD BY SUIT IN ALL GAMES. WHEN MAKING THIS DETERMINATION, ALL CARDS ARE USED.
 - 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 TO THE WORST POSITION (CLOSEST TO THE LEFT OF THE BUTTON), AND THE ODD CHIP BETWEEN TIED LOW HANDS IS AWARDED TO THE WORST POSITION (CLOSEST TO THE LEFT OF THE BUTTON). IF TWO MEMBERS HAVE IDENTICAL HANDS, THE POT WILL BE SPLIT AS EVENLY AS POSSIBLE.
 - ALL SIDE POTS AND THE MAIN POT WILL BE SPLIT AS SEPARATE POTS, NEVER COMBINED.

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 MEMBER HAS THE DEALER POSITION. THE MEMBER WITH THE BUTTON IS THE LAST TO RECEIVE CARDS ON THE INITIAL DEAL AND HAS THE RIGHT TO THE LAST ACTION AFTER THE FIRST BETTING ROUND. THE BUTTON MOVES CLOCKWISE AFTER A DEAL ENDS TO ROTATE THE ADVANTAGE OF THE LAST ACTION. ONE OR MORE BLIND BETS ARE USUALLY USED TO STIMULATE ACTION AND INITIATE PLAY. BLINDS ARE POSTED BEFORE THE MEMBERS LOOK AT THEIR CARDS. BLINDS ARE PART OF A MEMBER'S BET UNLESS A CERTAIN STRUCTURE OR SITUATION SPECIFIES OTHERWISE. A MADE-UP BLIND OTHER THAN THE BIG BLIND MAY BE TREATED AS DEAD, NOT PART OF THE POSTER'S BET. WITH TWO BLINDS, THE SMALL BLIND IS POSTED BY THE FIRST MEMBER CLOCKWISE FROM THE BUTTON, AND THE BIG BLIND IS POSTED BY THE MEMBER TWO POSITIONS CLOCKWISE FROM THE BUTTON. WITH MORE THAN TWO BLINDS, THE SMALLEST BLIND IS NORMALLY LEFT OF THE BUTTON, NOT ON IT. ACTION IS INITIATED ON THE FIRST BETTING ROUND BY THE FIRST MEMBER TO THE LEFT OF THE BLINDS. ON ALL SUBSEQUENT BETTING ROUNDS, THE ACTION BEGINS WITH THE FIRST ACTIVE MEMBER ON THE LEFT OF THE BUTTON.

RULES FOR USING BLINDS

- 151.** THE MINIMUM BRING-IN, ALLOWABLE RAISE SIZES, AND BLIND AMOUNTS ARE SPECIFIED BY THE POKER GAME. IF A MEMBER DOES NOT HAVE ENOUGH TO POST THE BIG BLIND THE MEMBER WILL POST THEIR REMAINING CHIPS AND WILL RECEIVE FULL VALUE ON THOSE CHIPS. A SIDE POT WILL THEN BE STARTED FOR THE REMAINING MEMBERS IN THE HAND. ANY MEMBER ACTING AFTER THE "ALL-IN BLIND" WILL HAVE 3 OPTIONS; FOLD, CALL THE PROPER AMOUNT OF THE BIG BLIND, OR RAISE AT LEAST DOUBLE THE SIZE OF THE PROPER AMOUNT OF THE BIG BLIND. MEMBERS ACTING AFTER AN "ALL IN BLIND" DO NOT HAVE THE OPTION OF CALLING THE "ALL IN BLIND" AMOUNT.
- 152.** EACH ROUND EVERY MEMBER MUST GET AN OPPORTUNITY FOR THE BUTTON, AND MEET THE TOTAL AMOUNT OF THE BLIND OBLIGATIONS UNLESS ALL-IN. THE FOLLOWING METHOD OF BUTTON AND BLIND PLACEMENT HAS BEEN DESIGNATED TO DO THIS:
- DEAD BUTTON (FORWARD MOVING) – THE BIG BLIND IS POSTED BY THE MEMBER 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 MEMBER THE PRIVILEGE OF LAST ACTION ON CONSECUTIVE HANDS.
- 153.** A MEMBER POSTING IN A GAME WILL RECEIVE AN OPTION TO RAISE IN TURN.
- 154.** IN HEADS-UP PLAY WITH TWO BLINDS, THE SMALL BLIND IS ALWAYS ON THE BUTTON.
- 155.** A NEW MEMBER MAY BE DEALT IN BETWEEN THE BIG BLIND AND THE BUTTON IF THE NEW MEMBER OPTS TO "BUY THE BUTTON". OTHERWISE, A MEMBER MUST WAIT UNTIL THE BUTTON PASSES. BUYING THE BUTTON MEANS POSTING A BIG BLIND AND A DEAD SMALL BLIND. ON THE NEXT HAND, THE MEMBER WILL GET TO PLAY THEIR BUTTON.

- 156.** WHEN A MEMBER POSTS THE BIG BLIND, IT SERVES AS THEIR OPENING BET. WHEN IT IS THEIR NEXT TURN TO ACT, THEY HAVE THE OPTION TO RAISE.
- 157.** A MEMBER WHO MISSES ANY OR ALL BLINDS CAN RESUME PLAY BY EITHER POSTING ALL THE BLINDS MISSED OR WAITING TO TAKE THE BIG BLIND. IF A MEMBER CHOOSES TO POST THE TOTAL AMOUNT OF THE BLINDS, ONLY THE BIG BLIND IS LIVE. THE REMAINDER IS TAKEN BY THE DEALER TO THE CENTER OF THE POT AND IS NOT PART OF THEIR BET. WHEN IT IS THEIR TURN TO ACT, THEY HAVE THE OPTION TO RAISE. A MEMBER WHO HAS MISSED A BLIND ALSO HAS THE OPTION OF RETURNING TO THE GAME AS THE UNDER-THE-GUN LIVE STRADDLE.
- 158.** IF A MEMBER WHO OWES A BLIND, AS A RESULT OF A MISSED BLIND, IS DEALT IN WITHOUT POSTING, THE HAND IS DEAD IF THE MEMBER LOOKS AT IT BEFORE PUTTING UP THE REQUIRED CHIPS, AND HAS NOT YET ACTED. IF THE MEMBER ACTS ON THE HAND AND PLAYS IT, PUTTING CHIPS INTO THE POT BEFORE THE ERROR IS DISCOVERED, THE HAND IS LIVE, AND THE MEMBER IS REQUIRED TO POST ON THE NEXT DEAL.
- 159.** ANY MEMBER WHO DREW FOR THE BUTTON IS CONSIDERED ACTIVE IN THE GAME AND IS REQUIRED TO MAKE UP ANY MISSED BLINDS.
- 160.** IN ALL MULTIPLE-BLIND GAMES, A MEMBER WHO CHANGES SEATS WILL BE DEALT IN ON THE FIRST AVAILABLE HAND IN THE SAME RELATIVE POSITION. *Example: If a member moves three active positions away from the big blind, they must wait three hands before being dealt in again.* A MEMBER MAY POST THE AMOUNT OF THE BIG BLIND TO IMMEDIATELY RECEIVE A HAND.
- 161.** A MEMBER MAY MOVE SEATS AWAY FROM THE BLINDS 1 OR 2 ACTIVE POSITIONS AND STILL RECEIVE A HAND WITHOUT WAITING AND/OR POSTING.
- 162.** A MEMBER 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 RE-ENTER THE GAME BEHIND THE BUTTON WITHOUT HAVING TO POST A BLIND.
- 163.** A LIVE BLIND "STRADDLE" IS ALLOWED IN ALL BLIND GAMES. THE MEMBER WHO POSTS THE STRADDLE HAS THE LAST ACTION FOR THE FIRST ROUND OF BETTING AND IS ALLOWED TO RAISE. THE AMOUNT OF THE STRADDLE IS TWICE OR MORE THE BIG BLIND UNLESS OTHERWISE SPECIFIED. A MEMBER CAN STRADDLE FROM EITHER UNDER-THE-GUN OR FROM THE BUTTON, WITH THE BUTTON HAVING PRECEDENCE. THE MINIMUM ALLOWED RAISE AFTER THE STRADDLE IS DOUBLE THE AMOUNT OF THE STRADDLE. A MANDATORY STRADDLE WILL NOT BE ENFORCED, EVEN IF EVERY MEMBER AT THE TABLE AGREES; A NEW MEMBER WILL NOT BE FORCED TO STRADDLE. THE BUTTON STRADDLE IS NOT ALLOWED IN LIMIT GAMES.
- 164.** AS STATED ABOVE, THE BUTTON STRADDLE HAS PRECEDENCE AND GETS ULTIMATE LAST ACTION. MEANING, THE BUTTON DOES NOT ACT UNTIL ALL OTHER ACTIONS ARE COMPLETE.
- 165.** NEW MEMBERS ON THE TABLE ARE ALLOWED TO BUY THE BUTTON OR WAIT UNTIL THE BUTTON PASSES.

KILL POTS

TO KILL A POT MEANS TO POST AN EXTRA 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. A KILL MAY BE REQUIRED IN A GAME FOR ANY TIME A SPECIFIED EVENT TAKES PLACE. IN HIGH-LOW SPLIT GAMES USING A REQUIRED KILL, A MEMBER WHO SCOOPS A POT BIGGER THAN A SET SIZE (5 TIMES THE UPPER LIMIT OF THE GAME) MUST KILL THE NEXT POT. IN OTHER GAMES USING A REQUIRED KILL, A MEMBER WHO WINS TWO CONSECUTIVE POTS MUST KILL THE NEXT POT. IN THIS TYPE OF KILL GAME, A BUTTON CALLED A "KILL BUTTON" INDICATES WHICH MEMBER HAS WON THE PREVIOUS POT, A "LEG UP", AND THE WINNER KEEPS THIS BUTTON UNTIL THE NEXT HAND IS COMPLETED. IF THE MEMBER WHO HAS THE KILL BUTTON WINS A SECOND CONSECUTIVE POT AND IT QUALIFIES MONETARILY, THAT MEMBER MUST KILL THE NEXT POT.

- 166.** THE KILL BUTTON IS NEUTRAL, BELONGING TO NO MEMBER, IF:
- IT IS THE FIRST HAND OF A NEW GAME.
 - THE WINNER OF THE PREVIOUS POT HAS QUIT THE GAME.
 - THE PREVIOUS POT WAS SPLIT AND NEITHER MEMBER HAD THE KILL BUTTON.
- 167.** IN LIMIT GAMES, THE KILL WILL ACT IN TURN. ONCE THE KILL HAS ACTED, THE ACTION THEN CONTINUES IN SEQUENCE TO THE LEFT OF THE KILL.
- 168.** IF PLAYING WITH A "LEG-UP", THERE IS NO POT-SIZE REQUIREMENT FOR THE FIRST POT OR "LEG" OF A KILL FOR THE SECOND "LEG" TO QUALIFY FOR A KILL, YOU MUST WIN AT LEAST ONE FULL BET FOR WHATEVER LIMIT YOU ARE PLAYING, AND IT CANNOT BE ANY PART OF THE BLIND STRUCTURE UNLESS OTHERWISE AGREED.
- 169.** IF A MEMBER WITH ONE "LEG UP" SPLITS THE NEXT POT, THAT MEMBER STILL HAS A "LEG UP" FOR THE NEXT HAND. IF THE MEMBER WHO SPLIT THE POT WAS THE KILL IN THE PREVIOUS HAND, THEN THAT MEMBER MUST ALSO KILL THE NEXT POT.
- 170.** A PERSON WHO LEAVES THE TABLE WITH A "LEG UP" TOWARD A KILL STILL HAS A "LEG UP" ALONG WITH THE CURRENT "LEG UP" UPON RETURNING TO THE GAME.

171. A MEMBER WHO IS REQUIRED TO POST A KILL MUST DO SO THAT SAME HAND EVEN IF WISHING TO QUIT OR BE DEALT OUT. A MEMBER WHO FAILS TO POST A REQUIRED KILL BLIND WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME UNTIL THE KILL MONEY IS POSTED.
172. KILL BLINDS ARE CONSIDERED PART OF THE POT. IF A MEMBER WITH A REQUIRED KILL WINS AGAIN, THEN THAT MEMBER MUST KILL IT AGAIN FOR THE SAME AMOUNT AS THE PREVIOUS HAND. SOME GAMES HAVE PROGRESSIVE KILLS. IN A PROGRESSIVE KILL, IF A MEMBER WITH A REQUIRED KILL WINS AGAIN, THEN THAT MEMBER MUST KILL IT AGAIN FOR THE PROGRESSIVE AMOUNT AND THAT HAND WILL PLAY FOR THAT LIMIT.
173. WHEN A MEMBER "SCOOPS" BOTH THE HIGH AND THE LOW POT IN A SPLIT-POT GAME WITH A KILL PROVISION, THE NEXT HAND WILL BE KILLED ONLY IF THE POT IS AT LEAST FIVE TIMES THE SIZE OF THE UPPER LIMIT OF THE GAME.
174. IF A MEMBER IS UNAWARE THAT THE POT HAS BEEN KILLED AND THEY PUT IN A LESSER AMOUNT, AND IT HAS BEEN ANNOUNCED AS A KILL POT WITH THE KILL BUTTON FACE UP, THEY MUST CORRECT THE AMOUNT OR FORFEIT THE CHIPS ALREADY IN THE POT. IF IT HAS NOT BEEN PROPERLY ANNOUNCED, THEY MAY BE ALLOWED TO WITHDRAW THE CHIPS AND RECONSIDER YOUR ACTION.
175. ONLY ONE KILL IS ALLOWED PER DEAL.
176. A STRADDLE WILL NOT BE ALLOWED IN A KILL POT.
177. A NEW MEMBER HAS THE OPTION OF SITTING DOWN INTO A KILL POT OR WAITING FOR THE NEXT APPROPRIATE OPPORTUNITY TO BEGIN PLAY.
178. A MEMBER WHO IS POSTING OR A NEW MEMBER ENTERING THE GAME CAN BUY THE BUTTON TO ENTER THE GAME IF THE KILL IS NOT ON ONE OF THE BLIND POSITIONS.
179. BROKEN GAME STATUS IS ALLOWED ONLY FOR MEMBERS OF THE SAME LIMIT AND GAME TYPE. FOR THIS PURPOSE, A GAME WITH A REQUIRED KILL IS CONSIDERED A DIFFERENT TYPE OF GAME THAN AN OTHERWISE SIMILAR GAME WITHOUT A REQUIRED KILL.

RUNNING IT TWICE

180. RUNNING IT TWICE IS AN AGREEMENT WITH MEMBERS INVOLVED IN THE IMMEDIATE HAND TO RUN A SECOND COMPLETE BOARD, A SECOND TURN CARD AND RIVER, OR A SECOND RIVER CARD.
181. MEMBERS ARE ALLOWED TO RUN IT TWICE IF **SUGGESTED BY A MEMBER AND AGREED TO BY ALL MEMBERS REMAINING IN THE POT**. MEANING, THAT MEMBERS ALL-IN ON A PREVIOUS STREET WILL NOT BE ELIGIBLE TO PARTICIPATE IN THIS AGREEMENT.
182. MEMBERS WHO HAVE AGREED TO RUN IT TWICE WILL USE BOTH BOARDS EVEN IF AN EXCLUDED MEMBER WINS THE MAIN POT.
183. RUNNING IT THREE OR MORE TIMES IS NOT ALLOWED.
184. RUNNING IT TWICE IS NEVER ALLOWED IN HIGH/LOW SPLIT GAMES.
185. THE FIRST BOARD WILL BE RUN AS NORMAL. THE SECOND BOARD WILL BE DEALT BELOW THE FIRST BOARD.
186. IN A NINE HANDED POT LIMIT OMAHA (PLO) GAME, THE LAST CARD ON THE STUB MAY BE USED.
187. IN AN EIGHT HANDED 5 CARD POT LIMIT OMAHA HIGH GAME, MEMBERS CANNOT RUN TWO FULL BOARDS PRE-FLOP. IF MEMBERS AGREE TO RUN IT TWICE POST-FLOP, THERE WILL BE ONE BURN CARD USED FOR BOTH TURN CARDS AND ONE BURN CARD USED FOR BOTH RIVER CARDS.
188. ALL OTHER STANDARD FLOP GAME RULES APPLY TO THE SECOND BOARD.
189. IF RUNNING IT TWICE SLOWS DOWN THE PACE OF A GAME, MANAGEMENT RESERVES THE RIGHT TO REVOKE RUNNING IT TWICE FOR THAT GAME.

BOMB POTS

- ALL MEMBERS THAT WISH TO PARTICIPATE IN A BOMB POT PUT UP AN EVEN AMOUNT OF CHIPS (ANTE).
- THE DEALER THEN DEALS THE HOLE-CARDS (4 OR 5 DEPENDING ON THE GAME) TO EACH PARTICIPANT.
- THE DEALER THEN BURNS A CARD AND THEN PUTS OUT 2 FLOPS
- THE ACTION FOR THAT GAME THEN IS PLAYED AS NORMAL.
- THE BUTTON IS NOT MOVED FOR THE NEXT HAND ON DEALER CHANGE BOMB POTS.
- BOMB POTS AT THE FORT CARD ROOM ARE DEALT AS PLO (HIGH ONLY), REGARDLESS OF THE MAIN GAME.
- ONLY 1 BURN CARD WILL BE USED FOR BOTH FLOPS, 1 BURN CARD FOR BOTH TURNS, AND 1 BURN CARD FOR BOTH RIVERS.

SECTION 7 - TEXAS HOLD'EM

IN TEXAS HOLD'EM, EACH MEMBER RECEIVES TWO DOWN CARDS AS THEIR PERSONAL HAND, OR HOLE-CARDS, AFTER WHICH THERE IS A ROUND OF BETTING. THE DEALER BURNS A CARD AND THREE BOARD CARDS, THE "FLOP", ARE THEN TURNED SIMULTANEOUSLY AND ANOTHER ROUND OF BETTING OCCURS. ANOTHER CARD IS BURNT AND THE NEXT CARD, THE "TURN", IS PLACED OUT ON THE BOARD FOLLOWED BY A BETTING ROUND. ANOTHER CARD IS BURNT AND THE FINAL CARD, "THE RIVER", IS PLACED OUT ON THE BOARD FOLLOWED BY THE FINAL BETTING ROUND. THE BOARD CARDS ARE COMMUNITY CARDS, AND A MEMBER MAY USE ANY FIVE-CARD COMBINATION FROM AMONG THE BOARD AND PERSONAL CARDS TO MAKE THE BEST POSSIBLE FIVE-CARD POKER HAND. A MEMBER MAY USE ALL OF THE BOARD CARDS AND NO PERSONAL CARDS TO FORM A HAND PLAYING 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.

TEXAS HOLD'EM IRREGULARITIES

- 190.** IF THE FLOP CONTAINS TOO MANY CARDS, IT MUST BE RE-DEALT. TO RE-DEAL THE FLOP, THE FOUR CARDS WILL BE SCRAMBLED AND THE TOP CARD WILL BE EXPOSED AND PLACED ON TOP OF THE DECK AS THE BURN FOR THE TURN CARD. IF MORE THAN FOUR CARDS ARE EXPOSED, THE FLOP AND THE STUB WILL BE RESHUFFLED AND THE FLOP WILL THEN BE RE-DEALT.
- 191.** 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 IS ABLE TO BE CORRECTED OR NOT, EVERY EFFORT SHOULD BE MADE SO THAT SUBSEQUENT CARDS WOULD BE THOSE THAT WOULD HAVE COME IF NO ERROR HAD OCCURRED.
- Fails to burn a card; the board will be scrambled and a random card will be pulled aside for the burn card. The card on the top of the deck will then be placed as the third flop card.
 - Burns more than one card; the bottom card should be put back on the deck and used as the burn card on the next round.
 - Once action has been taken on a board card; the top card will be used as the original first burn card and the next card will be the natural burn card.
- 192.** THE CARD(S) MAY NOT BE USED IF THE DEALER BURNS AND TURNS BEFORE THE BETTING ROUND IS COMPLETE. THIS APPLIES IF THE SUBSEQUENT MEMBERS ELECT TO FOLD. NOBODY HAS THE OPTION OF ACCEPTING OR REJECTING THE CARD. THE BETTING IS THEN COMPLETED, AND THE ERROR IS RECTIFIED IN THE PRESCRIBED MANNER FOR THAT SITUATION.
- 193.** A DEALING ERROR FOR THE FOURTH BOARD CARD (THE TURN) 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.
- 194.** A DEALING ERROR FOR THE FIFTH BOARD CARD (THE RIVER) IS RECTIFIED IN THIS WAY. THE EXPOSED FIFTH CARD WILL BE SET ASIDE, AND ACTION FROM THE TURN MUST THEN BE COMPLETED. 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.
- 195.** IF A MEMBER IS PLAYING THE BOARD, THEY MUST STILL SHOW THEIR HOLE-CARDS FACE UP AND TABLED. OTHERWISE, THEY RELINQUISH ANY CLAIM TO THE POT.

NO LIMIT AND POT-LIMIT

A NO-LIMIT OR POT-LIMIT BETTING STRUCTURE FOR A GAME GIVES IT A DIFFERENT CHARACTER FROM LIMIT POKER, REQUIRING A SEPARATE SET OF RULES IN MANY SITUATIONS. ALL THE RULES FOR LIMIT GAMES APPLY TO NO-LIMIT AND POT-LIMIT GAMES, EXCEPT AS NOTED IN THIS SECTION. NO-LIMIT MEANS THAT THE AMOUNT OF A WAGER IS LIMITED ONLY BY THE TABLE STAKES RULE, SO ANY PART OR ALL OF A MEMBER'S CHIPS MAY BE WAGERED. THESE RULES ALSO APPLY TO POT-LIMIT PLAY, EXCEPT THAT A BET MAY NOT EXCEED THE POT SIZE. THE FORMULA FOR CALCULATING THE BET IS AS FOLLOWS: 3 TIMES (3X) THE AMOUNT OF THE LAST BET, PLUS THE TRAIL (ANY BETS OR CALLS BEFORE THE LAST ACTION, EXCLUDING WHAT'S IN FRONT OF THEM), PLUS THE POT.

NO-LIMIT RULES

- 196.** THE NUMBER OF RAISES IN ANY BETTING ROUND IS UNLIMITED.
- 197.** ALL BETS MUST BE AT LEAST EQUAL TO THE MINIMUM BRING-IN UNLESS THE MEMBER IS GOING ALL-IN. A STRADDLE BET SETS A NEW MINIMUM BRING-IN AND GIVES THE STRADDLING MEMBER THE LAST ACTION. THE MINIMUM BET REMAINS THE AMOUNT OF THE ORIGINAL BIG BLIND ON ALL SUBSEQUENT BETTING ROUNDS.
- 198.** 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 MEMBER WHO HAS ALREADY ACTED AND IS NOT FACING A FULL-SIZE WAGER MAY NOT SUBSEQUENTLY RAISE.
- 199.** "COMPLETING THE BET" IS A LIMIT POKER WAGER TYPE ONLY, THIS IS NOT ALLOWED IN NO-LIMIT POKER. For example, if a member bets \$100 and the next Member goes all-in for \$140, a member wishing to raise must make the total bet at least \$240 unless going all-in.
- 200.** "RE-OPENING THE BET"; MULTIPLE SHORT ALL-IN WAGERS THAT CUMULATIVELY EQUAL A FULL RAISE AND THEREFORE RE-OPEN BETTING:

Example: NLHE, Blinds 50-100. Post-flop,
(A) opens betting for the 100 minimum.
(B) goes all in for a total of 125.
(C) calls the 125,
(D) goes all in for 200 total and E calls 200.

Action returns to A who is facing a total raise of 100. Since 100 is a full raise, the betting is re-opened for A who can fold, call, or raise here. *Note that neither B's increment of 25 or D's increment of 75 is by itself a full raise, but when added together they total a full raise and thus re-open the betting to "a Participant who is facing at least a full raise when the action returns".*

Example 1-A: At the end of Example 1 above, A smooth calls the 200 total (another 100 to them). The bet is now on C, who only faces a 75 increment. C called 125 previously and now faces 200 total (75 more). C must face at least 225 total to re-open betting. Because 75 is not a full raise, betting for C is not re-opened and C can either call with 75 more or fold, they cannot raise.

Example 1-B: At the end of Example 1 above, A raises the minimum (100), and makes it 300 total to C. C already has called 125 so it's an additional 175 for C to call. 175 is more than a full raise. Since C already acted and is "now facing at least a full raise", the betting is re-opened to C who can fold, call, or re-raise here.

Example 2: Multiple short all-ins, the min-raise is the last full valid bet or raise.

NLHE, Blinds 50-100. Post-flop A opens for 300, B pushes all-in for 500 total, C goes all-in for 650 total, D goes all-in for 800 total, E calls 800. What is the min raise for Participant F? The opening bet (300) sets the initial min raise. Because no single Participant was all-in for more than 300, the min raise for F remains 300. F can either smooth call 800 or raise to at least 1100. See also Rule 43.

Example 3: Short all-in, 2 scenarios.

NLHE, Blinds 2000-4000. Pre-flop A calls the BB for 4000. B folds and C pushes all-in for 7500 total (an increment of 3500 above the 4000 BB). It's folded around to the SB who also folds.

Example 3-A: It's 3500 more to the BB who has not yet acted on his option. The BB can fold, smooth call the 3500, or raise by at least 4000 for a total of 11,500. The BB smooth calls and it's 3500 more to A. A has already acted and is facing 3500 which is not a full raise. Therefore, A can only fold or call the 3500, they cannot raise because it is not "at least a full bet when the action returns to them".

Example 3-B: The BB raises the minimum (4000), for a total of 11500. It is now 7500 to A and because 7500 is more than a full minimum raise, betting is now re-opened for A who can fold, call, or re-raise.

201. A MEMBER WHO SAYS "RAISE" IS ALLOWED TO CONTINUE PUTTING CHIPS INTO THE POT WITH MORE THAN ONE MOVE, PROVIDED AN AMOUNT HAS BEEN VERBALLY DECLARED IN ADVANCE.
202. A WAGER IS NOT BINDING UNTIL THERE IS A FORWARD MOTION AND RELEASE, AT WHICH POINT ONLY THE CHIPS THAT WERE BROUGHT FORWARD MAY BE WAGERED, UNLESS THE MEMBER HAS MADE A VERBAL STATEMENT OF ACTION.
203. IF THERE IS A DISCREPANCY BETWEEN A MEMBER'S VERBAL STATEMENT AND THE AMOUNT PUT INTO THE POT, THE BET WILL BE CORRECTED TO THE INITIAL ACTION.
204. IF A CALL IS SHORT DUE TO A COUNTING ERROR, THE AMOUNT MUST BE CORRECTED, EVEN IF THE HAND IS BEATEN OR MUCKED.
205. A BET OF A SINGLE CHIP WITHOUT COMMENT IS CONSIDERED TO BE THE FULL AMOUNT OF THE CHIP. HOWEVER, A MEMBER ACTING ON A PREVIOUS BET WITH AN OVER-SIZED CHIP IS ONLY CALLING THE PREVIOUS BET UNLESS THAT MEMBER MAKES A VERBAL DECLARATION TO RAISE THE POT. THIS INCLUDES ACTING ON THE FORCED BET OF THE BIG BLIND.
206. IF A MEMBER TRIES TO BET OR RAISE LESS THAN THE LEGAL MINIMUM AND HAS MORE CHIPS, THE WAGER MUST BE INCREASED TO THE PROPER SIZE. THIS DOES NOT APPLY TO A MEMBER WHO HAS UNINTENTIONALLY PUT TOO MUCH IN TO CALL UNLESS IT IS AT LEAST A HALF A BET OR MORE IN WHICH CASE THE MEMBER IS OBLIGATED TO MAKE EXACTLY THE MINIMUM RAISE. THE WAGER IS BROUGHT UP TO A SUFFICIENT AMOUNT ONLY. ANYTHING MORE WOULD CONSTITUTE A STRING BET.
207. ALL WAGERS MAY BE REQUIRED TO BE THE SAME DENOMINATION OF CHIP OR LARGER USED FOR THE MINIMUM BRING-IN, EVEN IF SMALLER CHIPS ARE USED IN THE BLIND STRUCTURE. IF THIS IS DONE, THE SMALLER CHIPS PLAY ONLY WHEN GOING ALL-IN.
208. CALLING-FOR-CLOCK PROCEDURES: ONCE A REASONABLE AMOUNT OF TIME, WHICH IS NO LESS THAN TWO MINUTES, HAS PASSED AND A CLOCK IS CALLED, A MEMBER WILL BE GIVEN ONE (1) MINUTE TO ACT. IF ACTION HAS NOT BEEN TAKEN BY THE TIME 50 SECONDS HAS EXPIRED, THERE WILL BE A TEN (10) SECOND COUNTDOWN. IF A MEMBER HAS NOT ACTED ON THEIR HAND BY THE TIME THE COUNTDOWN IS OVER, THE HAND WILL BE DEAD. MANAGEMENT RESERVES THE RIGHT TO SPEED UP THE AMOUNT OF TIME ALLOTTED FOR A CLOCK IF IT APPEARS THAT A MEMBER IS DELIBERATELY STALLING. WHEN A MEMBER IS FACING A VERY LARGE BET, THEY SHOULD BE GIVEN THE CONSIDERATION OF MORE TIME BEFORE A CLOCK IS CALLED. ANYONE THAT WAS DEALT INTO THE HAND MAY CALL FOR A CLOCK.
209. SINCE ALL OF A MEMBER'S CHIPS MAY BE PUT AT RISK ON A HAND, THE HOUSE HAS THE RIGHT TO SET A MINIMUM AND MAXIMUM AMOUNT FOR THE BUY-IN TO HELP CONTROL THE EFFECTIVE SIZE OF A GAME. A RANGE OF 20 TO 40 TIMES THE BIG BLIND AS A MINIMUM AND 40 TO 100 TIMES THE BIG BLIND AS A MAXIMUM IS THE NORMAL RULE OF THUMB AND MAY DEPEND ON LOCAL CUSTOM, MEMBER INPUT, OR COMPETITIVE MARKET CONSIDERATIONS. MEMBERS MAY NOT ADD TO THEIR STACK OR RE-BUY UNLESS THEY ARE UNDER THE MAXIMUM.
210. THE CARD ROOM DOES NOT CONDONE "INSURANCE" OR ANY OTHER "PROPOSITION" WAGERS. THE MANAGEMENT WILL DECLINE TO MAKE DECISIONS IN SUCH MATTERS, AND THE POT WILL BE AWARDED TO THE BEST HAND. MEMBERS ARE ASKED TO REFRAIN FROM INSTIGATING PROPOSITION WAGERS IN ANY FORM. RUNNING IT TWICE MAY BE PERMITTED AND IS COVERED IN A SEPARATE SECTION OF THE RULES.

POT-LIMIT RULES

- 211.** IF A WAGER IS MADE THAT EXCEEDS THE POT SIZE, THE SURPLUS WILL BE GIVEN BACK TO THE BETTOR AS SOON AS POSSIBLE, AND THE AMOUNT WILL BE REDUCED TO THE MAXIMUM ALLOWABLE. HOWEVER, IF THE ACTION IS COMPLETE (BET MADE AND ACCEPTED BY ALL REMAINING MEMBERS) THE BET WILL STAND.
- 212.** THE DEALER OR ANY MEMBER OF THE GAME CAN AND SHOULD CALL ATTENTION TO A WAGER THAT APPEARS TO EXCEED THE POT SIZE; THIS ALSO APPLIES TO HEADS-UP POTS. THE OVERSIZED WAGER MAY BE CORRECTED AT ANY POINT UNTIL ALL MEMBERS HAVE ACTED. THE POT WILL STAND "AS ACCEPTED ACTION" ONCE BETTING ACTION HAS BEEN COMPLETED ON ANY GIVEN ROUND PRE-FLOP, FLOP, TURN, OR RIVER.
- 213.** IN POT-LIMIT PLAY, IT IS ADVISABLE IN MANY STRUCTURES TO ROUND OFF THE POT SIZE UPWARD TO PRODUCE A FASTER PACE OF PLAY. THIS IS DONE BY TREATING ANY ODD AMOUNT AS THE NEXT LARGER SIZE. For example, if the pot size was being kept track of with \$25 units, then a pot size of \$85 would be treated as a pot size of \$100. **AT THE FORT CARD ROOM, POT LIMIT GAMES WILL BE CALCULATED AS THE FOLLOWING. (1) \$1-\$1 POT LIMIT, THE \$1 BIG BLIND WILL BE CALCULATED AS \$1 AND THE \$1 SMALL BLIND WILL BE CALCULATED AS \$1. A POT SIZE BET FROM THE 1ST TO ACT MEMBER IS \$4. (2) \$1-\$2 POT LIMIT, THE \$2 BIG BLIND WILL BE CALCULATED AS \$5, THE \$1 SMALL BLIND AND \$2 BIG BLIND WILL BE CALCULATED AS A TOTAL OF \$5, AND THE SINGLE \$1 BLIND WILL BE CALCULATED AS ZERO (\$0). A POT-SIZE BET FROM THE 1ST TO-ACT MEMBER IS \$15. (3) \$2-\$5 POT LIMIT, THE \$2 SMALL BLIND WILL BE CALCULATED AS \$5. A POT SIZE BET FROM THE 1ST TO-ACT MEMBER IS \$20. (4) \$5-\$5 POT LIMIT OR HIGHER, THE SMALL BLIND WILL BE CALCULATED THE SAME AS THE BIG BLIND. A POT SIZE BET FROM THE 1ST TO ACT MEMBER IN A \$5-\$10 PLO IS \$35. (5) IN THREE (3) BLIND STRUCTURES, LIKE \$5-\$5-\$10 POT LIMIT OR HIGHER, THE SMALLER BLINDS WILL BE CALCULATED THE SAME AS THE BIG BLIND. A POT SIZE BET FROM THE 1ST TO ACT MEMBER IN A \$5-\$5-\$10 PLO IS \$40. (6) IN THREE (3) BLIND STRUCTURE, 5-\$10-\$25 POT LIMIT THE SMALLER BLINDS WILL BE COMBINED TO THE SAME AS THE BIG BLIND. A POT SIZE BET FROM THE 1ST TO ACT MEMBER IN A \$5-\$10-\$25 PLO IS \$100. NOTE: POTTING A BUTTON STRADDLE UNDER THE GUN IS 3X THE STRADDLE, PLUS THE TRAIL.**
- 214.** IN POT-LIMIT, IF A CHIP LARGER THAN THE POT SIZE IS PUT INTO THE POT, INITIATING ACTION ON A BETTING ROUND, WITHOUT COMMENT, IT IS CONSIDERED TO BE A BET OF THE POT SIZE. IF THERE HAS ALREADY BEEN A BET ON THAT BETTING ROUND, IT IS ONLY A CALL.

PINEAPPLE (HOLD-EM VARIATION) - 10 PARTICIPANTS MAXIMUM

ALL THE RULES OF HOLD'EM APPLY TO PINEAPPLE EXCEPT THAT EACH MEMBER RECEIVES THREE DOWN CARDS AS THEIR HAND, HOWEVER, EACH MEMBER MUST DISCARD ONE OF THE THREE DOWN CARDS AFTER THE FIRST ROUND OF BETTING IS COMPLETE AND BEFORE THE FLOP IS EXPOSED.

CRAZY PINEAPPLE (HOLD-EM VARIATION) - 10 PARTICIPANTS MAXIMUM

ALL THE RULES OF HOLD'EM APPLY TO CRAZY PINEAPPLE EXCEPT THAT EACH MEMBER RECEIVES THREE DOWN CARDS AS THEIR HAND, HOWEVER, EACH MEMBER MUST DISCARD ONE OF THE THREE DOWN CARDS AFTER THE SECOND ROUND OF BETTING IS COMPLETE AND BEFORE THE TURN CARD IS EXPOSED.

SECTION 8 – OMAHA**OMAHA HIGH - 10 PARTICIPANTS MAXIMUM**

IN OMAHA, EACH MEMBER RECEIVES FOUR DOWN CARDS AS THEIR HAND (HOLE CARDS), AFTER WHICH THERE IS A ROUND OF BETTING. OMAHA CAN BE PLAYED "LIMIT", "NO LIMIT", OR "POT LIMIT" BETTING STRUCTURES. THE DEALER BURNS A CARD AND THREE BOARD CARDS ARE THEN TURNED SIMULTANEOUSLY CALLED THE "FLOP" AND ANOTHER ROUND OF BETTING OCCURS. THE DEALER BURNS A CARD AND THE NEXT BOARD CARD "THE TURN" IS PLACED OUT AND ANOTHER ROUND OF BETTING OCCURS. THE DEALER BURNS A CARD, AND THE FINAL CARD "THE RIVER" IS PLACED OUT AND ANOTHER ROUND OF BETTING OCCURS. THE BOARD CARDS ARE COMMUNITY CARDS. TO MAKE A HAND, A MEMBER MUST USE PRECISELY TWO-HOLE CARDS WITH THREE BOARD CARDS TO MAKE THE BEST POSSIBLE FIVE-CARD POKER HAND. 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 A COMBINATION OF BLINDS PLUS AN ANTE. AT THE SHOWDOWN, THE ENTIRE FOUR-CARD HAND MUST BE SHOWN TO RECEIVE THE POT.

OMAHA 8 OR BETTER (OMAHA 8/O) - 10 PARTICIPANTS MAXIMUM

OMAHA CAN BE PLAYED AS A HIGH-LOW SPLIT POT GAME, LIMIT, NO LIMIT, AND POT LIMIT. THE MEMBER MUST 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.

- 215.** ALL THE RULES OF OMAHA APPLY TO OMAHA HIGH-LOW SPLIT. THIS GAME IS PLAYED WITH A SPLIT-POT FOUNDATION. HALF OF THE POT IS AWARDED TO THE MEMBER OR MEMBERS WITH THE HIGHEST 5-CARD POKER HAND. THE OTHER HALF OF THE POT IS AWARDED TO THE MEMBER OR MEMBERS HOLDING THE LOWEST 5-CARD POKER HAND.
- 216.** A QUALIFIER OF 8-OR-BETTER FOR THE LOW HAND IS USED. THIS MEANS TO WIN THE LOW HALF OF THE POT, A MEMBER'S HAND AT THE SHOWDOWN MUST HAVE FIVE CARDS OF DIFFERENT RANKS THAT ARE AN EIGHT OR LOWER IN RANK. AN ACE CAN BE PLAYED AS EITHER HIGH OR LOW. STRAIGHTS AND FLUSHES DO NOT COUNT AGAINST A LOW HAND, SO THE BEST POSSIBLE LOW HAND IS A-2-3-4-5. THE BEST HIGH POKER HAND WINS THE ENTIRE POT IF THERE IS NO QUALIFYING HAND FOR LOW.

OMAHA HIGH LOW REGULAR – 10 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH LOW 8/O APPLY, EXCEPT THAT THERE IS NO QUALIFIER FOR LOW.

BIG O / CONGRESS (OMAHA HIGH-LOW VARIATION) - 5 CARD, 8 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH-LOW APPLY TO OMAHA "CONGRESS" WITH THE FOLLOWING CHANGE: ALL MEMBERS ARE DEALT 5 CARDS IN THEIR INITIAL STARTING HAND, AND IT IS USUALLY PLAYED WITH A POT LIMIT BETTING STRUCTURE.

BIG EASY (OMAHA HIGH-LOW VARIATION) – 6 CARD, 7 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH-LOW APPLY TO OMAHA "BIG EASY" WITH THE FOLLOWING CHANGE: ALL MEMBERS ARE DEALT 6 CARDS IN THEIR INITIAL STARTING HAND. MORE STARTING CARDS ARE ALLOWED BASED ON THE NUMBER OF MEMBERS DEALT INTO THE HAND; HOWEVER, ALL MEMBERS MUST BEGIN THE HAND WITH THE SAME NUMBER OF STARTING CARDS. BIG EASY IS USUALLY PLAYED WITH A POT-LIMIT BETTING STRUCTURE.

BIG WILLY (OMAHA HIGH VARIATION) – 5 CARD, 8 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH APPLY TO OMAHA "BIG WILLY" WITH THE FOLLOWING CHANGE: 2 TURN CARDS ARE USED. THERE WILL BE A TOTAL OF 6 BOARD CARDS. MORE STARTING CARDS ARE ALLOWED BASED ON THE NUMBER OF MEMBERS DEALT INTO THE HAND; HOWEVER, ALL MEMBERS MUST BEGIN THE HAND WITH THE SAME NUMBER OF STARTING CARDS. BIG WILLY IS USUALLY PLAYED WITH A POT-LIMIT BETTING STRUCTURE.

LITTLE WILLY (OMAHA HIGH-LOW VARIATION) – 5 CARD, 8 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH-LOW APPLY TO OMAHA "LITTLE WILLY" WITH THE FOLLOWING CHANGE: 2 TURN CARDS ARE USED. THERE WILL BE A TOTAL OF 6 BOARD CARDS. MORE STARTING CARDS ARE ALLOWED BASED ON THE NUMBER OF MEMBERS DEALT INTO THE HAND; HOWEVER, ALL MEMBERS MUST BEGIN THE HAND WITH THE SAME NUMBER OF STARTING CARDS. LITTLE WILLY IS USUALLY PLAYED WITH A POT-LIMIT BETTING STRUCTURE.

FORTRESS (OMAHA HIGH-LOW VARIATION) - 5 CARD, 8 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH-LOW APPLY TO "FORTRESS" WITH THE FOLLOWING CHANGES: ALL MEMBERS ARE DEALT 5 CARDS IN THEIR INITIAL STARTING HAND. IN THIS VARIATION, THE DEALER DOES NOT FLOP 3 CARDS. INSTEAD, THE DEALER BURNS A CARD AND THEN PLACES ONE (1) CARD FACE UP, FOLLOWED BY A BETTING ROUND. THE DEALER THEN BURNS A CARD AND THEN PLACES ONE (1) CARD FACED UP, FOLLOWED BY A BETTING ROUND. THE DEALER THEN PLACES ONE (1) CARD FACE UP, FOLLOWED BY A BETTING ROUND. THE DEALER THEN BURNS A CARD, AND PLACES ONE (1) CARD FACED UP, FOLLOWED BY A BETTING ROUND. THE DEALER THEN BURNS A CARD, AND PLACES ONE (1) CARD FACED UP, FOLLOWED BY A BETTING ROUND. FORTRESS IS USUALLY PLAYED WITH A "LIMIT" BETTING STRUCTURE. IN LIMIT FORTRESS, THE BIGGER BET GOES INTO EFFECT WHEN THE 3RD BOARD CARD IS PLACED.

COURCHEVEL (OMAHA HIGH-LOW VARIATION) - 5 CARD, 8 PARTICIPANTS MAXIMUM

ALL THE RULES OF OMAHA HIGH-LOW APPLY TO "COURCHEVEL" WITH THE FOLLOWING CHANGES: ALL MEMBERS ARE DEALT 5 CARDS IN THEIR INITIAL STARTING HAND, FOLLOWED BY THE DEALER BURNING A CARD, THEN PLACING ONE (1) CARD FACED UP, FOLLOWED BY A BETTING ROUND. THE DEALER THEN FLOPS 2 MORE CARDS, FOLLOWED BY A BETTING ROUND. THE DEALER THEN BURNS A CARD, AND PLACES ONE (1) CARD FACED UP, FOLLOWED BY A BETTING ROUND. THE DEALER THEN BURNS A CARD, AND PLACES ONE (1) CARD FACED UP, FOLLOWED BY A BETTING ROUND. COURCHEVEL IS USUALLY PLAYED WITH A "LIMIT" BETTING STRUCTURE. IN LIMIT COURCHEVEL, THE BIGGER BET GOES INTO EFFECT WHEN THE 4TH BOARD CARD (THE TURN) IS PLACED.

DRAWMAHA (OMAHA/DRAW POKER VARIATION) - 8 PARTICIPANTS MAXIMUM

THIS IS PLAYED AS A "SPLIT GAME". HALF OF THE HAND WILL GO TO THE WINNER OF AN OMAHA HIGH HAND, AND HALF OF THE HAND WILL GO TO THE WINNER OF THE BEST 5-CARD HAND FROM THEIR HOLE-CARDS. (1) EACH MEMBER IS DEALT FIVE DOWN CARDS AS THEIR HAND "HOLE-CARDS" AFTER WHICH THERE IS A ROUND OF BETTING. (2) THE DEALER BURNS A CARD, THEN PUTS OUT THREE BOARD CARDS, THE "FLOP", AND ANOTHER ROUND OF BETTING OCCURS. AFTER THE ACTION IS COMPLETE, THE PARTICIPANTS DECIDE HOW MANY CARDS THEY WANT TO DRAW. MEMBERS MAY DRAW 1 TO 2 CARDS IF THE GAME IS 8-HANDED, 1 TO 3 CARDS IF THE GAME IS 7-HANDED OR LESS, OR STAY PAT (PAT MEANING NOT DRAWING ANY CARDS). (3) THE DEALER BURNS A CARD AND PUTS OUT THE TURN, THEN IMMEDIATELY DISTRIBUTES THE APPROPRIATE DRAW CARDS, AFTER WHICH THERE IS A ROUND OF BETTING. (4) THE NEXT CARD, THE "RIVER", IS PLACED OUT ON THE BOARD, FOLLOWED BY A BETTING ROUND. THE BOARD CARDS ARE COMMUNITY CARDS. 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 A COMBINATION OF BLINDS PLUS AN ANTE

217. IN THE EVENT OF AN ODD CHIP AFTER THE SPLIT, IT WILL GO TO THE WINNER OF THE DRAW HAND.

218. "STUB AND BURNS" IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK IN HAND) WHILE MEMBERS STILL NEED CARDS, AND THE DRAWS **CAN** BE COMPLETED USING THE STUB CARD AND BURNS, THE LAST CARD OF THE STUB AND THE BURN CARDS WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. THE LAST CARD ON THE STUB MAY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND. IF 2 CARDS ARE REMAINING AFTER THE DRAWS, THEY WILL BE USED AS THE BURN AND RIVER. IF THERE ARE NOT AT LEAST 2 CARDS REMAINING AFTER THE DRAWS, THE MUCK AND REMAINING CARD WILL BE SHUFFLED, AND CUT, AND THE BURN AND RIVER WILL BE PLACED.

219. "STUB, BURNS, AND MUCK" IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK IN HAND) WHILE MEMBERS STILL NEED CARDS, AND THE DRAWS **CANNOT** BE COMPLETED USING THE STUB CARD AND BURNS, THE LAST CARD OF THE STUB, THE BURN CARDS, AND MUCK WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS, BURN CARD, AND RIVER CARD.

220. "STUB, BURNS, MUCK, AND DRAW CARDS" IN THE EVENT OF A RE-SHUFFLE, THE DEALER DOES NOT HAVE ENOUGH CARDS USING THE MUCK AND BURNS. THE DEALER WILL ALSO SHUFFLE IN THE DRAW CARDS OF THE PLAYERS WHO HAVE ALREADY RECEIVED THEIR DRAWS.

221. DIFFERENT VARIATIONS OF THIS GAME CONSIST OF:

- **HIGH**
- **DEUCE TO SEVEN (2-7)**, THE BEST 5-CARD HAND FOR DEUCE TO SEVEN IS 7-5-4-3-2. FLUSHES AND STRAIGHTS COUNT AGAINST YOU.
- **ACE TO FIVE (A-5)**, THE BEST 5-CARD HAND FOR ACE TO FIVE IS A-2-3-4-5. *NOTE: IF PLAYERS HAVE PAIRS IN THEIR 5-CARD HAND, THE HAND WITH THE LOWEST PAIR WINS. STRAIGHTS AND FLUSHES DO NOT COUNT AGAINST YOU IN ACE TO FIVE*
- **BADUGI**, THE BEST 4-CARD HAND FOR BADUGI IS A-2-3-4 ALL OFF SUIT. *NOTE: IN BADUGI, IF A PLAYER DOES NOT HAVE A FOUR CARD BADUGI, THEY WOULD GO DOWN TO A 3 CARD BADUGI, OR IN SOME CASES A 2 CARD BADUGI COULD WIN THE BADUGI PORTION OF THE POT.*
- **REVERSE BADUGI**, THE BEST 4-CARD HAND FOR REVERSE BADUGI IS J-Q-K-A ALL OFF SUIT.
- **FLUGI**, THE BEST 4-CARD HAND FOR FLUGI IS A-2-3-4 SUITED.
- **REVERSE FLUGI**, THE BEST 4-CARD HAND FOR REVERSE FLUGI IS J-Q-K-A SUITED.
- **ZERO (0)**, THE BEST 5 CARD DRAW HAND FOR ZERO IS PAINT, PAINT, PAINT, PAINT, PAINT. (PAINT IS K,Q,J)
- **FORTY-NINE (49)**, TOTAL VALUE OF 49 OR CLOSEST TO, WINS HALF THE POT. FACE CARDS (K,Q,J) HAVE A ZERO VALUE. ACES HAVE A VALUE OF 1 AND ALL OTHER CARDS HAVE FACE VALUE. THE BEST 5-CARD DRAW HAND FOR 49 IS 10, 10, 10, 10, 9.
- **FIFTY FOUR (54)**, TOTAL VALUE OF 54 OR CLOSEST TO, WINS HALF THE POT. FACE CARDS (K,Q,J) HAVE A ZERO VALUE. ACES HAVE A VALUE OF 11 AND ALL OTHER CARDS HAVE FACE VALUE. THE BEST 5-CARD DRAW HAND FOR 54 IS A, A, A, A, 10.

222. ALL OF THE RULES OF OMAHA HIGH APPLY FOR THE OMAHA PORTION, AND ALL RULES OF THE SINGLE DRAW RULES APPLY TO THE DRAW PORTION.

223. DRAWMAHA CAN BE PLAYED AS A LIMIT, NO LIMIT, OR POT LIMIT STRUCTURE

DRAWMAHA IRREGULARITIES

- A. GOING INTO THE RIVER, THE DEALER ONLY HAS 1 CARD LEFT ON THE CUT CARD. THE DEALER WILL MIX THE LAST CARD WITH THE BURN/BURNS, CUT, AND DEAL THE BURN AND THEN THE RIVER.
- B. DEALERS NEED TO WAIT UNTIL ALL PLAYERS HAVE DECLARED THEIR DRAW CARDS, BEFORE BURNING, THEN DEALING THEIR DRAW CARDS.
- C. WHILE IT'S STRONGLY ENCOURAGED, IT IS NOT MANDATORY FOR PLAYERS TO DISCARD IN TURN.
- D. DURING THE DRAW, A PLAYER IS MISSED. THE OTHER PLAYER/S HAVE RECEIVED AT LEAST 1 CARD THAT HAS BEEN INTERMINGLED WITH THEIR HAND/S. THE DEALER WILL CONTINUE TO DISTRIBUTE THE DRAW CARDS IN ORDER. ONCE THOSE PLAYERS HAVE RECEIVED THEIR CARDS, THE MISSED PLAYER WILL BE GIVEN THE CORRECT NUMBER OF CARDS.
- E. IF THE DEALER FAILS TO BURN BEFORE THE DRAWS, BUT THE CARD/S HAVE ALREADY BEEN INTERMINGLED WITH PLAYERS' HANDS THE DRAWS WILL BE DISTRIBUTED IN ORDER. ONCE ALL DRAWS HAVE BEEN COMPLETED, A BURN CARD WILL BE PLACED, THEN THE TURN PUT OUT.
- F. IF A PLAYER IS MISSED ON THEIR DRAW, BUT THE TURN CARD HAS ALREADY BEEN PUT OUT; THAT PLAYER WILL NOT RECEIVE ANY MORE CARDS AND WILL BE FORCED TO PLAY THEIR HAND AS IS. THEIR HAND IS LIVE.
- G. DEALING PROTOCOL; WHEN DEALING DRAW CARDS, WE USE THE PUSH/PULL METHOD. WAIT UNTIL ALL DISCARDS HAVE BEEN PUT OUT, TAP THE TABLE, AND THEN DISTRIBUTE THE DRAWS. EXAMPLE. IF 1ST POSITION WANTS 2 CARDS, THE DEALER PUTS TWO CARDS DOWN ON THE TABLE, THEN SLIDES THE 2 CARDS TO THAT PLAYER. WHILE DOING SO, ANNOUNCE THE AMOUNT (2). THEN BRING THE CARDS IN A FEW INCHES SO IT IS KNOWN THAT THE CARDS HAVE BEEN DISTRIBUTED TO THAT PLAYER.
- H. DEALING PROTOCOL; IF THE DEALER PUTS OUT THE TURN CARD BEFORE THE PLAYERS PUT OUT THEIR DRAW CARDS... THE BURN CARD WILL PULLED TO THE SIDE, THE DEALER WILL THEN ASK FOR THE DRAWS. THE DEALER WILL THEN DISTRIBUTE THE DRAW CARDS. THE DEALER WILL THEN BURN AND PUT OUT THE TOP CARD AS THE BURN. ONCE THE BETTING ROUND IS FINISHED, THE DEALER WILL PUT THE CARD THAT IS PULLED TO THE SIDE, SHUFFLE IT INTO THE MUCK, CUT, AND WITHOUT BURNING A CARD, PUT THE TOP CARD OUT AS THE RIVER CARD.

SECTION 9 – STUD TYPE GAMES

7 CARD STUD - 8 PARTICIPANTS MAXIMUM

IN SEVEN-CARD STUD, EACH MEMBER FIRST RECEIVES TWO DOWN CARDS FOLLOWED BY ONE UP CARD TO START THE HAND. AFTER EACH MEMBER RECEIVES THEIR THREE CARDS, THERE IS THE FIRST ROUND OF BETTING. THERE ARE THEN THREE MORE UP CARDS AND A FINAL DOWN CARD, WITH A BETTING ROUND AFTER EACH, FOR A TOTAL OF FIVE BETTING ROUNDS ON A DEAL PLAYED TO THE SHOWDOWN. THE BEST FIVE-CARD POKER HAND WINS THE POT. IN ALL FIXED-LIMIT GAMES, THE SMALLER BET IS WAGERED FOR THE FIRST TWO BETTING ROUNDS, THIRD AND FOURTH STREET, AND THE LARGER BET IS WAGERED FOR THE LAST THREE BETTING ROUNDS, ON THE FIFTH, SIXTH, AND SEVENTH STREET. IF THERE IS AN OPEN PAIR ON THE FOURTH CARD, ANY MEMBER HAS THE OPTION OF MAKING THE SMALLER OR LARGER BET. DELIBERATELY CHANGING THE ORDER OF YOUR UP CARDS IN A STUD GAME IS IMPROPER BECAUSE IT UNFAIRLY MISLEADS THE OTHER MEMBERS.

224. IF A MEMBER'S FIRST- OR SECOND-HOLE CARD IS ACCIDENTALLY TURNED UP BY THE DEALER, THEN THEIR THIRD CARD WILL BE DEALT DOWN. IF BOTH HOLE CARDS ARE DEALT UP, THAT MEMBER WILL HAVE A DEAD HAND AND RECEIVE THEIR ANTE BACK. IF THE FIRST CARD OF THE DEAD HAND DEALT FACE UP WOULD HAVE BEEN THE LOW CARD, THE ACTION STARTS WITH THE FIRST HAND TO THAT MEMBER'S LEFT. THAT MEMBER MAY FOLD, OPEN FOR THE FORCED BET, OR OPEN FOR A FULL BET.

- 225.** THE FIRST ROUND OF BETTING STARTS WITH A FORCED BET, THE BRING-IN, BY THE LOWEST UP CARD BY SUIT. ON SUBSEQUENT BETTING ROUNDS, THE HIGH HAND ON THE BOARD INITIATES THE ACTION. IF THE HIGH HAND IS TIED, THE FIRST MEMBER IN THE TIE LEFT OF THE DEALER ACTS FIRST.
- 226.** THE MEMBER WITH THE FORCED BET HAS THE OPTION OF OPENING FOR A FULL BET.
- 227.** IF THE MEMBER WITH THE LOW CARD IS ALL-IN FOR THE ANTE, THE PERSON TO THAT MEMBER'S LEFT ACTS FIRST. IF THE MEMBER WITH THE LOW CARD HAS ONLY ENOUGH CHIPS FOR A PORTION OF THE FORCED BET, THE WAGER IS MADE. ALL OTHER MEMBERS MUST ENTER FOR AT LEAST THE NORMAL AMOUNT IN THAT STRUCTURE.
- 228.** WHEN THE WRONG PERSON IS DESIGNATED AS LOW AND BETS, IF THE NEXT MEMBER HAS NOT YET ACTED, THE ACTION WILL BE CORRECTED TO THE REAL LOW CARD, WHO NOW MUST BET. THE INCORRECT LOW CARD TAKES BACK THE WAGER. IF THE NEXT HAND HAS ACTED AFTER THE INCORRECT LOW CARD WAGER, THE WAGER STANDS, THE ACTION CONTINUES FROM THERE, AND THE REAL LOW CARD HAS NO OBLIGATIONS.
- 229.** INCREASING THE AMOUNT WAGERED BY THE OPENING FORCED BET UP TO A FULL BET DOES NOT COUNT AS A RAISE, BUT MERELY AS A "COMPLETION OF A BET". For example: In \$15-\$30 stud, the low card opens for \$5. If the next member increases the bet to \$15 ("complete to \$15"), up to four raises are then allowed.
- 230.** IN ALL FIXED-LIMIT GAMES, WHEN AN OPEN PAIR IS SHOWING ON FOURTH STREET (THE SECOND UP CARD), ANY MEMBER HAS THE OPTION OF BETTING EITHER THE LOWER OR THE UPPER LIMIT. For example: In a \$5-\$10 game, if the member has a pair showing and is the high hand, they may bet either \$5 or \$10. If they bet \$5, any Member then has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the Member is high with the open pair on Fourth Street checks, then subsequent Members have the same options that were given to the Member who was high.
- 231.** IF A MEMBER IS NOT PRESENT AT THE TABLE WHEN IT IS THEIR TURN TO ACT ON THEIR HAND, THEY FORFEIT THEIR ANTE AND THEIR FORCED BET, IF ANY. IF A MEMBER HAS NOT RETURNED TO THE TABLE IN TIME TO ACT, THEIR HAND WILL BE KILLED WHEN THE BETTING REACHES THEIR SEAT.
- 232.** IF A HAND IS FOLDED WHEN THERE IS NO WAGER, THAT SEAT WILL CONTINUE TO RECEIVE CARDS UNTIL THE HAND IS KILLED AS A RESULT OF A BET. THIS IS SO THE FOLD DOES NOT AFFECT WHO GETS THE CARDS TO COME.
- 233.** IF A MEMBER PICKS UP ALL THEIR UP-CARDS WITHOUT CALLING WHEN FACING A WAGER, THIS IS A FOLD, AND THEIR HAND IS DEAD. THIS ACT HAS NO SIGNIFICANCE AT THE SHOWDOWN BECAUSE BETTING IS OVER; THE HAND IS LIVE UNTIL DISCARDED.
- 234.** A CARD DEALT OFF THE TABLE IS TREATED AS AN EXPOSED CARD.
- 235.** THE DEALER ANNOUNCES THE LOW CARD, THE HIGH HAND, ALL RAISES, AND ALL PAIRS. DEALERS DO NOT ANNOUNCE POSSIBLE STRAIGHTS OR FLUSHES EXCEPT FOR SPECIFIED LOW-STAKES GAMES.
- 236.** IF THE DEALER BURNS TWO CARDS FOR ONE ROUND OR FAILS TO BURN A CARD, THE CARDS WILL BE CORRECTED, IF AT ALL POSSIBLE, TO THEIR PROPER POSITIONS. IF THIS SHOULD HAPPEN ON A FINAL DOWN CARD, AND EITHER A CARD INTERMINGLES WITH A MEMBER'S OTHER HOLE CARDS OR A MEMBER LOOKS AT THE CARD, THE MEMBER MUST ACCEPT THAT CARD.
- 237.** IF THE DEALER BURNS AND DEALS ONE OR MORE CARDS BEFORE A ROUND OF BETTING HAS BEEN COMPLETED, THE CARD(S) MUST BE SEGREGATED FROM PLAY AS WELL AS AN ADDITIONAL CARD FOR EACH REMAINING MEMBER STILL ACTIVE IN THE HAND. AFTER THAT ROUND OF BETTING HAS CONCLUDED, THE DEALER BURNS A CARD, AND PLAY RESUMES. THE REMOVED CARDS ARE HELD OFF TO THE SIDE AND WILL BE SHUFFLED BACK IN ALONG WITH THE REMAINING STUB BEFORE THE LAST CARD IS DEALT; NO MUCK OR BURN CARDS SHOULD BE RESHUFFLED IN THIS CASE. IF THE PREMATURELY DEALT CARD IS THE FINAL DOWN CARD AND HAS BEEN LOOKED AT OR INTERMINGLED WITH THE MEMBER'S OTHER HOLE CARDS, THE MEMBER MUST KEEP THE CARD, AND ON SIXTH STREET THAT MEMBER MAY NOT BET OR RAISE BUT CAN ONLY CALL DURING THAT BETTING ROUND BECAUSE THE MEMBER NOW HAS ALL SEVEN CARDS.
- 238.** IF THE DEALER DETERMINES THAT THERE STILL WILL NOT BE ENOUGH CARDS FOR ALL THE REMAINING MEMBERS, THEN THE DEALER ANNOUNCES TO THE TABLE THAT A COMMUNITY CARD WILL BE USED. THE DEALER WILL BURN A CARD AND TURN ONE CARD FACE UP IN THE CENTER OF THE TABLE AS A COMMUNITY CARD THAT PLAYS IN EVERYONE'S HAND. THE MEMBER WITH THE HIGHEST HAND SHOWING ON 6TH STREET WILL ALWAYS START THE ACTION ON 7TH STREET.
- 239.** IT IS IMPROPER TO USE THE LAST STUB CARD, BURN CARDS, AND MUCK CARDS IN STUD-TYPE GAMES. IF THERE ARE NOT ENOUGH CARDS LEFT IN THE DECK FOR ALL MEMBERS, BUT THE DEALER DIDN'T DISCOVER IT (COUNT) ALL THE CARDS ARE DEALT EXCEPT THE LAST CARD, WHICH IS MIXED WITH THE BURN CARDS AND THE REMAINING STUB CARD. THE DEALER THEN SCRAMBLES AND CUTS THESE CARDS, (NO BURN) AND DELIVERS THE REMAINING DOWN CARD.
- 240.** MEMBERS SHOULD RECEIVE HOLE CARDS DEALT FACEDOWN, BUT IF THE FINAL HOLE CARD TO SUCH A MEMBER IS DEALT FACE UP, THE CARD MUST BE KEPT, AND THE OTHER MEMBERS RECEIVE THEIR NORMAL CARDS DOWN. THE MEMBER THAT HAD THEIR 7TH STREET CARD EXPOSED HAS 2 CHOICES. (1) CONTINUE PARTICIPATING IN THE ACTION FOR 7TH STREET. (2) CHOOSE TO NOT CONTINUE PARTICIPATING IN THE ACTION FOR 7TH STREET (MEANING ANY 7TH STREET ACTION WILL BE PLAYED FOR A SIDE POT). THEIR HAND REMAINS LIVE.

- 241.** IF THE DEALER TURNS THE LAST CARD FACE UP TO ANY MEMBER, THE HAND HIGH SHOWING ON 6TH STREET WILL START THE ACTION.
- 242.** IF THERE ARE MORE THAN TWO MEMBERS AND THE FIRST MEMBER'S CARD IS EXPOSED, ALL REMAINING MEMBERS RECEIVE THEIR CARDS FACED UP AND THE BETTING ROUND PROCEEDS AS NORMAL.
- 243.** A HAND WITH MORE THAN SEVEN CARDS IS DEAD. A HAND WITH LESS THAN SEVEN CARDS AT THE SHOWDOWN MAY BE RULED LIVE.
- 244.** A MEMBER WHO CALLS A BET EVEN THOUGH BEATEN BY AN OPPONENT'S UP CARDS IS NOT ENTITLED TO A REFUND. THE CALLER RECEIVED INFORMATION NOT AVAILABLE FOR FREE.

RAZZ (SEVEN-CARD STUD LOW) - 8 PARTICIPANTS MAXIMUM

THE LOWEST-RANKING HAND WINS THE POT. ACES ARE LOW ONLY, AND TWO ACES ARE THE LOWEST PAIR. THE FORMAT IS LIKE SEVEN-CARD STUD HIGH, EXCEPT THE HIGHEST CARD BY SUIT SHOWING ON 3RD STREET IS REQUIRED TO MAKE THE FORCED BET, AND THEN THE LOWEST HAND SHOWING ACTS FIRST ON ALL SUBSEQUENT ROUNDS. STRAIGHTS AND FLUSHES HAVE NO RANKING, SO THE BEST POSSIBLE HAND IS 5-4-3-2-A (KNOWN AS A WHEEL). AN OPEN PAIR IS NOT ANNOUNCED AND DOES NOT AFFECT THE BETTING LIMIT.

- 245.** IF THE LOW HAND IS TIED, THE HAND CLOSEST TO THE LEFT OF THE DEALER WILL START THE ACTION.
- 246.** FIXED-LIMIT GAMES USE THE LOWER LIMIT ON THIRD AND FOURTH STREETS AND THE UPPER LIMIT ON SUBSEQUENT STREETS. AN OPEN PAIR DOES NOT AFFECT THE LIMIT.

SEVEN-CARD STUD 8 OR BETTER (STUD 8/O) - 8 PARTICIPANTS MAXIMUM

SEVEN-CARD STUD/8 IS A STUD GAME THAT IS PLAYED BOTH HIGH AND LOW. A QUALIFIER OF 8-OR-BETTER FOR LOW APPLIES, UNLESS A SPECIFIC POSTING TO THE CONTRARY. THIS MEANS TO WIN THE LOW HALF OF THE POT, A MEMBER'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. A MEMBER MAY USE ANY FIVE CARDS TO MAKE THE BEST HIGH HAND, AND THE SAME OR ANY OTHER GROUPING OF FIVE CARDS TO MAKE THE BEST LOW HAND.

- 247.** ALL RULES FOR SEVEN-CARD STUD APPLY TO SEVEN-CARD STUD/8.
- 248.** A MEMBER MAY USE ANY FIVE CARDS TO MAKE THE BEST HIGH HAND AND ANY FIVE CARDS, WHETHER THE SAME AS THE HIGH HAND OR NOT, TO MAKE THE BEST LOW HAND.
- 249.** AN ACE IS THE HIGHEST CARD AND ALSO THE LOWEST CARD.
- 250.** THE LOW CARD BY SUIT INITIATES THE ACTION ON THE FIRST ROUND, WITH AN ACE COUNTING AS A HIGH CARD FOR THIS PURPOSE. ON SUBSEQUENT ROUNDS, THE HIGH HAND INITIATES THE ACTION. IF THE HIGH HAND IS TIED, THE FIRST MEMBER IN THE TIE LEFT OF THE DEALER ACTS FIRST.
- 251.** STRAIGHTS AND FLUSHES DO NOT AFFECT THE VALUE OF A LOW HAND.
- 252.** FIXED-LIMIT GAMES USE THE LOWER LIMIT ON THE THIRD AND FOURTH STREETS AND THE UPPER LIMIT ON THE FIFTH, SIXTH, AND SEVENTH STREETS. IF AN OPEN PAIR IS SHOWING ON FOURTH STREET (THE SECOND UP CARD), ANY MEMBER HAS THE OPTION OF BETTING EITHER THE LOWER OR THE UPPER LIMIT. For example: In a \$5-\$10 game, if the member has a pair showing and is the high hand, they may bet either \$5 or \$10. If they bet \$5, any Member then has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the Member is high with the open pair on Fourth Street checks, then subsequent Members have the same options that were given to the Member who was high.
- 253.** SPLITTING POTS IS DETERMINED ONLY BY THE CARDS, AND NOT BY AGREEMENT AMONG MEMBERS.
- 254.** WHEN THERE IS AN ODD CHIP IN A POT, THE CHIP GOES TO THE HIGH HAND. IF TWO MEMBERS SPLIT THE POT BY TYING FOR BOTH THE HIGH AND THE LOW, THE POT SHALL BE SPLIT AS EVENLY AS POSSIBLE, AND THE MEMBER WITH THE HIGHEST CARD BY SUIT RECEIVES THE ODD CHIP. WHEN MAKING THIS DETERMINATION, ALL CARDS ARE USED, NOT JUST THE FIVE CARDS USED FOR THE FINAL HAND PLAYED.
- 255.** WHEN THERE IS ONE ODD CHIP IN THE HIGH PORTION OF THE POT AND TWO OR MORE HIGH HANDS SPLIT ALL OR HALF THE POT, THE ODD CHIP GOES TO THE MEMBER WITH THE HIGH CARD BY SUIT. WHEN TWO OR MORE LOW HANDS SPLIT HALF THE POT, THE ODD CHIP GOES TO THE MEMBER CLOSEST TO THE LEFT OF THE DEALER.

SEVEN CARD STUD HIGH LOW REGULAR - 8 PARTICIPANTS MAXIMUM

- 256.** ALL RULES OF SEVEN CARD STUD/8 APPLY, EXCEPT THAT THE HIGH CARD BRINGS IN ON THIRD STREET, AND THERE IS NO QUALIFIER FOR LOW.

SUPER STUD – 6 OR 7 PARTICIPANTS MAXIMUM

IN SUPER STUD, EACH MEMBER FIRST RECEIVES FOUR DOWN CARDS (6 PARTICIPANTS OR LESS) FOLLOWED BY ONE UP CARD TO START THE HAND. AFTER EACH MEMBER RECEIVES THEIR FIVE CARDS, THERE IS THE FIRST ROUND OF BETTING. THEN TWO CARDS ARE DISCARDED BY EACH MEMBER. THERE ARE THEN THREE MORE UP CARDS AND A FINAL DOWN CARD, WITH A BETTING ROUND AFTER EACH, FOR A TOTAL OF FIVE BETTING ROUNDS ON A DEAL PLAYED TO THE SHOWDOWN. THE BEST FIVE-CARD POKER HAND WINS THE POT. IN ALL FIXED-LIMIT GAMES, THE SMALLER BET IS WAGERED FOR THE FIRST TWO BETTING ROUNDS, THIRD AND FOURTH STREET, AND THE LARGER BET IS WAGERED FOR THE LAST THREE BETTING ROUNDS, ON THE FIFTH, SIXTH, AND SEVENTH STREET. IF THERE IS AN OPEN PAIR ON THE FOURTH CARD, ANY MEMBER HAS THE OPTION OF MAKING THE SMALLER OR LARGER BET. DELIBERATELY CHANGING THE ORDER OF YOUR UP CARDS IN A STUD GAME IS IMPROPER BECAUSE IT UNFAIRLY MISLEADS THE OTHER MEMBERS. **STUD, STUD 8/O, AND RAZZ CAN ALL BE PLAYED AS “SUPERS”**

257. IF THERE ARE SEVEN PARTICIPANTS, THEY WILL RECEIVE 3 DOWN CARDS INSTEAD OF 4 AND WILL ONLY DISCARD 1.

258. ALL RULES FOR SEVEN CARD STUD APPLY ONCE THE MEMBERS DISCARD THEIR CARD/S AFTER THE FIRST BETTING ROUND.

259. THE LOWEST/HIGHEST (DEPENDING ON THE GAME) CARD BY SUIT STARTS THE ACTION WITH A FORCED BET. THE HIGH/LOW (DEPENDING ON THE GAME) HAND ACTS FIRST ON ALL SUBSEQUENT ROUNDS.

RAZZDUGI - 8 PARTICIPANTS MAXIMUM

RAZZDUGI IS DEALT LIKE SEVEN CARD RAZZ. IT IS A SPLIT POT GAME WHERE HALF OF THE POT WILL BE AWARDED TO THE BEST RAZZ HAND AND THE OTHER HALF WILL BE AWARDED TO THE BEST BADUGI HAND. IN RAZZDUGI, EACH MEMBER FIRST RECEIVES TWO DOWN CARDS FOLLOWED BY ONE UP CARD TO START THE HAND. AFTER EACH MEMBER RECEIVES THEIR THREE CARDS, THERE IS A FIRST ROUND OF BETTING. THERE ARE THEN THREE MORE UP CARDS AND THEN A FINAL DOWN CARD, WITH A BETTING ROUND AFTER EACH, FOR A TOTAL OF FIVE BETTING ROUNDS ON A DEAL PLAYED TO THE SHOWDOWN. THE SMALLER BET IS WAGERED FOR THE FIRST TWO BETTING ROUNDS (THIRD AND FOURTH STREET), AND THE LARGER BET IS WAGERED FOR THE LAST THREE BETTING ROUNDS, (FIFTH, SIXTH, AND SEVENTH STREET). DELIBERATELY CHANGING THE ORDER OF YOUR UP CARDS IS IMPROPER BECAUSE IT UNFAIRLY MISLEADS THE OTHER MEMBERS.

260. THE BEST HAND WOULD BE A, 2, 3, 4 OF DIFFERENT SUITS WITH A 5 OF ANY SUIT.

261. MOST COMMONLY THE POT WILL BE SPLIT BETWEEN THE BEST BADUGI HAND AND THE BEST RAZZ HAND.

262. THE RULES GOVERNING MISDEALS FOR STUD TYPE GAMES WILL BE USED FOR RAZZDUGI.

263. CHECK RAISE IS ALLOWED.

RAZZDUCI - 8 PARTICIPANTS MAXIMUM

RAZZDUCI IS DEALT LIKE SEVEN CARD RAZZ. IT IS A SPLIT POT GAME WHERE HALF OF THE POT WILL BE AWARDED TO THE BEST RAZZ HAND AND THE OTHER HALF WILL BE AWARDED TO THE BEST DEUCE TO SEVEN HAND EXCLUDING THE ACE SINCE THE ACE IS CONSIDERED AS A HIGH CARD IN RAZZDUCI. IN RAZZDUCI, EACH MEMBER FIRST RECEIVES TWO DOWN CARDS FOLLOWED BY ONE UP CARD TO START THE HAND. AFTER EACH MEMBER RECEIVES THEIR THREE CARDS, THERE IS A FIRST ROUND OF BETTING. THERE ARE THEN THREE MORE UP CARDS AND THEN A FINAL DOWN CARD, WITH A BETTING ROUND AFTER EACH, FOR A TOTAL OF FIVE BETTING ROUNDS ON A DEAL PLAYED TO THE SHOWDOWN. THE SMALLER BET IS WAGERED FOR THE FIRST TWO BETTING ROUNDS (THIRD AND FOURTH STREET), AND THE LARGER BET IS WAGERED FOR THE LAST THREE BETTING ROUNDS, (FIFTH, SIXTH, AND SEVENTH STREET). DELIBERATELY CHANGING THE ORDER OF YOUR UP CARDS IS IMPROPER BECAUSE IT UNFAIRLY MISLEADS THE OTHER MEMBERS.

264. THE POT WILL BE SPLIT BETWEEN THE BEST DEUCE TO SEVEN HAND AND THE BEST RAZZ HAND.

265. THE BEST HAND WOULD BE 2, 3, 4, 5, OF DIFFERENT SUITS WITH A 6 AND A 7 OF ANY SUIT.

266. THE RULES GOVERNING MISDEALS FOR STUD-TYPE GAMES WILL BE USED FOR RAZZDUCI.

267. CHECK RAISE IS ALLOWED

SASSY – 6 CARD HIGH LOW SPLIT STUD WITH A DRAW - 7 PARTICIPANTS MAXIMUM

SASSY IS A 6-CARD STUD HIGH-LOW GAME WITH AN OPTIONAL DRAW AFTER THE 6TH STREET BETTING ROUND. THE QUALIFYING HIGH IS A PAIR OF NINES (99) OR BETTER, AND THE QUALIFYING LOW IS AN EIGHT (8) LOW OR BETTER. IN SASSY, EACH MEMBER IS DEALT 4 CARDS FACE DOWN, STARTING TO THE LEFT OF THE BUTTON. NEXT, EACH PARTICIPANT MUST DISCARD 1 CARD FACE DOWN. THEN, STARTING AT THE POSITION LEFT OF THE BUTTON, EACH PARTICIPANT ROLLS ONE OF THEIR CARDS FACE UP. THE ACTION STARTS WITH THE LOWEST CARD FACE UP AND MUST BRING IN THE OPENING AMOUNT OR A FULL BET. THE ACTION IS THE SAME AS STUD 8/O UP UNTIL THE END OF 6TH STREET (4 UP CARDS). AT THIS POINT, PARTICIPANTS WILL DECIDE WHETHER TO STAY “PAT” NO DRAW OR GET “SASSY” AND DRAW. WHEN DRAWING A PARTICIPANT MUST DRAW 2 CARDS. THE HIGHEST HAND SHOWING DECIDES FIRST. PARTICIPANTS MAY EXCHANGE THEIR HOLE CARDS, 1 HOLE CARD ONE UP CARD, OR 2 UP-CARDS. THEY WILL RECEIVE THEIR DRAWS IN ORDER, LEFT OF THE BUTTON. **EXAMPLE: IF THE 1ST TO ACT WANTS TO EXCHANGE THEIR 2-HOLE CARDS, THEIR DRAWS WILL BE DEALT FACED DOWN. IF THE 1ST TO ACT WANTS TO EXCHANGE 2 OF THEIR UP-CARDS, THEIR DRAWS WILL BE DEALT FACE-UP.** ONCE ALL PARTICIPANTS RECEIVE THEIR DRAW CARDS, THERE IS ONE MORE ROUND OF BETTING. THE ACTION STARTS WITH THE PARTICIPANT THAT WAS THE HIGHEST HAND SHOWING BEFORE THE DRAWS.

MEXICAN POKER/MEXICAN STUD - 7 PARTICIPANTS MAXIMUM**THE FORT CARD ROOM WILL NOT SPREAD MEXICAN POKER OR ANY OTHER GAMES THAT REQUIRE A STRIPPED DECK, AND/OR THE USE OF JOKERS.**

MEXICAN POKER IS SIMILAR TO 5-CARD STUD AND IS PLAYED WITH A STANDARD 52-CARD DECK THAT HAS BEEN REDUCED TO 41 CARDS. THE 8'S, 9'S, AND 10'S ARE REMOVED, AND ONE JOKER IS ADDED TO MAKE 41 CARDS. TO RECEIVE A HAND, EACH MEMBER POSTS AN ANTE BEFORE THE DEALER BEGINS DEALING THE HAND. THE CARDS ARE DEALT CLOCKWISE, STARTING TO THE LEFT OF THE DEALER BUTTON. THE DEALER BUTTON ROTATES CLOCKWISE AFTER EACH HAND IS COMPLETE. EACH MEMBER RECEIVES A TOTAL OF 5 CARDS, OF WHICH ONE AND ONLY ONE CARD MUST BE FACE DOWN DURING ALL BETTING ROUNDS. AFTER THE FIRST TWO CARDS ARE DEALT (FIRST CARD IS DEALT DOWN AND THE SECOND ONE UP), A BETTING ROUND BEGINS. THE MEMBER WITH THE HIGH CARD CLOCKWISE OF THE DEALER BUTTON IS OBLIGATED TO POST A "BRING-IN" BET, OF EITHER THE SMALLER OR LARGER BETTING LIMIT, TO START THE ACTION. AFTER THE BETTING ROUND IS COMPLETE, EACH MEMBER STILL REMAINING IN THE HAND HAS TO DECIDE WHETHER OR NOT TO EXPOSE THEIR DOWN CARD. THESE DECISIONS MUST BE COMPLETED PRIOR TO THE DEAL OF THE THIRD CARD AND FOLLOW THE SAME ORDER OF ACTION AS THE BETTING. EACH MEMBER THEN RECEIVES THEIR NEXT CARD, WHICH MAY BE DELIVERED UP OR DOWN DEPENDING ON WHETHER OR NOT PREVIOUSLY DEALT DOWN CARDS HAVE BEEN OPENED. IF A MEMBER ALREADY HAS A DOWN CARD, THE DEALER THEN DEALS THE MEMBER'S NEXT CARD UP. IF A MEMBER HAS NO DOWN CARD, THE DEALER WILL DEAL THE NEXT CARD FACEDOWN. WHEN THE THIRD CARD HAS BEEN DELIVERED, BETTING THEN OCCURS. THE FOURTH AND FIFTH CARDS ARE DEALT AND PLAYED ACCORDING TO THE SAME FORMAT DESCRIBED ABOVE. AT THE SHOWDOWN, THE MEMBER WITH THE HIGHEST-RANKING HAND WINS THE POT.

268. THE JOKER IS "WILD". IF A MEMBER HAS A JOKER AS A DOWN CARD, THE JOKER CAN ASSUME ANY VALUE NEEDED TO MAKE THAT MEMBER'S BEST POSSIBLE FIVE-CARD POKER HAND. IN THE INSTANCE THAT THE JOKER IS AN UP CARD, IT CAN ASSUME THE VALUE OF AN ACE, OR ANY CARD NEEDED, BY THE MEMBER HOLDING THE JOKER, TO COMPLETE A FLUSH OR STRAIGHT.
269. THE MEMBER WITH THE HIGH CARD CLOCKWISE OF THE DEALER BUTTON IS OBLIGATED TO POST A "BRING-IN" BET, OF EITHER THE SMALLER OR LARGER BETTING LIMIT, TO START THE ACTION. (WHEN THE JOKER IS DEALT FACE UP, IT WILL BE CONSIDERED AN ACE FOR PURPOSES OF THE OPENING BET)
270. THE HIGHEST POKER HAND WILL START THE ACTION ON ALL SUBSEQUENT ROUNDS. HANDS ARE CONSIDERED TO BE OF EQUAL VALUE WHETHER OR NOT ONE HAND MAY INCLUDE THE JOKER. THE CLOSEST OF SUCH HANDS TO THE DEALER, IN A CLOCKWISE ORDER, ACTS FIRST.
271. IF ANY DOWN CARD IS EXPOSED BY THE DEALER, THAT MEMBER WILL RECEIVE HIS NEXT CARD DOWN AND WILL BE PERMITTED TO DECLARE "ALL-IN" FOR THAT HAND OR REMAIN ACTIVE IN THE REMAINING BETTING ROUNDS. IF THE JOKER IS INADVERTENTLY EXPOSED, IT WILL PLAY AS IF IT HAD BEEN DEALT FACE DOWN, FOR DETERMINING ITS "WILD VALUE", AND THE MEMBER WILL HAVE THE OPTION OF DECLARING "ALL-IN".
272. BEFORE DEALING 5TH-STREET, THE DEALER WILL COUNT THE NUMBER OF MEMBERS REMAINING AND ADD TWO TO THAT NUMBER. THIS IS THE NUMBER OF CARDS NEEDED IN THE STUB TO FINISH DEALING THE HAND. THE DEALER WILL THEN COUNT THE STUB, TAKING CARE NOT TO EXPOSE ANY CARDS TO THE MEMBERS. IF THERE ARE A SUFFICIENT NUMBER OF CARDS, THE DEALER WILL COMPLETE THE HAND. IF THERE ARE NOT ENOUGH CARDS, THE DEALER WILL DETERMINE IF ADDING THE BURN CARDS WILL ALLOW FOR A SUFFICIENT NUMBER OF CARDS. IF THE ANSWER IS YES, THEN THE DEALER WILL SCRAMBLE THE STUB AND THE BURN CARDS TOGETHER AND FINISH THE HAND.
273. BECAUSE THE 8'S, 9'S, AND 10'S ARE REMOVED FROM THE DECK, THE 7'S AND J'S BECOME CONSECUTIVE, SO THAT 5-6-7-J-Q IS A STRAIGHT.
274. A FLUSH BEATS A FULL HOUSE (WITH FEWER CARDS OF EACH SUIT, THEY ARE HARDER TO GET). THE STANDARD RANKING OF ALL OTHER POKER HANDS ARE THE SAME. A FIVE-OF-A-KIND IS THE HIGHEST HAND IN MEXICAN POKER/MEXICAN STUD.
275. IF CARDS ON THE INITIAL DEAL ARE DEALT OUT OF SEQUENCE, A MISDEAL WILL BE DECLARED. SUBSTANTIAL ACTION, HOWEVER, WILL INDICATE ACCEPTANCE, IN WHICH CASE THERE WILL BE NO MISDEAL. THE HAND MISSED WILL BE FOULED. BECAUSE CARDS ON 3RD, 4TH, OR 5TH STREETS ARE DEALT EITHER FACE UP OR FACE DOWN, ANY CARDS DEALT OUT OF SEQUENCE ON THOSE STREETS WILL BE MOVED FACE UP TO THEIR CORRECT POSITION. THE DEAL OF THE AFFECTED STREET WILL BE COMPLETED IF NECESSARY. NO BETTING WILL BE PERMITTED ON THE AFFECTED STREET. ANY FOLLOWING STREET WILL THEN BE DEALT, AND BETTING WILL RESUME. ANY BETS MADE BY MEMBERS WHO RECEIVE OUT-OF-SEQUENCE CARDS, WHICH HAVE NOT YET BEEN RETURNED TO THEIR CORRECT POSITION WILL BE DENIED AND RETURNED TO THE MEMBER.
276. IF A MEMBER EXPOSES A CARD, AT ANY POINT OTHER THAN AT PRESCRIBED TIMES, IT IS NOT CONSIDERED AN EXPOSED CARD AND WILL BE REQUIRED TO PLAY IT AS A DOWN CARD.
277. A CARD WILL BE BURNED AFTER THE COMPLETION OF BETTING EACH ROUND AND BEFORE THE FIRST MEMBER REMAINING IN THE HAND HAS THEIR NEXT CARD DELIVERED.
278. AFTER THE LAST ROUND OF BETTING, ANY REMAINING MEMBERS WILL GO TO SHOWDOWN TO DETERMINE THE WINNER OF THE POT.
279. THE PREVIOUSLY MENTIONED RULES CONCERNING THE JOKER STILL APPLY AT SHOWDOWN. THE MEMBER WITH THE HIGHEST POKER HAND AT SHOWDOWN WILL WIN THE POT.

SECTION 10 – DRAW POKER

LOWBALL

LOWBALL IS DRAW POKER WITH THE LOWEST HAND WINNING THE POT. EACH MEMBER IS DEALT FIVE CARDS FACE DOWN, AFTER WHICH THERE IS A BETTING ROUND. MEMBERS ARE REQUIRED TO OPEN WITH A CALL, RAISE, OR FOLD. THE MEMBERS WHO REMAIN IN THE POT AFTER THE FIRST BETTING ROUND NOW HAVE THE OPTION TO IMPROVE THEIR HANDS BY REPLACING CARDS IN THEIR HANDS WITH NEW ONES. THIS IS THE DRAW. THE GAME IS NORMALLY PLAYED WITH ONE OR MORE BLINDS, SOMETIMES WITH AN ANTE ADDED. SOME BETTING STRUCTURES ALLOW THE BIG BLIND TO BE CALLED; OTHER STRUCTURES REQUIRE THE MINIMUM OPEN TO BE DOUBLE THE BIG BLIND. IN LIMIT POKER, THE USUAL STRUCTURE HAS THE LIMIT DOUBLE AFTER THE DRAW. THE MOST POPULAR FORMS OF LOWBALL ARE ACE-TO-FIVE LOWBALL, ALSO KNOWN AS CALIFORNIA LOWBALL, AND DEUCE-TO-SEVEN LOWBALL, ALSO KNOWN AS KANSAS CITY LOWBALL. ACE-TO-FIVE LOWBALL GETS ITS NAME BECAUSE THE BEST HAND AT THAT FORM IS 5-4-3-2-A. DEUCE-TO-SEVEN LOWBALL GETS ITS NAME BECAUSE THE BEST HAND IS 7-5-4-3-2, NOT SUITED. THERE ARE TWO VARIATIONS OF THESE GAMES, SINGLE DRAW AND TRIPLE DRAW. SINGLE AS DESCRIBED ABOVE AND TRIPLE DRAW, WHICH ALLOWS MEMBERS TO DRAW THREE TIMES. IN TRIPLE DRAW, THE MEMBERS WILL HAVE A BETTING ROUND WITH THE FIRST FIVE CARDS, AFTER THE FIRST DRAW, AFTER THE SECOND DRAW, AND AGAIN AFTER THE THIRD DRAW. TRIPLE DRAWS ARE PLAYED GENERALLY AS A 'LIMIT' POKER STRUCTURE. SINGLE DRAW IS GENERALLY PLAYED POT LIMIT OR NO LIMIT. POT LIMIT AND NO LIMIT RULES APPLY. THE LAST CARD ON THE STUB CAN BE USED TO COMPLETE THE LAST HAND ON THE LAST DRAW.

280. THE FOLLOWING CIRCUMSTANCES CAUSE A MISDEAL, PROVIDED ATTENTION IS CALLED TO THE ERROR BEFORE TWO MEMBERS HAVE ACTED ON THEIR HANDS:

- THE FIRST OR SECOND CARD OF THE HAND HAS BEEN DEALT FACE UP OR EXPOSED THROUGH DEALER ERROR.
- TWO OR MORE CARDS HAVE BEEN EXPOSED BY THE DEALER.
- TWO OR MORE EXTRA CARDS HAVE BEEN DEALT IN THE STARTING HANDS OF A GAME.
- AN INCORRECT NUMBER OF CARDS HAVE BEEN DEALT TO A MEMBER, EXCEPT THE BUTTON MAY RECEIVE ONE MORE CARD TO COMPLETE A STARTING HAND.
- THE BUTTON WAS OUT OF POSITION.
- THE FIRST CARD WAS DEALT TO THE WRONG POSITION.
- CARDS HAVE BEEN DEALT OUT OF THE PROPER SEQUENCE.
- CARDS HAVE BEEN DEALT TO A MEMBER NOT ENTITLED TO A HAND.
- A MEMBER HAS BEEN DEALT OUT WHO IS ENTITLED TO A HAND. THIS MEMBER MUST BE PRESENT AT THE TABLE OR HAVE POSTED A BLIND OR ANTE.

281. IN LIMIT PLAY, A BET AND FOUR RAISES ARE ALLOWED IN MULTI-HANDED POTS.

282. IN MULTIPLE-BLIND GAMES, IF FOR ANY REASON THE BIG BLIND PASSES A MEMBER'S SEAT; THEY MAY EITHER WAIT FOR THE BIG BLIND OR POST A BIG BLIND, AND A DEAD SMALL BLIND TO RECEIVE A HAND. THIS DOES NOT APPLY IF THEY HAVE TAKEN ALL THEIR BLINDS AND CHANGED SEATS. IN THIS SITUATION, THEY MAY BE DEALT IN AS SOON AS THEIR POSITION RELATIVE TO THE BLINDS ENTITLES THEM TO A HAND. THE BUTTON MAY GO BY THEM ONCE WITHOUT PENALTY.

283. ON THE DRAW, AN EXPOSED CARD CANNOT BE TAKEN IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF IT WAS EXPOSED BY THE MEMBER. THE DRAW IS COMPLETED FOR EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED AND WILL BECOME THE NEXT BURN CARD.

284. A MEMBER MAY DRAW UP TO FIVE CONSECUTIVE CARDS.

285. AT SHOWDOWN, FIVE CARDS CONSTITUTE A PLAYING HAND; MORE THAN FIVE CARDS AFTER THE DRAW CONSTITUTE A FOULED (DEAD) HAND. DURING THE DRAW/S, IF A MEMBER HAS FEWER THAN FIVE CARDS IN THEIR HAND, THEY MAY RECEIVE ADDITIONAL CARDS, PROVIDED NO ACTION HAS BEEN TAKEN BY THE FIRST MEMBER TO ACT UNLESS THAT ACTION OCCURS BEFORE THE DEAL IS COMPLETED. THE DEALER POSITION MAY STILL RECEIVE A MISSING FIFTH CARD BEFORE THE DRAW, EVEN IF ACTION HAS TAKEN PLACE.

286. A MEMBER MAY CHANGE THE NUMBER OF CARDS THEY WISH TO DRAW, PROVIDED:

- NO CARD HAS BEEN DEALT OFF THE DECK IN RESPONSE TO THEIR REQUEST, INCLUDING THE BURN CARD.
- NO MEMBER HAS ACTED, IN EITHER THE BETTING OR INDICATING THE NUMBER OF CARDS TO BE DRAWN, BASED ON THE NUMBER OF CARDS THEY HAVE REQUESTED.

287. IF A MEMBER IS ASKED HOW MANY CARDS THEY DREW BY ANOTHER ACTIVE MEMBER, THE MEMBER AND DEALER MUST RESPOND UNTIL THERE HAS BEEN ACTION AFTER THE DRAW. ONCE THERE IS ANY ACTION, MEMBERS ARE NO LONGER OBLIGED TO RESPOND AND THE DEALER **CANNOT** RESPOND.

288. RAPPING THE TABLE IN TURN CONSTITUTES EITHER A PASS OR THE DECLARATION OF A PAT HAND THAT DOES NOT WANT TO DRAW ANY CARDS, DEPENDING ON THE SITUATION.

289. CARDS SPEAK; A TABLED HAND ASSIGNS ITSELF A VALUE.

290. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST (THIRD) DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST (THIRD) DRAW FOR THE LAST HAND.

ACE-TO-FIVE LOWBALL – 7 PARTICIPANTS MAXIMUM

IN ACE-TO-FIVE LOWBALL, THE BEST HAND IS ANY 5-4-3-2-A. STRAIGHTS AND FLUSHES DO NOT COUNT AGAINST YOUR HAND.

291. IF A JOKER IS USED, IT BECOMES THE LOWEST CARD NOT PRESENT IN YOUR HAND. JOKERS ARE NOT IN USE UNLESS OTHERWISE POSTED. [THE FORT CARD ROOM DOES NOT ALLOW JOKERS IN PLAY.](#)

292. CHECK-RAISE IS PERMITTED.

293. IN LIMIT ACE-TO-FIVE LOWBALL, BEFORE THE DRAW, ALL EXPOSED CARDS WILL BE REPLACED AFTER THE DEAL HAS BEEN COMPLETED. THIS FIRST EXPOSED CARD IS USED AS THE BURN CARD.

294. ON THE DRAW, AN EXPOSED CARD CANNOT BE TAKEN IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED FOR EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED.

295. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

DEUCE-TO-SEVEN LOWBALL - 7 PARTICIPANTS MAXIMUM

IN DEUCE-TO-SEVEN LOWBALL, SOMETIMES KNOWN AS KANSAS CITY LOWBALL, IN MOST RESPECTS, THE WORST CONVENTIONAL POKER HAND WINS. STRAIGHTS AND FLUSHES COUNT AGAINST YOU. THE ACE IS USED ONLY AS A HIGH CARD. THEREFORE, THE BEST HAND IS 7-5-4-3-2, NOT ALL OF THE SAME SUIT. THE HAND 5-4-3-2-A IS NOT CONSIDERED TO BE A STRAIGHT, BUT AN ACE-5 HIGH, SO IT BEATS OTHER ACE-HIGH HANDS AND PAIRS, BUT LOSES TO KING-HIGH. A PAIR OF ACES IS THE HIGHEST PAIR, SO IT LOSES TO ANY OTHER PAIR.

296. THE RULES FOR DEUCE-TO-SEVEN LOWBALL ARE THE SAME AS THOSE FOR ACE-TO-FIVE LOWBALL.

297. THE BEST HAND IS 7-5-4-3-2 OF AT LEAST TWO DIFFERENT SUITS. STRAIGHTS AND FLUSHES COUNT AGAINST YOU, AND ACES ARE CONSIDERED HIGH ONLY.

298. BEFORE THE DRAW, THE DEALER WILL REPLACE ALL EXPOSED CARDS DURING THE DEAL IF A PARTICIPANT EXPOSES A CARD, THEY MUST KEEP IT.

299. AN EXPOSED CARD CANNOT BE TAKEN ON THE DRAW IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED FOR EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED.

300. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

NO-LIMIT AND POT-LIMIT LOWBALL

301. ALL THE RULES FOR NO-LIMIT AND POT-LIMIT POKER APPLY TO NO-LIMIT AND POT-LIMIT LOWBALL.

302. ALL EXPOSED CARDS BY THE DEALER WILL BE REPLACED AFTER THE DEAL IS COMPLETED. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THIS FIRST EXPOSED CARD IS USED AS THE BURN CARD.

303. AFTER THE DRAW, A MEMBER MAY CHECK ANY HAND WITHOUT PENALTY.

304. CHECK-RAISE IS ALLOWED.

BADUGI - 8 PARTICIPANTS MAXIMUM

BADUGI IS A FORM OF LOWBALL DRAW. A BUTTON AND BLIND STRUCTURE WILL BE USED IN THIS GAME. EACH MEMBER IS DEALT FOUR CARDS FACE DOWN, THEN ACTING IN TURN CLOCKWISE OF THE BLINDS. THE MEMBERS WHO REMAIN IN THE POT AFTER THE FIRST BETTING ROUND NOW HAVE THE OPTION TO IMPROVE THEIR HANDS BY REPLACING CARDS IN THEIR HANDS WITH NEW ONES. WHEN PLAYED LIMIT STAKES THIS GAME WILL USUALLY BE PLAYED WITH THREE DRAWS. THERE WILL BE A BETTING ROUND AFTER EACH DRAW. A MEMBER MAY DRAW UP TO 4 CARDS ON EACH ROUND AS THEY NEED TO MAKE THE BEST FOUR-CARD BADUGI.

305. A BADUGI CONSISTS OF FOUR CARDS OF DIFFERENT SUITS AND RANKS, WITH THE LOWEST FOUR CARDS. A BADUGI IS THE WINNER. For example, the best hand consists of an A-2-3-4 club, diamond, heart, and spade in any sequence.

306. A HAND CAN STILL BE A WINNER IF AT THE SHOW DOWN NONE OF THE REMAINING MEMBERS HAVE A BADUGI, IN THIS CASE THE BEST THREE, TWO, OR EVEN ONE CARD BADUGI WILL BE AWARDED THE POT. AD-2C-3H-6H VS. AC-3D-4H-5H, THE WINNING HAND WOULD BE AD-2C-3H-6H BECAUSE THAT HAND CONSISTS OF THE THREE LOWEST, UNSUITED CARDS, AD-2C-3H.

307. THE RULES GOVERNING MISDEALS FOR LOWBALL AND OTHER BUTTON GAMES WILL BE USED FOR BADUGI.

308. A MEMBER MAY RECEIVE FOUR CONSECUTIVE CARDS OFF THE DECK.

- 309.** BEFORE THE DRAW, ALL EXPOSED CARDS BY THE DEALER DURING THE DEAL WILL BE REPLACED. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT.
- 310.** AN EXPOSED CARD CANNOT BE TAKEN ON THE DRAW IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED TO EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED IF A MEMBER IS ASKED HOW MANY CARDS THEY DREW BY ANOTHER ACTIVE MEMBER, THE MEMBER AND DEALER MUST RESPOND UNTIL THERE HAS BEEN ACTION AFTER THE DRAW. ONCE THERE IS ANY ACTION, THE MEMBER IS NO LONGER OBLIGATED TO RESPOND, AND THE DEALER **CANNOT** RESPOND.
- 311.** A MEMBER MAY CHANGE THE NUMBER OF CARDS THEY WISH TO DRAW, PROVIDED:
- NO CARD HAS BEEN DEALT OFF THE DECK IN RESPONSE TO THEIR REQUEST, INCLUDING THE BURN CARD.
 - NO MEMBER HAS ACTED IN EITHER THE BETTING OR INDICATING THE NUMBER OF CARDS TO BE DRAWN, BASED ON THE NUMBER OF CARDS THEY HAVE REQUESTED.
- 312.** IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

BADUCI - 7 PARTICIPANTS MAXIMUM

BADUCI IS A FORM OF BADUGI AND DEUCE-TO-SEVEN LOWBALL DRAW. BADUCI IS A SPLIT POT GAME WHERE HALF OF THE POT WILL BE AWARDED TO THE BEST DEUCE TO SEVEN HAND AND THE OTHER HALF WILL BE AWARDED TO THE BEST BADUGI HAND EXCLUDING THE ACE SINCE THE ACE IS CONSIDERED AS A HIGH CARD IN BADUCI. A BUTTON AND BLIND STRUCTURE WILL BE USED IN THIS GAME. EACH MEMBER IS DEALT FIVE CARDS FACE DOWN, THEN ACTING IN TURN CLOCKWISE OF THE BLINDS. THE MEMBERS WHO REMAIN IN THE POT AFTER THE FIRST BETTING ROUND NOW HAVE THE OPTION TO IMPROVE THEIR HANDS BY REPLACING CARDS IN THEIR HANDS WITH NEW ONES. WHEN PLAYED LIMIT STAKES THIS GAME WILL USUALLY BE PLAYED WITH THREE DRAWS. THERE WILL BE A BETTING ROUND AFTER EACH DRAW. A MEMBER MAY DRAW UP TO 5 CARDS IN EACH ROUND.

- 313.** THE RULES GOVERNING MISDEALS FOR LOWBALL AND OTHER BUTTON GAMES WILL BE USED FOR BADUCI.
- 314.** A MEMBER MAY RECEIVE FIVE CONSECUTIVE CARDS OFF THE DECK.
- 315.** BEFORE THE DRAW, ALL CARDS EXPOSED BY THE DEALER DURING THE DEAL WILL BE REPLACED. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT.
- 316.** AN EXPOSED CARD CANNOT BE TAKEN ON THE DRAW IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED FOR EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED
- 317.** CHECK RAISE IS ALLOWED.
- 318.** IF YOU ARE ASKED HOW MANY CARDS YOU DREW BY ANOTHER ACTIVE MEMBER, THE MEMBER, AND DEALER MUST RESPOND UNTIL THERE HAS BEEN ACTION AFTER THE DRAW. ONCE THERE IS ANY ACTION, THEY ARE NO LONGER OBLIGATED TO RESPOND, AND THE DEALER **CANNOT** RESPOND.
- 319.** YOU MAY CHANGE THE NUMBER OF CARDS YOU WISH TO DRAW, PROVIDED:
- NO CARD HAS BEEN DEALT OFF THE DECK IN RESPONSE TO A REQUEST, INCLUDING THE BURN CARD.
 - NO MEMBER HAS ACTED, IN EITHER THE BETTING OR INDICATING THE NUMBER OF CARDS TO BE DRAWN, BASED ON THE NUMBER OF CARDS THEY HAVE REQUESTED.
- 320.** IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

BADACI (BADACEY) - 7 PARTICIPANTS MAXIMUM

BADACI IS A FORM OF BADUGI AND ACE-TO-FIVE LOWBALL DRAW. BADACI IS A SPLIT POT GAME WHERE HALF OF THE POT WILL BE AWARDED TO THE BEST ACE-TO-FIVE HAND AND THE OTHER HALF WILL BE AWARDED TO THE BEST BADUGI HAND. A BUTTON AND BLIND STRUCTURE WILL BE USED IN THIS GAME. EACH MEMBER IS DEALT FIVE CARDS FACE DOWN, THEN ACTING IN TURN CLOCKWISE OF THE BLINDS. THE MEMBERS WHO REMAIN IN THE POT AFTER THE FIRST BETTING ROUND NOW HAVE THE OPTION TO IMPROVE THEIR HANDS BY REPLACING CARDS IN THEIR HANDS WITH NEW ONES. WHEN PLAYED LIMIT STAKES THIS GAME WILL USUALLY BE PLAYED WITH THREE DRAWS. THERE WILL BE A BETTING ROUND AFTER EACH DRAW. A MEMBER MAY DRAW UP TO 5 CARDS IN EACH ROUND.

- 322.** THE BEST HAND WOULD BE A, 2, 3, 4 OF DIFFERENT SUITS WITH A 5 OF ANY SUIT.
- 323.** MOST COMMONLY THE POT WILL BE SPLIT BETWEEN THE BEST BADUGI HAND AND THE BEST ACE TO FIVE HAND.
- 324.** THE RULES GOVERNING MISDEALS FOR LOWBALL AND OTHER BUTTON GAMES WILL BE USED FOR BADACI.
- 325.** BEFORE THE DRAW, ALL CARDS EXPOSED BY THE DEALER DURING THE DEAL WILL BE REPLACED. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT.

326. AN EXPOSED CARD CANNOT BE TAKEN ON THE DRAW IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED TO EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED
327. CHECK RAISE IS ALLOWED.
328. IF YOU ARE ASKED HOW MANY CARDS YOU DREW BY ANOTHER ACTIVE MEMBER, THE MEMBER, AND DEALER MUST RESPOND UNTIL THERE HAS BEEN ACTION AFTER THE DRAW. ONCE THERE IS ANY ACTION, YOU ARE NO LONGER OBLIGATED TO RESPOND, AND THE DEALER **CANNOT** RESPOND.
329. YOU MAY CHANGE THE NUMBER OF CARDS YOU WISH TO DRAW, PROVIDED:
- NO CARD HAS BEEN DEALT OFF THE DECK IN RESPONSE TO A REQUEST, INCLUDING THE BURN CARD.
 - NO MEMBER HAS ACTED IN EITHER THE BETTING OR INDICATING THE NUMBER OF CARDS TO BE DRAWN, BASED ON THE NUMBER OF CARDS THEY HAVE REQUESTED.
330. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

FLUGACI (FLUG-ACEY) – 7 PARTICIPANTS MAXIMUM

FLUGACI IS A FORM OF FLUGI AND A-5 LOWBALL DRAW. FLUGACI IS A SPLIT POT GAME WHERE HALF OF THE POT WILL BE AWARDED TO THE BEST ACE TO FIVE HAND AND THE OTHER HALF WILL BE AWARDED TO THE BEST FLUGI HAND.

331. IN ACE-TO-FIVE LOWBALL, THE BEST HAND IS ANY 5-4-3-2-A. IN FLUGI, THE BEST HAND IS 4-3-2-1 ALL SUITED.
332. CHECK-RAISE IS PERMITTED.
333. IN LIMIT FLUGACI, BEFORE THE DRAW, ALL EXPOSED CARDS WILL BE REPLACED AFTER THE DEAL HAS BEEN COMPLETED. THIS FIRST EXPOSED CARD IS USED AS THE BURN CARD.
334. AN EXPOSED CARD CANNOT BE TAKEN ON THE DRAW IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED FOR EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED.
335. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

FLUDUCI (FLU-DEUCEY) – 7 PARTICIPANTS MAXIMUM

FLUDUCI IS A FORM OF FLUGI AND 2-7 LOWBALL DRAW. FLUDUCI IS A SPLIT POT GAME WHERE HALF OF THE POT WILL BE AWARDED TO THE BEST DEUCE TO SEVEN HAND AND THE OTHER HALF WILL BE AWARDED TO THE BEST FLUGI HAND.

336. FLUDUCI - IN DEUCE TO SEVEN LOWBALL, THE BEST HAND IS ANY 7-5-4-3-2. IN FLUGI, THE BEST HAND IS 5-4-3-2 ALL SUITED. ACES ARE HIGH ONLY IN FLUDUCI.
337. CHECK-RAISE IS PERMITTED.
338. IN LIMIT FLUDUCI, BEFORE THE DRAW, ALL EXPOSED CARDS WILL BE REPLACED AFTER THE DEAL HAS BEEN COMPLETED. THIS FIRST EXPOSED CARD IS USED AS THE BURN CARD.
339. AN EXPOSED CARD CANNOT BE TAKEN ON THE DRAW IF THE DEALER EXPOSES IT. AN EXPOSED CARD MUST BE TAKEN IF THE MEMBER EXPOSED IT. THE DRAW IS COMPLETED FOR EACH MEMBER IN ORDER, AND THEN THE EXPOSED CARD IS REPLACED.
340. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

ARCHIE

341. ARCHIE IS A SPLIT GAME WHERE THE HIGH HAND OF A PAIR OF 9S OR BETTER WINS HALF THE POT, AND THE LOW HAND OF 8 OR BETTER WINS THE OTHER HALF. EACH MEMBER IS DEALT FIVE CARDS FACE DOWN, AFTER WHICH THERE IS A BETTING ROUND. MEMBERS ARE REQUIRED TO OPEN WITH A CALL, RAISE, OR FOLD. THE MEMBERS WHO REMAIN IN THE POT AFTER THE FIRST BETTING ROUND NOW HAVE THE OPTION TO IMPROVE THEIR HANDS BY REPLACING CARDS IN THEIR HANDS WITH NEW ONES. THIS IS THE DRAW. THE GAME IS NORMALLY PLAYED WITH ONE OR MORE BLINDS, SOMETIMES WITH AN ANTE ADDED. SOME BETTING STRUCTURES ALLOW THE BIG BLIND TO BE CALLED; OTHER STRUCTURES REQUIRE THE MINIMUM OPEN TO BE DOUBLE THE BIG BLIND. IN LIMIT POKER, THE USUAL STRUCTURE HAS THE LIMIT DOUBLE AFTER THE DRAW. THE MEMBERS WILL HAVE A BETTING ROUND WITH THE FIRST FIVE CARDS, AFTER THE FIRST DRAW, AFTER THE SECOND DRAW, AND AGAIN AFTER THE THIRD DRAW. ARCHIE IS PLAYED GENERALLY AS A LIMIT POKER STRUCTURE. IN THE EVENT OF A RE-SHUFFLE, THE DEALER HAS GOTTEN DOWN TO THE LAST CARD OF THE STUB (DECK) WHILE MEMBERS STILL NEED CARDS, THE MUCK CARDS (THIS EXCLUDES

CURRENT DRAW CARDS) WILL BE SHUFFLED TOGETHER TO COMPLETE THE REMAINING DRAWS. IF PLAYING TRIPLE DRAW, AND THIS HAPPENS, THE BURN CARDS WILL BE ADDED FOR THE LAST DRAW. THE LAST CARD ON THE STUB MAY ONLY BE USED TO COMPLETE THE LAST DRAW FOR THE LAST HAND.

342. IF THERE IS NO QUALIFYING HIGH HAND (9'S OR BETTER), THE BEST 8/O LOW HAND WINS THE ENTIRE POT.

343. IF THERE IS NEITHER A QUALIFYING HIGH HAND NOR A QUALIFYING LOW HAND, THE POT WILL BE SPLIT BY ALL MEMBERS REMAINING IN THE HAND.

344. ALL OTHER RULES FOR DRAW GAMES APPLY.

SECTION 11 - JOHNNY WONG POKER

345. Johnny Wong is played as a split pot game. Half of the pot goes to the best 5-card hand, and half the pot goes to the lowest 5 card hand. All participants ante. Players receive a predetermined number of cards (this is determined by the number of players at the table). The player left of the dealer button starts rolling over cards until their revealed hand beats the highest revealed hand on the table (initially the single card up). As soon as their revealed hand becomes the best hand, they stop rolling over cards. Players wishing to continue in the hand will then put up another bet amount (ante). If a player rolls all their cards over but doesn't beat what is on the table, they will only be eligible to win the low portion. The next player to roll becomes the new lead player, and the process repeats. The game continues until all the cards have been turned up.

- When dealing, the player to the left of the button will receive the first card, consistent with all button games. a burn card will be used before turning the "up card" to beat. If playing 3 handed, a burn card will not be used.
- Participants may not look at their hands prior to rolling over.
- Participants may not change the order of their cards. They must be rolled over in the order in which they were dealt.

2 Handed = 25 cards 3 Handed = 17 cards 4 Handed = 12 cards 5 Handed = 10 cards 6 Handed = 8 cards
7 Handed = 7 cards 8 Handed = 6 cards 9 Handed = 5 cards

Johnny Wong Poker Irregularities:

- A. If a participant is dealt an inappropriate number of cards. If it is discovered that a participant was dealt too many cards, their hand will be voided and all monies returned to them. If it is discovered that a participant was dealt too few cards, they may choose to play out the hand or have it voided with all monies returned.

If a foreign or duplicate card is discovered, a misdeal will be called, and all monies will be returned to all participants.

SECTION 12 – CHINESE POKER

346. CHINESE POKER IS USUALLY PLAYED WITH 4 MEMBERS.

347. THE DEALER DEALS 52 CARDS INTO FOUR STACKS OF 13 CARDS EACH.

348. WHEN THE MEMBERS HAVE COMPLETED THE HAND THAT THEY ARE PLAYING, THEY WILL TOSS ALL CARDS TO THE CENTER OF THE TABLE.

349. THE DEALER WILL MUCK THOSE CARDS, MOVE THE BUTTON, AND DISTRIBUTE THE NEXT HAND OF CARDS ACCORDINGLY:

- THE FIRST STACK IS PUSHED TO THE MEMBER DIRECTLY FOLLOWING THE DEALER BUTTON, SMALL BLIND, THEN CLOCKWISE AROUND THE TABLE.
- THE BIG BLIND MEMBER RECEIVES THE SECOND STACK,
- THE MEMBER FOLLOWING THEM GETS THE THIRD STACK,
- THE MEMBER WITH THE DEALER BUTTON GETS THE FOURTH STACK.

350. CHINESE POKER CAN BE PLAYED WITH:

- 2 MEMBERS: TWO HANDS EACH: THE FIRST MEMBER RECEIVES THE FIRST AND THIRD STACK. THE OTHER MEMBER RECEIVES THE SECOND AND FOURTH STACK.
- 3 MEMBERS: THE MEMBER ON THE BUTTON HAS THE OPTION TO PLAY THE FOURTH STACK OR IT WILL BE MUCKED.
- 5 MEMBERS: MEMBER IN THE DEALER BUTTON POSITION DOES NOT RECEIVE A HAND.
- WHILE THE MEMBERS ARE PLAYING THE HAND, THE DEALER WASHES, SHUFFLES, CUTS AND DEALS THE CARDS FOR THE NEXT HAND. MEMBERS WILL TABLE THEIR HANDS AND PAY EACH OTHER ACCORDINGLY.

351. THE DEALER WILL NOT GET INVOLVED IN THE PLAY OR PAYING OUT OF THIS GAME.

352. IN THE EVENT THAT A MEMBER RECEIVES 14 CARDS AND ANOTHER ONLY RECEIVES 12, A SUPERVISOR WILL SPREAD THE 14 CARDS FACE DOWN ON THE TABLE AND THE SUPERVISOR WILL SELECT ONE RANDOMLY AND PLAY WILL CONTINUE. THERE IS NO MISDEAL.

353. MAY BE PLAYED WITH BONUSES.

- TOP BOARD - 3 OF A KIND = 2 POINTS,
- MIDDLE BOARD - FULL HOUSE, OR BETTER = 3 POINTS
- BOTTOM BOARD - FOUR OF A KIND OR BETTER = 4 POINTS

CHINESE DRAW POKER

ALL THE RULES OF CHINESE POKER APPLY TO CHINESE DRAW POKER EXCEPT THAT THE MEMBERS' CARDS ARE DISTRIBUTED IN INCREMENTS AND EACH MEMBER MUST ANTE AND OR POST BLINDS TO RECEIVE A HAND. AFTER EACH INCREMENTAL DISTRIBUTION OF CARDS, THE MEMBERS ENGAGE IN A BETTING ROUND. THE FINAL BETTING ROUND OCCURS AFTER THE REMAINING MEMBERS HAVE RECEIVED ALL THIRTEEN OF THEIR CARDS AND EACH HAND IS SET. IF A SHOWDOWN OCCURS THE POT IS DISTRIBUTED TO THE REMAINING MEMBERS ACCORDING TO THE TYPICAL SCORING SYSTEM OF CHINESE POKER. TYPICAL DISTRIBUTION INCREMENTS ARE 5 CARDS, 3 CARDS, AND 5 CARDS AND WHEN USING THIS FORMAT MEMBERS WOULD ENGAGE IN THREE BETTING ROUNDS.

OPEN-FACE CHINESE POKER

PAYING OUT: AFTER EACH MEMBER HAS COMPLETED A THIRTEEN-CARD HAND, THE MEMBERS WILL COMPARE SUB-HANDS TO DETERMINE THE WINNER BASED ON A PREDETERMINED PAYOUT TABLE. COMPARISONS WILL BEGIN WITH THE MEMBER ON THE BUTTON AND THAT HAND WILL BE COMPARED TO EACH OF THE OPPONENT'S HANDS MOVING IN A CLOCKWISE DIRECTION. AS THE HANDS ARE COMPARED AND SCORED, THE MEMBER ON THE BUTTON WILL EXCHANGE PAYOUTS WITH THE OTHER THREE MEMBERS. AT THIS POINT, THE NEXT MEMBER, IN A CLOCKWISE DIRECTION, WILL COMPARE HANDS WITH THE TWO REMAINING MEMBERS (THE MEMBER ON THE BUTTON HAS ALREADY COMPLETED THE SCORING FOR THIS HAND). AGAIN, ONCE THESE HANDS ARE COMPARED AND SCORED, THIS MEMBER WILL EXCHANGE PAYOUTS. THEN THE SECOND MEMBER FROM THE BUTTON WILL COMPARE HANDS WITH THE CUT-OFF POSITION AND THE FINAL PAYOUT WILL BE EXCHANGED.

- 354.** AS A MEMBER NEARS THE END OF A BUY-IN, A SITUATION MAY ARISE WHEN THE MEMBER EITHER WINS OR LOSES MORE POINTS THAN THIS MEMBER HAS REMAINING. IF THIS OCCURS, THE MEMBER MAY ONLY LOSE A TOTAL NUMBER OF POINTS EQUAL TO THE NUMBER OF POINTS THAT THIS MEMBER BEGAN THE HAND WITH. IN ADDITION, IF A MEMBER LOSES POINTS IN THE FIRST COMPARISON, THE MEMBER CAN ONLY RECEIVE A PAYOFF NO LARGER THAN THE NUMBER OF POINTS THAT THE MEMBER HAS TO BEGIN THE NEXT COMPARISON. NO SINGLE COMPARISON PAY-OFF WILL EVER BE LARGER THAN THE NUMBER OF POINTS THAT THE MEMBER BEGAN THE HAND WITH. IF A MEMBER WINS POINTS, THESE POINTS WILL NOT RECEIVE ACTION IN SUBSEQUENT COMPARISONS FOR THE HAND IN PROGRESS. HOWEVER, THE MEMBER WILL CARRY ALL STARTING POINTS TO THE NEXT COMPARISON.
- 355.** IN THE EVENT THAT A MEMBER RUNS OUT OF CHIPS/DOES NOT HAVE ENOUGH LEFT FOR A POINT TO PLAY THE NEXT HAND (INCLUDING FANTASYLAND), THEY CAN EITHER BUY MORE CHIPS, OR LEAVE THAT GAME. IF THEY CHOSE TO LEAVE THE TABLE, THEY WILL NOT BE ALLOWED TO BUY BACK INTO THAT GAME TYPE FOR A MINIMUM OF 2 HOURS. "THAT GAME" REFERS TO THE GAME THE MEMBER IS/WAS PLAYING IN, NOT THAT GAME TYPE/LIMIT.
- 356.** MEMBERS FOUND TO BE PLAYING "OUT OF POCKET" WILL BE ASKED TO LEAVE FOR A PERIOD OF NO LESS THAN 24 HOURS.
- 357.** MEMBERS MAY ONLY LOSE A TOTAL NUMBER OF POINTS EQUAL TO THE NUMBER OF POINTS THAT THIS MEMBER BEGAN THE HAND WITH. IN ADDITION, IF A MEMBER LOSES POINTS IN THE FIRST COMPARISON, THE MEMBER CAN ONLY RECEIVE A PAYOFF NO LARGER THAN THE NUMBER OF POINTS THAT THE MEMBER HAS TO BEGIN THE NEXT COMPARISON. NO SINGLE COMPARISON PAY-OFF WILL EVER BE LARGER THAN THE NUMBER OF POINTS THAT THE MEMBER BEGAN THE HAND WITH. IF A MEMBER WINS POINTS, THESE POINTS WILL NOT RECEIVE ACTION IN SUBSEQUENT COMPARISONS FOR THE HAND IN PROGRESS. HOWEVER, THE MEMBER WILL CARRY ALL STARTING POINTS TO THE NEXT COMPARISON.

DEALING:

TO BEGIN, ALL MEMBERS WILL RECEIVE FIVE CARDS DEALT IN THE SAME FASHION AS ANY DRAW GAME, STARTING FROM THE LEFT OF THE BUTTON. THE MEMBERS WILL THEN PUT EACH CARD IN A SUB-HAND DEEMED THE FRONT, MIDDLE, OR BACK. EACH MEMBER THEN SHOWS THE SETTING OF THEIR STARTING FIVE CARDS, BEGINNING WITH THE MEMBER TO THE LEFT OF THE BUTTON. AFTER THE INITIAL HANDS ARE SET, EACH MEMBER GETS ONE CARD AT A TIME FROM THE DEALER AND CONTINUES PLACING THE CARDS IN THEIR SUB-HANDS UNTIL EACH MEMBER HAS A COMPLETE THIRTEEN CARD CHINESE POKER HAND WITH THREE CARDS IN THE FRONT, FIVE IN THE MIDDLE, AND FIVE IN THE BACK.

- 358.** SCORING: MEMBERS COMPARE EACH OF THEIR THREE SUB-HANDS (FRONT, MIDDLE, AND BACK) TO EACH OF THE OTHER MEMBERS. ONE POINT IS AWARDED TO THE MEMBER WHO WINS EACH COMPARISON. IF A MEMBER WINS ALL THREE AGAINST ANOTHER MEMBER, HE IS AWARDED THREE EXTRA POINTS FOR THE SCOOP.
- 359.** FOULED HAND: A HAND IS CONSIDERED FOULED IF THE FRONT IS A HIGHER-RANKING POKER HAND THAN THE MIDDLE OR THE MIDDLE IS HIGHER RANKING THAN THE BACK. A FOULED HAND IS CONSIDERED SCOOPED AGAINST A NON-FOULED HAND. A. IN THE EVENT THAT A MEMBER HAS THE INCORRECT NUMBER OF CARDS SET AT ANY POINT DURING THE HAND, THIS MEMBER'S HAND WILL BE RULED FOULED AND THE MEMBER WILL BE RESPONSIBLE FOR ANY PAYOUTS AND ROYALTIES INCURRED DURING THE HAND. THIS MEANS THAT IF A MEMBER HAS MORE THAN OR LESS THAN THE EXACT NUMBER OF CARDS THAT SHOULD BE SET AT THAT STAGE OF THE HAND THE HAND IS FOULED.
- 360.** BONUSES OR ROYALTIES ONLY COUNT IN NON-FOULED HANDS. HOWEVER, BONUSES DON'T GET CANCELLED OUT IF BEATEN BY AN OPPONENT'S HIGHER BONUS AS IN REGULAR CHINESE POKER. An example of a bonus structure is as follows: ROYALTIES **TOP HAND** 66 1 point - 77 2 points 88 3 points 99 4 points TT 5 points JJ 6 points QQ 7 points KK 8 points AA 9 points 22 10 points 33 11 points 44 12 points 55 13 points 66 14 points 77 15 points 88 16 points 99 17 points TTT 18 points JJJ 19 points QQQ 20 points KKK 21 points AAA 22 points. **MIDDLE HAND/BOTTOM HAND** Trips 2 points Straight 2 points Straight 4 points Flush 4 points Flush 8 points Full House 6 points Full House 12 points Quads 10 points Quads 20 points Straight Flush 15 points Straight Flush 30 points Royal Flush 25 points Royal Flush 50 points.

- 361.** CALLING THE CLOCK: ANY MEMBER MAY CALL THE CLOCK AFTER 30 SECONDS HAVE LAPSED. THAT MEMBER WILL BE GIVEN 30 SECONDS TO ACT. IF NO ACTION IS TAKEN AT THAT TIME, THE CARD IS PLACED IN THE FRONT-MOST SUB-HAND THAT DOESN'T CAUSE A GUARANTEED FOUL.
- 362.** IF A MEMBER SCORES BEYOND A CERTAIN ROYALTY THRESHOLD, THAT MEMBER IS SAID TO HAVE GONE INTO "FANTASYLAND". THE DEALER WILL DISTRIBUTE THE CARDS AS FOLLOWS:
- EACH MEMBER RECEIVES ONE CARD AT A TIME STARTING TO THE LEFT OF THE BUTTON. AFTER EACH MEMBER RECEIVES FIVE CARDS, THE DEALER THEN DEALS A BOOK OF EIGHT TO THE MEMBER THAT IS IN FANTASYLAND.
 - IF THERE IS MORE THAN ONE MEMBER IN FANTASYLAND, EACH MEMBER WILL RECEIVE FIVE CARDS AND THEN THE DEALER WILL THEN DEAL A BOOK OF EIGHT CARDS TO THE FIRST MEMBER TO THE LEFT OF THE BUTTON THAT
 - THE MEMBER THAT IS IN FANTASYLAND CAN BRING THEIR CARDS PAST THE RAIL TO SET THE HAND FOR PROTECTION PURPOSES. THIS MEMBER CANNOT LEAVE THE TABLE WITH THE CARDS TO SET THEIR HAND.
 - IF A MEMBER ENTERS INTO FANTASYLAND THE BUTTON WILL ADVANCE TO THE NEXT POSITION. THE FANTASYLAND HAND IN PROGRESS IS NOT AN EXTENSION OF THE PREVIOUS HAND.
 - ANY MEMBER ENTERING INTO FANTASYLAND MAY NOT ADD STAKES TO THE GAME. MEMBERS MAY ONLY ADD STAKES IN BETWEEN HANDS AND IF NOT PLAYING IN FANTASYLAND ON THE SUBSEQUENT HAND.
 - IF A MEMBER IS IN FANTASYLAND AND RECEIVES THE IMPROPER NUMBER OF CARDS FROM THE DEALER, THE MEMBER IS RESPONSIBLE FOR BRINGING IT TO THE ATTENTION OF THE DEALER BEFORE SUBSTANTIAL ACTION HAS OCCURRED. FAILURE TO DO SO MAY RESULT IN THE MEMBER'S HAND BEING FOULED. THE DEALER SHOULD CALL THE FLOOR SUPERVISOR ANY TIME A MEMBER IS DETERMINED TO HAVE THE WRONG NUMBER OF CARDS WHEN IN FANTASYLAND. IF ATTENTION IS BROUGHT TO THE ERROR BEFORE SUBSTANTIAL ACTION HAS OCCURRED, THE DEALER WILL CALL THE FLOOR SUPERVISOR TO DETERMINE THE MOST FAIR AND INTEGRAL WAY TO RECTIFY THE ERROR.
 - IF THE MEMBER THAT IS IN FANTASYLAND HAS TOO FEW CARDS AND NO OTHER MEMBER HAS STARTED THE INITIAL DRAW THEN THE ADDITIONAL CARDS WILL BE GIVEN IMMEDIATELY. ONCE ANOTHER MEMBER HAS STARTED THE FIRST DRAW THEN THE ADDITIONAL CARDS WILL BE GIVEN ONCE ALL DRAWS HAVE BEEN COMPLETED.
 - A MEMBER WILL REMAIN IN FANTASYLAND FOR THE NEXT HAND BY SCORING ANY OF THE FOLLOWING AND NOT FOULING: **(A)** QUADS OR BETTER IN THE BACK ROW. **(B)** FULL HOUSE OR BETTER IN THE MIDDLE. **(C)** TRIPS IN THE FRONT.

TURBO OPEN-FACE CHINESE POKER

- 363.** TURBO OPEN FACE CHINESE BEGINS IN THE SAME MANNER AS NORMAL OPEN FACE, WITH EACH MEMBER DEALT 5 CARDS. AFTER THAT, EACH MEMBER IS DEALT 4 CARDS AT A TIME. THERE ARE ONLY 3 ROUNDS OF DEALING: 5+4+4. ALL CARDS ARE SET AND SCORING IS THE SAME AS REGULAR OPEN-FACE.

TAIWANESE POKER

- 364.** MEMBERS ARE DEALT 7 CARDS. THE MEMBERS WILL SET THEIR HANDS WITH 1 CARD ON TOP (HIGH CARD), 2 CARDS IN THE MIDDLE (HOLD'EM HAND) AND 4 CARDS IN THE BACK (OMAHA HAND).

- 365.** MEMBERS WILL THEN TABLE THEIR CARDS, AND THEN A COMMUNITY BOARD IS PUT OUT.

- 366.** THE BEST OVERALL HAND WINS.

PINEAPPLE OPEN-FACE CHINESE POKER

- 367.** DEALING: TO BEGIN, ALL MEMBERS WILL RECEIVE FIVE CARDS DEALT IN THE SAME FASHION AS ANY DRAW GAME, STARTING FROM THE LEFT OF THE BUTTON. THE MEMBERS WILL THEN PUT EACH CARD IN A SUB-HAND DEEMED THE FRONT, MIDDLE, OR BACK. EACH MEMBER SHOWS THE SETTING OF THEIR STARTING FIVE CARDS, BEGINNING WITH THE MEMBER TO THE LEFT OF THE BUTTON. UNLIKE REGULAR OPEN-FACE CHINESE POKER, AFTER THE INITIAL HANDS ARE SET, EACH MEMBER GETS THREE CARDS AT A TIME FROM THE DEALER AND THEN THE MEMBER MUST CHOOSE TWO OF THE THREE CARDS TO PLACE IN THEIR SUB-HAND. THIS PROCESS IS REPEATED UNTIL EACH MEMBER HAS A COMPLETE THIRTEEN CARD CHINESE POKER HAND WITH THREE CARDS IN THE FRONT, FIVE IN THE MIDDLE, AND FIVE IN THE BACK. A. IF A MEMBER HAD REACHED FANTASYLAND IN THE PREVIOUS HAND, THIS MEMBER WILL RECEIVE 14 CARDS IN THE DEALING FASHION DESCRIBED ABOVE FOR FANTASYLAND BUT WILL RECEIVE A BOOK OF 9 CARDS INSTEAD OF 8 CARDS AND WILL NEED TO DISCARD ONE OF THESE CARDS, FACEDOWN, BEFORE THE OTHER MEMBERS BEGIN THE DRAW. "TOP" "MIDDLE" "BOTTOM";
- "TOP" HIGH CARD HOLD'EM
 - "MIDDLE/BOTTOM" OMAHA HIGH 2 PAIR 1, TRIPS (3 OF A KIND) 2, STRAIGHT 2, FLUSH 2, FULL HOUSE 3, QUADS 4, STRAIGHT FLUSH 5, ROYAL FLUSH 6.

- 368.** ALL PREVIOUSLY MENTIONED RULES OF OPEN-FACE CHINESE POKER APPLY AFTER EACH MEMBER HAS A COMPLETE THIRTEEN CARD HAND.

PINEAPPLE OPEN-FACE CHINESE (2-7 MIDDLE)

- 369.** THE MIDDLE ROW IS CHANGED TO LOWBALL.

- 10-HIGH IS THE 'BEST' HAND THAT DOESN'T FOUL; IN OTHER WORDS, ANY J, Q, K, A, PAIR OR BETTER IS A FOUL. 65432, 76543 OR ANY STRAIGHTS OR FLUSHES ARE ALSO FOULS
- Examples of good middle rows: i. T9732 / 96543 / 85432 / 76432
- THE MIDDLE ROW MUST FALL INTO THE LOWBALL RANGE, AND THE BACK ROW MUST BEAT THE FRONT FOR THE HAND TO BE NON-FOULED. An example of a good hand: AA3-87436-TT99K. Examples of a fouled hand: AA3-8743J-TT99K or AA3-87436-TT9QK
- MIDDLE ROW ROYALTIES ARE AS SUCH: 10 HIGH IS 0 POINTS, 9 HIGH IS 1 POINT, 8 HIGH IS 2 POINTS, 7 HIGH IS 4 POINTS, PERFECT LOWBALL IS 8 POINTS.

- TO QUALIFY FOR FANTASYLAND A MEMBER MUST HAVE A PAIR OF KINGS OR BETTER ON THE TOP HAND OR A PERFECT LOWBALL IN THE MIDDLE HAND. TO REMAIN IN FANTASYLAND A MEMBER MUST HAVE THREE OF A KIND OR BETTER ON THE TOP HAND, A PERFECT LOWBALL IN THE MIDDLE HAND OR FOUR OF A KIND OR BETTER ON THE BOTTOM HAND.
- THIS MAY ALSO BE PLAYED WITH A PROGRESSIVE VARIATION.
- THIS MAY ALSO BE PLAYED WITH A SUPER FANTASY VARIATION. SUPER FANTASY IS WHEN YOU HAVE A HAND THAT QUALIFIES YOU FOR FANTASYLAND WHERE THE TOP HAND (KK OR BETTER) AND MIDDLE HAND (PERFECT LOWBALL) BOTH QUALIFY FOR FANTASYLAND. IN THIS CASE THE MEMBER WILL RECEIVE 15 TOTAL CARDS INSTEAD OF 14 FOR THEIR INITIAL FANTASYLAND HAND. THIS RULE ONLY APPLIES TO THE INITIAL HAND THAT GOES TO FANTASYLAND. IF YOU REMAIN IN FANTASYLAND YOU WILL ALWAYS RECEIVE 14 TOTAL CARDS AND WILL NOT RECEIVE THE 15TH CARD.

- 370.** ALL PREVIOUSLY MENTIONED RULES OF PINEAPPLE OPEN-FACE CHINESE POKER OTHER THAN THE SCORING OF THE MIDDLE HAND DESCRIBED ABOVE.
- 371.** WHEN A MEMBER INITIALLY GOES TO FANTASYLAND THE NUMBER OF CARDS THEY WILL RECEIVE VARIES BASED ON THE STRENGTH OF THE TOP HAND. [PLEASE NOTE THAT WHEN PLAYING THE 2-7 VARIATION A MEMBER NEEDS KK OR BETTER TO GO TO FANTASYLAND AND DOES NOT GO TO FANTASYLAND WITH A QQ ON THE TOP HAND. QQ = 14 CARDS, KK = 15 CARDS, AA = 16 CARDS, 222+ = 17 CARDS SHORT DECK RULES](#)
- 372.** THE OBJECT OF SHORT DECK IS TO MAKE A BETTER FIVE-CARD POKER HAND, USING ANY COMBINATION OF HOLE-CARDS AND COMMUNITY CARDS, THAN YOUR OPPONENTS TO WIN THE POT.
- 373.** A MAXIMUM OF NINE (9) MEMBERS MAY BE DEALT IN FOR HOLD'EM VARIANTS.
- 374.** A MAXIMUM OF SIX (6) MEMBERS MAY BE DEALT IN FOR PLO VARIANTS.
- 375.** THE DECK CONSISTS OF THIRTY-SIX (36) CARDS. THE DEUCES, TREYS, FOURS, AND FIVES ARE REMOVED. AN ACE IS STILL BOTH THE HIGHEST AND LOWEST CARD IN RANK. THEREFORE, THE HOLDING OF 9-8-7-6-A IS A STRAIGHT.
- 376.** THE RANK OF HANDS IS AS FOLLOWS: ROYAL FLUSH (BEST HAND) STRAIGHT FLUSH FOUR OF A KIND FLUSH FULL HOUSE STRAIGHT THREE OF A KIND TWO PAIR ONE PAIR HIGH CARD. THE PLAY OF THE GAME IS AS FOLLOWS:
- A DEALER BUTTON IS USED TO REPRESENT THE MEMBER IN THE DEALER POSITION; THE DEALER BUTTON ROTATES CLOCKWISE AFTER EACH HAND, CHANGING THE POSITION OF THE DEALER AND BLINDS.
 - EACH MEMBER IS REQUIRED TO POST AN ANTE WHICH IS HALF THE SIZE OF THE BUTTON ANTE. For example, in a \$200-\$400 NLH game, each Members posts \$200 and the button posts \$400. Action starts in the position to the left of the button.
 - THE DEALER DEALS EACH MEMBER THEIR OWN TWO (2) CARDS FACE-DOWN IN HOLD'EM VARIANTS AND FOUR (4) CARDS IN PLO VARIANTS.
 - THE FIRST BETTING ROUND TAKES PLACE.
 - THE DEALER BURNS A CARD, THEN TURNS OVER THREE (3) COMMUNITY CARDS FACE-UP (THE FLOP).
 - THE SECOND BETTING ROUND TAKES PLACE.
 - THE DEALER BURNS ANOTHER CARD, AND THEN TURNS OVER ONE (1) MORE COMMUNITY CARD (THE TURN OR FOURTH STREET).
 - THE THIRD BETTING ROUND TAKES PLACE.
 - THE DEALER BURNS ANOTHER CARD, THEN TURNS OVER ONE (1) FINAL COMMUNITY CARD (THE RIVER OR FIFTH STREET).
 - THE LAST BETTING ROUND TAKES PLACE.
 - THE SHOWDOWN THEN TAKES PLACE WITH ALL MEMBERS WHO STILL HAVE CARDS SHOWING THEIR HANDS
 - THE BEST HIGH HAND IS AWARDED THE POT BY THE DEALER.

THE FORT DRAW CHINESE

LIKE OTHER CHINESE VARIATIONS, THE OBJECT OF THIS VERSION IS TO MAKE THE STRONGEST 5-CARD HAND IN THE BACK, THEIR SECOND STRONGEST 5-CARD HAND IN THE MIDDLE, AND THEIR 3 STRONGEST 3-CARD HAND IN THE FRONT. DRAW CHINESE IS USUALLY PLAYED WITH 3 PARTICIPANTS BUT CAN BE PLAYED WITH 2 PARTICIPANTS. THE DEALER DEALS 52 CARDS INTO FOUR STACKS OF 13 CARDS EACH. STARTING TO THE LEFT OF THE BUTTON, THE DEALER DISTRIBUTES THE 13 CARD HANDS TO EACH PARTICIPANT. TO STRENGTHEN THEIR HANDS, THE PARTICIPANTS MAY CHOOSE TO DRAW. THE DRAWS WILL ALWAYS BE DEALT FROM THE 4TH STACK OF 13. IF THEY CHOOSE TO DRAW, THEY WILL PUT UP ONE (1) POINT FOR UP TO 3 CARDS. THEY MAY DRAW MORE THAN 3 CARDS, BUT EACH ADDITIONAL CARD WILL BE AN ADDITIONAL TWO (2) POINTS. AT THE SHOWDOWN, THE HANDS WILL BE COMPARED AGAINST THEIR OPPONENTS. DRAW CHINESE IS ALWAYS PLAYED WITH ROYALTY POINTS. ALL DRAW POINTS WILL BE PULLED INTO THE MIDDLE OF THE TABLE UNTIL A QUALIFYING HAND IS TABLED. AT THE FORT CARD ROOM, THE QUALIFYING HAND IS FOUR (4) QUEENS OR BETTER.

REGULAR POINTS

TOP HAND POINTS = 1 POINT

MIDDLE HAND POINTS = 1 POINT

BOTTOM HAND POINTS = 1 POINT

BONUS POINT IS EARNED IF A PARTICIPANT WINS ALL 3 HANDS AGAINST AN OPPONENT. = 1 POINT

ROYALTY POINTS

TOP HAND = 3 OF A KIND = 2 POINTS

MIDDLE HAND = FULL HOUSE OR BETTER = 3 POINTS

BOTTOM HAND = FOUR OF A KIND OR BETTER = 4 POINTS

377. WHEN THE MEMBERS HAVE COMPLETED THE HAND THAT THEY ARE PLAYING, THEY WILL TOSS ALL CARDS TO THE CENTER OF THE TABLE.

378. THE DEALER WILL MUCK THOSE CARDS, MOVE THE BUTTON, AND DISTRIBUTE THE NEXT HAND OF CARDS ACCORDINGLY:

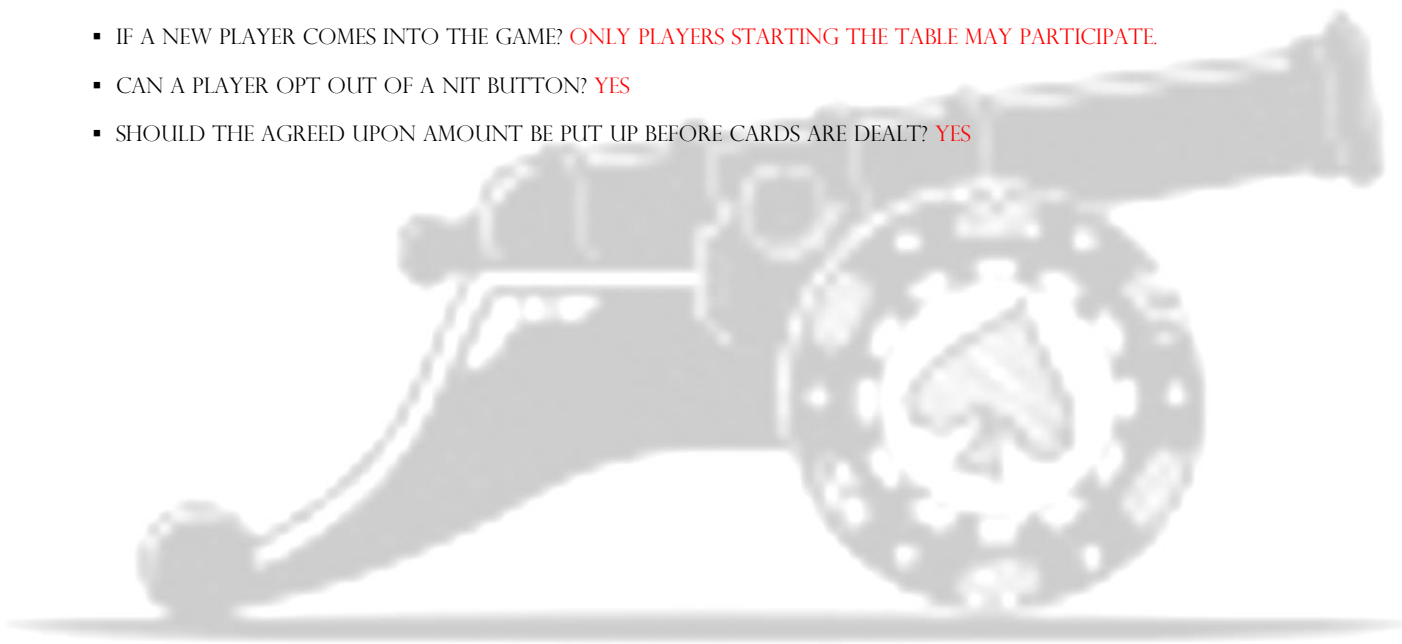
- THE FIRST STACK IS PUSHED TO THE MEMBER DIRECTLY FOLLOWING THE DEALER BUTTON, THEN CLOCKWISE AROUND THE TABLE.

SECTION 13 - NIT GAME

EVERY PLAYER STARTS WITH A NIT BUTTON IN FRONT OF THEM – THE POKER GAME THEN PLAYS OUT UNDER THE NORMAL RULES OF THE TABLE, WHETHER THE GAME IS NO-LIMIT HOLD'EM OR PLO.

THE LAST PLAYER WITH THEIR NIT BUTTON PAYS THE PRICE – BEFORE THE NIT GAME BEGINS, THE PLAYERS AT THE TABLE AGREE TO AN AMOUNT THAT THE LAST PLAYER WITH A BUTTON WILL PAY TO ALL OTHER PLAYERS AT THE END OF THE GAME. THE UNLUCKY PLAYER THAT ENDS UP AS THE LAST ONE WITH A NIT BUTTON MUST PAY THIS TOLL TO ALL OTHER COMPETITORS, AND AT THAT POINT THE GAME RESUMES AS NORMAL.

- IF A PARTICIPANT GOES BUST AND LEAVES THE GAME? SACRIFICES THEIR NIT BUTTON, ALONG WITH THEIR AGREED AMOUNT.
- IF A NEW PLAYER COMES INTO THE GAME? **ONLY PLAYERS STARTING THE TABLE MAY PARTICIPATE.**
- CAN A PLAYER OPT OUT OF A NIT BUTTON? **YES**
- SHOULD THE AGREED UPON AMOUNT BE PUT UP BEFORE CARDS ARE DEALT? **YES**



THE FORT CARD ROOM TOURNAMENT RULES

SECTION 14 – TOURNAMENT RULES / GENERAL CONCEPTS

THE FORT CARD ROOM OBSERVES RULES AND PROCEDURES PRESCRIBED BY THE TOURNAMENT DIRECTOR ASSOCIATION (TDA). IN CERTAIN CIRCUMSTANCES, A FORT CARD ROOM TOURNAMENT RULE (HOUSE RULE) WILL SUPERSEDE A TDA RULE. BELOW IS THE 2019 VERSION OF “THE TDA RULES” WITH ANY ADDENDUM BY THE FORT CARD ROOM CLEARLY NOTED.

1. FLOOR DECISIONS

THE BEST INTEREST OF THE GAME AND FAIRNESS ARE TOP PRIORITIES IN DECISION-MAKING. UNUSUAL CIRCUMSTANCES OCCASIONALLY DICTATE THAT COMMON-SENSE DECISIONS IN THE INTEREST OF FAIRNESS TAKE PRIORITY OVER TECHNICAL RULES. FLOOR DECISIONS ARE FINAL.

2. PARTICIPANT RESPONSIBILITIES

PARTICIPANTS SHOULD VERIFY REGISTRATION DATA AND SEAT ASSIGNMENTS, PROTECT THEIR HANDS, MAKE THEIR INTENTIONS CLEAR, FOLLOW THE ACTION, ACT IN TURN WITH PROPER TERMINOLOGY AND GESTURES, DEFEND THEIR RIGHT TO ACT, KEEP CARDS VISIBLE AND CHIPS CORRECTLY STACKED, REMAIN AT THE TABLE WITH A LIVE HAND, TABLE ALL CARDS PROPERLY WHEN COMPETING AT SHOWDOWN, SPEAK UP IF THEY SEE A MISTAKE, CALL FOR A CLOCK WHEN WARRANTED, TRANSFER TABLES PROMPTLY, FOLLOW ONE PARTICIPANT TO A HAND, KNOW AND COMPLY WITH THE RULES, PRACTICE PROPER ETIQUETTE, AND GENERALLY CONTRIBUTE TO AN ORDERLY EVENT.

3. OFFICIAL TERMINOLOGY AND GESTURES

OFFICIAL BETTING TERMS ARE SIMPLE, UNMISTAKABLE, TIME-HONORED DECLARATIONS LIKE BET, RAISE, CALL, FOLD, CHECK, ALL-IN, COMPLETE, AND POT (POT-LIMIT ONLY). REGIONAL TERMS MAY ALSO MEET THIS TEST. ALSO, PARTICIPANTS MUST USE GESTURES WITH CAUTION WHEN FACING ACTION; TAPPING THE TABLE IS A CHECK. IT IS THE RESPONSIBILITY OF PARTICIPANTS TO MAKE THEIR INTENTIONS CLEAR. USING NON-STANDARD TERMS OR GESTURES IS AT PARTICIPANT'S RISK AND MAY RESULT IN A RULING OTHER THAN WHAT THE PARTICIPANT INTENDED. SEE ALSO RULES 2 & 42.

4. PARTICIPANT IDENTITY

CLOTHING OR OTHER ACCOUTREMENTS MUST NOT CONTINUOUSLY OBSCURE PARTICIPANT IDENTITY OR BECOME A DISTRACTION TO THE GAME. HOUSE STANDARDS WILL APPLY IN THE SOLE JUDGMENT OF THE TD.

5. ELECTRONIC DEVICES AND COMMUNICATION

PARTICIPANTS MAY NOT TALK ON A PHONE AT THE TABLE. RING TONES, MUSIC, IMAGES, VIDEO ETC. SHOULD BE INAUDIBLE AND NON-DISTURBING TO OTHERS. BETTING APPS AND CHARTS MAY NOT BE USED BY PARTICIPANTS WITH LIVE HANDS. OTHER DEVICES, TOOLS, PHOTOGRAPHY, VIDEOGRAPHY, AND COMMUNICATION MUST NOT CREATE A NUISANCE, DELAY THE GAME OR CREATE COMPETITIVE ADVANTAGE AND ARE SUBJECT TO HOUSE AND GAMING REGULATIONS.

6. OFFICIAL LANGUAGE

THE HOUSE WILL CLEARLY POST AND ANNOUNCE ACCEPTABLE LANGUAGE(S) AT THE TABLE. ***THE FORT CARD ROOM IS ENGLISH ONLY, AT ALL TIMES WHILE AT THE TABLE.***

SEATING, BREAKING & BALANCING TABLES

7. RANDOM CORRECT SEATING

TOURNAMENT AND SATELLITE SEATS WILL BE RANDOMLY ASSIGNED. A PARTICIPANT STARTING IN A WRONG SEAT WITH A CORRECT CHIP STACK WILL MOVE TO THE CORRECT SEAT WITH HIS OR HER CURRENT TOTAL CHIP STACK.

8. ALTERNATES, LATE REGISTRATION, & RE-ENTRIES

(A) ALTERNATES, PARTICIPANTS REGISTERING LATE, AND RE-ENTRIES WILL BE SOLD FULL STACKS. THEY WILL RANDOMLY DRAW A SEAT AND TABLE BY THE SAME PROCESS AND FROM THE SAME SEAT POOL THEN IN PLACE FOR NEW PARTICIPANTS AND ARE DEALT IN EXCEPT BETWEEN THE SMALL BLIND AND BUTTON.

(B) IN RE-ENTRY EVENTS, IF A PARTICIPANT IS PERMITTED TO FORFEIT CHIPS AND BUY A NEW STACK, THE FORFEITED CHIPS WILL BE REMOVED FROM PLAY.

9. SPECIAL NEEDS

ACCOMMODATIONS FOR PARTICIPANTS WITH SPECIAL NEEDS WILL BE MADE WHEN POSSIBLE.

10. BREAKING TABLES

PARTICIPANTS FROM A BROKEN TABLE WILL BE ASSIGNED NEW TABLES AND SEATS BY A 2-STEP RANDOM PROCESS. THEY CAN GET ANY SEAT INCLUDING SMALL OR BIG BLIND OR THE BUTTON AND BE DEALT IN EXCEPT BETWEEN THE SB AND BUTTON.

11. BALANCING TABLES AND HALTING PLAY

(A) TO BALANCE IN FLOP & MIXED-GAMES, THE PARTICIPANT TO BE BIG BLIND NEXT MOVES TO THE WORST POSITION, INCLUDING SINGLE BIG BLIND IF AVAILABLE, EVEN IF THAT MEANS THE SEAT IS BIG BLIND TWICE. WORST POSITION IS NEVER THE SMALL BLIND. IN STUD-ONLY, PARTICIPANTS MOVE BY POSITION (LAST SEAT OPEN AT THE SHORT TABLE IS THE SEAT FILLED).

(B) IN MIXED GAMES (EX: HORSE), WHEN THE GAME SHIFTS FROM HOLD'EM TO STUD, AFTER THE LAST HOLD'EM HAND THE BUTTON MOVES TO THE POSITION IT WOULD BE IF THE NEXT HAND WAS HOLD'EM AND IS FROZEN THERE DURING STUD. THE PARTICIPANT MOVED IN STUD IS THE PARTICIPANT WHO WOULD BE BIG BLIND IF THE GAME WERE HOLD'EM FOR THAT HAND. SHIFTING TO HOLD'EM THE BUTTON STARTS WHERE IT WAS FROZEN.

(C) THE TABLE FROM WHICH A PARTICIPANT IS MOVED WILL BE SPECIFIED BY A PREDETERMINED PROCEDURE.

(D) FULL-TABLE PLAY WILL HALT ON TABLES 3 OR MORE PARTICIPANTS SHORT OF THE TABLE WITH THE MOST PARTICIPANTS. PLAY HALTS ON OTHER FORMATS (EX: 6-HAND AND TURBOS) AT TD'S DISCRETION. TD'S MAY WAIVE HALTING PLAY AND WAIVER IS NOT A MISDEAL. AS THE EVENT PROGRESSES, AT TD'S DISCRETION TABLES MAY BE MORE TIGHTLY BALANCED.

POTS / SHOWDOWN

12. CARDS SPEAK & DECLARATIONS – CARDS SPEAK AT SHOWDOWN

TO DETERMINE THE WINNER. VERBAL DECLARATIONS OF HAND VALUE ARE NOT BINDING AT SHOWDOWN BUT DELIBERATELY MISCALLING A HAND MAY BE PENALIZED. DEALERS SHOULD READ AND ANNOUNCE HAND VALUES AT SHOWDOWN. ANY PARTICIPANT, IN THE HAND OR NOT, SHOULD SPEAK UP IF THEY THINK A MISTAKE HAS BEEN MADE IN READING HANDS OR CALCULATING AND AWARDING THE POT.

13. TABLING CARDS & KILLING WINNING HAND

(A) PROPER TABLING IS BOTH (1) TURNING ALL CARDS FACE UP ON THE TABLE AND (2) ALLOWING THE DEALER AND PARTICIPANTS TO READ THE HAND CLEARLY. "ALL CARDS" MEANS BOTH HOLE-CARDS IN HOLD'EM, ALL 4 HOLE-CARDS IN OMAHA, ALL 7 CARDS IN 7-STUD, ETC.

(B) AT SHOWDOWN PARTICIPANTS MUST PROTECT THEIR HANDS WHILE WAITING FOR CARDS TO BE READ (SEE ALSO RULE 65). PARTICIPANTS WHO DON'T FULLY TABLE ALL CARDS, THEN MUCK THINKING THEY'VE WON, DO SO AT THEIR OWN RISK. IF A HAND IS NOT 100% RETRIEVABLE AND IDENTIFIABLE AND THE TD RULES THAT IT WAS NOT CLEARLY READ, THE PARTICIPANT HAS NO CLAIM TO THE POT. THE TD'S DECISION ON WHETHER A HAND WAS SUFFICIENTLY TABLED IS FINAL.

(C) DEALERS CANNOT KILL A PROPERLY TABLED HAND THAT WAS OBVIOUSLY THE WINNER.

14. LIVE CARDS AT SHOWDOWN

DISCARDING NON-TABLED CARDS FACE DOWN DOES NOT AUTOMATICALLY KILL THEM; PARTICIPANTS MAY CHANGE THEIR MINDS AND TABLE CARDS THAT REMAIN 100% IDENTIFIABLE AND RETRIEVABLE. CARDS ARE KILLED BY THE DEALER WHEN PUSHED INTO THE MUCK OR OTHERWISE RENDERED IRRETRIEVABLE AND UNIDENTIFIABLE.

15. SHOWDOWN AND DISCARDING IRREGULARITIES

(A) IF A PARTICIPANT TABLES ONE CARD THAT WOULD MAKE A WINNING HAND, THE DEALER SHOULD ADVISE THE PARTICIPANT TO TABLE ALL CARDS. IF THE PARTICIPANT REFUSES, THE FLOOR SHOULD BE CALLED.

(B) IF A PARTICIPANT BETS, THEN DISCARDS THINKING THEY HAVE WON (FORGETTING ANOTHER PARTICIPANT IS STILL IN THE HAND), THE DEALER SHOULD HOLD THE CARDS AND CALL THE FLOOR (A RULE 58 EXCEPTION). IF CARDS ARE MUCKED AND NOT RETRIEVABLE AND IDENTIFIABLE TO 100% CERTAINTY, THE PARTICIPANT IS OUT AND NOT ENTITLED TO A REFUND OF CALLED BETS. IF CARDS ARE MUCKED AND THE PARTICIPANT INITIATED A BET OR RAISE NOT YET CALLED, THE UNCALLED AMOUNT WILL BE RETURNED.

16. FACE UP FOR ALL-INS

ALL HANDS WILL BE TABLED WITHOUT DELAY ONCE A PARTICIPANT IS ALL-IN AND ALL BETTING ACTION BY ALL OTHER PARTICIPANTS IN THE HAND IS COMPLETE. NO PARTICIPANT WHO IS EITHER ALL-IN OR HAS CALLED ALL BETTING ACTION MAY MUCK THEIR HAND WITHOUT TABLING. ALL HANDS IN BOTH THE MAIN AND SIDE POT(S) MUST BE TABLED AND ARE LIVE.

17. NON-ALL-IN SHOWDOWNS & SHOWDOWN ORDER

(A) IN A NON-ALL-IN SHOWDOWN, IF CARDS ARE NOT SPONTANEOUSLY TABLED OR DISCARDED, THE TD MAY ENFORCE AN ORDER OF SHOW. THE LAST AGGRESSIVE PARTICIPANT ON THE FINAL BETTING ROUND (FINAL STREET) MUST TABLE FIRST. IF THERE WAS NO FINAL ROUND BET, THE PARTICIPANT WHO WOULD ACT FIRST IN A FINAL BETTING ROUND MUST TABLE FIRST (I.E. FIRST SEAT LEFT OF THE BUTTON IN FLOP GAMES, HIGH HAND SHOWING IN STUD, LOW HAND IN RAZZ, ETC.).

(B) A NON-ALL-IN SHOWDOWN IS UNCONTESTED IF ALL BUT ONE PARTICIPANT MUCKS FACE DOWN WITHOUT TABLING. THE LAST PARTICIPANT WITH LIVE CARDS WINS AND IS NOT REQUIRED TO TABLE THE CARDS.

18. ASKING TO SEE A HAND

(A) PARTICIPANTS NOT STILL IN POSSESSION OF CARDS AT SHOWDOWN, OR WHO HAVE MUCKED THEIR CARDS FACE DOWN WITHOUT TABLING, LOSE ANY RIGHTS OR PRIVILEGES TO ASK TO SEE ANY HAND.

(B) IF THERE WAS A RIVER BET, ANY CALLER HAS AN INALIENABLE RIGHT TO HAVE THE LAST AGGRESSOR'S HAND TABLED ON REQUEST ("THE HAND THEY PAID TO SEE") PROVIDED THE CALLER TABLED OR RETAINS THEIR CARDS. TD'S DISCRETION GOVERNS ALL OTHER REQUESTS SUCH AS TO SEE THE HAND OF ANOTHER CALLER, OR IF THERE WAS NO RIVER BET. **THE FORT CARD ROOM MEMBERS MAY NOT REQUEST TO SEE OTHER MEMBERS CARDS FOR INFORMATION PURPOSES. IF A MEMBER SUSPECTS COLLUSION, A FLOOR MAY BE CALLED AND THE FLOOR WILL DETERMINE IF A HAND WILL BE SHOWN.**

19. PLAYING THE BOARD AT SHOWDOWN

TO PLAY THE BOARD, A PARTICIPANT MUST TABLE ALL HOLE-CARDS TO GET PART OF THE POT (SEE RULE 13-A).

20. AWARDING ODD CHIPS

FIRST, ODD CHIPS WILL BE BROKEN INTO THE SMALLEST DENOMINATION IN PLAY.

(A) BOARD GAMES WITH 2 OR MORE HIGH OR LOW HANDS: THE ODD CHIP GOES TO THE FIRST SEAT LEFT OF THE BUTTON.

(B) STUD, RAZZ, AND IF 2 OR MORE HIGH OR LOW HANDS IN STUD/8: THE ODD CHIP GOES TO THE HIGH CARD BY SUIT IN

THE PARTICIPANT'S 5-CARD WINNING HAND. (C) H/L SPLIT: THE ODD CHIP IN THE TOTAL POT GOES TO THE HIGH SIDE. D) IF IDENTICAL HANDS WIN BOTH HIGH AND LOW (EX: 2 OMAHA/8 WHEELS) THE POT IS SPLIT AS EVENLY AS POSSIBLE.

21. SIDE POTS

EACH SIDE POT WILL BE SPLIT SEPARATELY.

22. DISPUTED HANDS AND POTS

THE READING OF A TABLED HAND MAY BE DISPUTED UNTIL THE NEXT HAND BEGINS (SEE RULE 23). ACCOUNTING ERRORS IN CALCULATING AND AWARDED THE POT MAY BE DISPUTED UNTIL SUBSTANTIAL ACTION OCCURS ON THE NEXT HAND. IF A HAND FINISHES DURING A BREAK, THE RIGHT TO ANY DISPUTE ENDS 1 MINUTE AFTER THE POT IS AWARDED.

GENERAL TOURNAMENT PROCEDURES

23. NEW HAND & NEW LIMITS

A NEW LEVEL STARTS ON ANNOUNCEMENT AFTER THE CLOCK REACHES ZERO. THE NEW LEVEL APPLIES TO THE NEXT HAND. HANDS BEGIN ON THE FIRST RIFFLE, PUSH OF THE SHUFFLER BUTTON, OR ON THE DEALER PUSH. IF A HAND STARTS AT THE PRIOR LEVEL BY MISTAKE, THE HAND WILL CONTINUE AT THE PRIOR LEVEL AFTER SUBSTANTIAL ACTION OCCURS (RULE 36).

24. CHIP RACE, SCHEDULED COLOR UPS

(A) AT SCHEDULED COLOR-UPS, CHIPS WILL BE RACED OFF STARTING IN SEAT 1, WITH A MAXIMUM OF ONE CHIP AWARDED TO A PARTICIPANT. PARTICIPANTS CAN'T BE RACED OUT OF PLAY: A PARTICIPANT LOSING HIS OR HER LAST CHIP(S) IN A RACE WILL GET 1 CHIP OF THE LOWEST DENOMINATION STILL IN PLAY.

(B) PARTICIPANTS MUST HAVE THEIR CHIPS FULLY VISIBLE AND ARE ENCOURAGED TO WITNESS THE CHIP RACE.

(C) IF AFTER THE RACE, A PARTICIPANT STILL HAS CHIPS OF A REMOVED DENOMINATION, THEY WILL BE EXCHANGED FOR CURRENT DENOMINATIONS ONLY AT EQUAL VALUE. CHIPS OF REMOVED DENOMINATIONS THAT DO NOT FULLY TOTAL AT LEAST THE SMALLEST DENOMINATION STILL IN PLAY WILL BE REMOVED WITHOUT COMPENSATION.

25. CARDS & CHIPS KEPT VISIBLE, COUNTABLE, & MANAGEABLE. DISCRETIONARY COLOR-UPS

(A) PARTICIPANTS, DEALERS, AND THE FLOOR ARE ENTITLED TO A REASONABLE ESTIMATION OF CHIP COUNTS; THUS, CHIPS SHOULD BE KEPT IN COUNTABLE STACKS. THE TDA RECOMMENDS CLEAN VERTICAL STACKS OF 20 SAME DENOMINATION CHIPS EACH AS A STANDARD. HIGHER DENOMINATION CHIPS MUST BE VISIBLE AND IDENTIFIABLE AT ALL TIMES. IF A FLOOR PERSON CANNOT LOOK AT A CHIP STACK AND QUICKLY ESTIMATE ITS VALUE, PARTICIPANTS LIKELY CAN'T EITHER.

(B) TD'S CONTROL THE NUMBER AND DENOMINATIONS OF CHIPS IN PLAY AND MAY COLOR UP ONE OR MORE PARTICIPANTS AT THEIR DISCRETION AT ANY TIME. DISCRETIONARY COLOR UPS ARE TO BE ANNOUNCED.

(C) PARTICIPANTS MUST KEEP LIVE HANDS IN PLAIN VIEW AT ALL TIMES.

26. DECK CHANGES

DECK CHANGES WILL BE ON THE DEALER PUSH OR LEVEL CHANGES OR AS PRESCRIBED BY THE HOUSE. PARTICIPANTS MAY NOT ASK FOR DECK CHANGES.

27. RE-BUYS

PARTICIPANTS MAY NOT MISS A HAND. PARTICIPANTS DECLARING INTENT TO REBUY BEFORE A HAND ARE PLAYING CHIPS BEHIND AND MUST MAKE THE RE-BUY.

28. RABBIT HUNTING

RABBIT HUNTING (REVEALING CARDS THAT WOULD HAVE COME IF THE HAND HAD NOT ENDED) IS NOT ALLOWED.

29. CALLING FOR A CLOCK

PARTICIPANTS SHOULD ACT IN A TIMELY MANNER TO MAINTAIN A REASONABLE PACE OF THE GAME. IF IN TD'S JUDGEMENT REASONABLE TIME HAS PASSED, THEY MAY CALL THE CLOCK OR APPROVE A CLOCK REQUEST BY ANY PARTICIPANT IN THE EVENT. PARTICIPANTS MUST BE AT THEIR SEATS TO CALL FOR A CLOCK (RULE 30). A PARTICIPANT ON THE CLOCK HAS UP TO 25 SECONDS PLUS A 5 SECOND COUNTDOWN TO ACT. IF THE PARTICIPANT FACES A BET AND TIME EXPIRES, THE HAND IS DEAD; IF NOT FACING A BET, THE HAND IS CHECKED. A TIE GOES TO THE PARTICIPANT. TD'S MAY ADJUST THE TIME ALLOWED AND TAKE OTHER STEPS TO FIT THE GAME AND STOP PERSISTENT DELAYS. SEE ALSO RULES 2 AND 70.

THE FORT CARD ROOM GIVES ONE MINUTE (50 SECOND PLUS A 10 SECOND COUNTDOWN) CLOCK TIME. THE TD MAY ADJUST THE TIME ALLOWED AND TAKE OTHER STEPS TO FIT THE GAME AND STOP PERSISTENT DELAYS.

PARTICIPANT PRESENT / ELIGIBLE FOR HAND

30. AT YOUR SEAT AND LIVE HANDS

TO HAVE A LIVE HAND, PARTICIPANT'S MUST BE AT THEIR SEATS WHEN THE LAST CARD IS DEALT TO ALL PARTICIPANTS ON THE INITIAL DEAL. PARTICIPANTS NOT THEN AT THEIR SEATS MAY NOT LOOK AT THEIR CARDS WHICH ARE KILLED IMMEDIATELY. THEIR POSTED BLINDS AND ANTES FORFEIT TO THE POT AND AN ABSENT PARTICIPANT DEALT THE STUD BRING-IN CARD POSTS THE BRING-IN. "AT YOUR SEAT" MEANS IN REACH OF YOUR CHAIR. THIS RULE IS NOT INTENDED TO ENCOURAGE PARTICIPANTS TO BE OUT OF THEIR SEATS WHILE IN A HAND.

31. AT THE TABLE WITH ACTION PENDING

PARTICIPANTS WITH LIVE HANDS (INCLUDING PARTICIPANTS ALL-IN OR OTHERWISE FINISHED BETTING) MUST REMAIN AT THE TABLE FOR ALL BETTING ROUNDS AND SHOWDOWN. LEAVING THE TABLE IS INCOMPATIBLE WITH PROTECTING YOUR HAND AND FOLLOWING THE ACTION AND IS SUBJECT TO PENALTY.

BUTTON / BLINDS

32. DEAD BUTTON

TOURNAMENT PLAY WILL USE A DEAD BUTTON.

33. DODGING BLINDS

PARTICIPANTS WHO INTENTIONALLY DODGE ANY BLIND WILL INCUR A PENALTY.

34. BUTTON IN HEADS-UP

HEADS-UP, THE SMALL BLIND IS THE BUTTON, IS DEALT THE LAST CARD, AND ACTS FIRST PRE-FLOP AND LAST ON ALL OTHER BETTING ROUNDS. STARTING HEADS-UP PLAY, THE BUTTON MAY NEED TO BE ADJUSTED TO ENSURE NO PARTICIPANT HAS THE BIG BLIND TWICE IN A ROW.

DEALING RULES

35. MISDEALS AND FOULED DECKS

(A) MISDEALS INCLUDE BUT ARE NOT NECESSARILY LIMITED TO: 1) 2 OR MORE BOXED CARDS ON THE INITIAL DEAL; 2) FIRST CARD DEALT TO THE WRONG SEAT; 3) CARDS DEALT TO A SEAT NOT ENTITLED TO A HAND; 4) A SEAT ENTITLED TO A HAND IS DEALT OUT; 5) IN FLOP GAMES, IF 1 OF THE FIRST 2 CARDS DEALT OFF THE DECK OR ANY OTHER 2 DOWN-CARDS ARE EXPOSED BY DEALER ERROR. HOUSE STANDARDS APPLY FOR DRAW GAMES (EX: LOWBALL).

(B) PARTICIPANTS MAY BE DEALT 2 CONSECUTIVE CARDS ON THE BUTTON (SEE ALSO RULE 37).

(C) IN A MISDEAL, THE RE-DEAL IS AN EXACT RE-PLAY: THE BUTTON DOES NOT MOVE, NO NEW PARTICIPANTS ARE SEATED, AND LIMITS STAY THE SAME. CARDS ARE DEALT TO PARTICIPANTS ON PENALTY OR NOT AT THEIR SEATS FOR THE ORIGINAL DEAL (RULE 30), THEN THEIR HANDS ARE KILLED. THE ORIGINAL DEAL AND RE-DEAL COUNT AS ONE HAND FOR A PARTICIPANT ON PENALTY, NOT TWO.

(D) ONCE SUBSTANTIAL ACTION OCCURS A MISDEAL CANNOT BE DECLARED; THE HAND MUST PROCEED (SEE RULE 36).

(E) FOULED DECKS WILL BE AS DEFINED BY LOCAL GAMING REGULATIONS AND HOUSE POLICY. IF A FOULED DECK IS DISCOVERED, REGARDLESS OF SUBSTANTIAL ACTION, PLAY WILL STOP AND ALL BETS WILL BE RETURNED. ONCE A HAND CONCLUDES, THE RIGHT TO DISPUTE BASED ON A FOULED DECK ENDS ACCORDING TO RULE 22.

36. SUBSTANTIAL ACTION (SA)

SUBSTANTIAL ACTION IS EITHER A) ANY 2 ACTIONS IN TURN, AT LEAST ONE OF WHICH PUTS CHIPS IN THE POT (I.E., ANY 2 ACTIONS EXCEPT 2 CHECKS OR 2 FOLDS) OR B) ANY COMBINATION OF 3 ACTIONS IN TURN (CHECK, BET, RAISE, CALL, FOLD). POSTED BLINDS DO NOT COUNT TOWARDS SUBSTANTIAL ACTION. SEE RULES 35-D & 53-B.

37. BUTTON WITH TOO FEW CARDS

A PARTICIPANT ON THE BUTTON DEALT TOO FEW CARDS SHOULD ANNOUNCE IT IMMEDIATELY. MISSING BUTTON CARDS MAY BE REPLACED EVEN AFTER SUBSTANTIAL ACTION IF PERMITTED FOR THE GAME TYPE. HOWEVER, IF THE BUTTON ACTS ON A HAND WITH TOO FEW CARDS (BY CHECK OR BET), THE BUTTON'S HAND IS DEAD.

38. BURNS AFTER SUBSTANTIAL ACTION

THE BURN CARD IS TO PROTECT THE STUB, NOT "PRESERVE CARD ORDER". IF SUBSTANTIAL ACTION OCCURS AND A HAND IS KILLED DUE TO THE WRONG NUMBER OF CARDS, ALL CARDS OF THE KILLED HAND ARE MUCKED AND RANDOMNESS APPLIES TO FURTHER DEALING. THE STUB IS TREATED AS A NORMAL STUB AND ONE AND ONLY ONE CARD IS BURNED OFF THE STUB FOR EACH SUBSEQUENT STREET.

39. FOUR-CARD FLOPS AND PREMATURE CARDS

IF THE FLOP HAS 4 RATHER THAN 3 CARDS, EXPOSED OR NOT, THE FLOOR WILL BE CALLED. THE DEALER THEN SCRAMBLES THE 4 CARDS FACE DOWN, THE FLOOR RANDOMLY SELECTS ONE AS THE NEXT BURN CARD AND THE OTHER 3 ARE THE FLOP.

PLAY: BETS & RAISES

40. METHODS OF BETTING: VERBAL AND CHIPS

(A) BETS ARE BY VERBAL DECLARATION AND/OR PUSHING OUT CHIPS. IF A PARTICIPANT DOES BOTH, WHICHEVER IS FIRST DEFINES THE BET. IF SIMULTANEOUS, A CLEAR AND REASONABLE VERBAL DECLARATION TAKES PRECEDENCE, OTHERWISE THE CHIPS PLAY. IN UNCLEAR SITUATIONS OR WHERE VERBAL AND CHIPS ARE CONTRADICTORY, THE TD WILL DETERMINE THE BET BASED ON THE CIRCUMSTANCES AND RULE 1. SEE RULE 57.

(B) VERBAL DECLARATIONS MAY BE GENERAL ("CALL", "RAISE"), A SPECIFIC AMOUNT ONLY ("ONE THOUSAND") OR BOTH ("RAISE, ONE THOUSAND").

(C) FOR ALL BETTING RULES, DECLARING A SPECIFIC AMOUNT ONLY IS THE SAME AS SILENTLY PUSHING OUT AN EQUAL AMOUNT. EX: DECLARING "TWO HUNDRED" IS THE SAME AS SILENTLY PUSHING OUT 200 IN CHIPS.

41. METHODS OF CALLING

STANDARD AND ACCEPTABLE FORMS OF CALLING INCLUDE:

(A) SAYING "CALL";

(B) PUSHING OUT CHIPS EQUAL TO A CALL;

(C) SILENTLY PUSHING OUT AN OVER-CHIP; OR

(D) SILENTLY PUSHING OUT MULTIPLE CHIPS EQUAL TO A CALL UNDER THE MULTI-CHIP RULE (RULE 45). SILENTLY BETTING CHIP(S) RELATIVELY TINY TO THE BET (EX: BLINDS 2K-4K. A BETS 50K, B THEN SILENTLY PUTS OUT ONE 1K CHIP) IS NON-STANDARD, STRONGLY DISCOURAGED, SUBJECT TO PENALTY, AND WILL BE INTERPRETED AT TD'S DISCRETION, INCLUDING BEING RULED A FULL CALL.

42. METHODS OF RAISING

IN NO-LIMIT OR POT-LIMIT, A RAISE MUST BE MADE BY A) PUSHING OUT THE FULL AMOUNT IN ONE MOTION; B) VERBALLY DECLARING THE FULL AMOUNT PRIOR TO PUSHING OUT CHIPS. IT IS THE RESPONSIBILITY OF PARTICIPANTS TO MAKE THEIR INTENTIONS CLEAR.

43. RAISE AMOUNTS

(A) A RAISE MUST BE AT LEAST EQUAL TO THE LARGEST PRIOR FULL BET OR RAISE OF THE CURRENT BETTING ROUND. A PARTICIPANT WHO RAISES 50% OR MORE OF THE LARGEST PRIOR BET BUT LESS THAN A MINIMUM RAISE MUST MAKE A FULL MINIMUM RAISE. IF LESS THAN 50% IT IS A CALL UNLESS "RAISE" IS FIRST DECLARED OR THE PARTICIPANT IS ALL-IN (RULE 45-B). DECLARING AN AMOUNT OR PUSHING OUT THE SAME AMOUNT OF CHIPS IS TREATED THE SAME (RULE 40-C). EX: NLHE, OPENING BET IS 1000, VERBALLY DECLARING "FOURTEEN HUNDRED" OR SILENTLY PUSHING OUT 1400 IN CHIPS ARE BOTH CALLS UNLESS RAISE IS FIRST DECLARED.

(B) WITHOUT OTHER CLARIFYING INFORMATION, DECLARING RAISE AND AN AMOUNT IS THE TOTAL BET. EX: A OPENS FOR 2000, B DECLARES "RAISE, EIGHT THOUSAND." THE TOTAL BET IS 8000.

44. OVERSIZED CHIP BETTING (OVER-CHIPS)

IF FACING A BET OR BLIND, PUSHING OUT A SINGLE OVERSIZED CHIP (INCLUDING YOUR LAST CHIP) IS A CALL IF RAISE ISN'T FIRST DECLARED. TO RAISE WITH AN OVER-CHIP, YOU MUST DECLARE RAISE BEFORE THE CHIP HITS THE TABLE SURFACE. IF RAISE IS DECLARED BUT NO AMOUNT IS STATED, THE RAISE IS THE MAXIMUM ALLOWABLE FOR THE CHIP. IF NOT FACING A BET, PUSHING OUT AN OVER-CHIP SILENTLY (NO DECLARATION) IS A BET OF THE MAXIMUM FOR THE CHIP.

45. MULTIPLE CHIP BETTING

(A) IF FACING A BET, UNLESS RAISE OR ALL-IN IS DECLARED FIRST, A MULTIPLE-CHIP BET (INCLUDING A BET OF YOUR LAST CHIPS) IS A CALL IF EVERY CHIP IS NEEDED TO MAKE THE CALL; IE, REMOVAL OF JUST ONE OF THE SMALLEST CHIPS LEAVES LESS THAN THE CALL AMOUNT. EX-1: PARTICIPANT A OPENS FOR 400; B RAISES TO 1100 TOTAL (A 700 RAISE), C PUTS OUT ONE 500 AND ONE 1000 CHIP SILENTLY. THIS IS A CALL BECAUSE REMOVING THE 500 CHIP LEAVES LESS THAN THE 1100 CALL AMOUNT. EX-2: NLHE 25-50. POST-FLOP A OPENS FOR 1050 AND B PUTS OUT HIS LAST CHIPS (TWO 1000'S). B CALLS UNLESS RAISE OR ALL-IN WAS FIRST DECLARED.

(B) IF EVERY CHIP IS NOT NEEDED TO MAKE THE CALL; IE, REMOVAL OF JUST ONE OF THE SMALLEST CHIPS LEAVES THE CALL AMOUNT OR MORE:

- IF THE PARTICIPANT HAS CHIPS REMAINING, THE BET IS GOVERNED BY THE 50% STANDARD IN RULE 43;
- A BET OF A PARTICIPANT'S LAST CHIP(S) IS AN ALL-IN BET WHETHER REACHING THE 50% THRESHOLD OR NOT.

46. PRIOR BET CHIPS NOT PULLED IN

(A) TO AVOID CONFUSION, PARTICIPANTS WITH PRIOR-BET CHIPS NOT YET PULLED IN WHO FACE A RAISE SHOULD VERBALIZE THEIR ACTION BEFORE ADDING CHIPS TO THE PRIOR BET.

(B) IF FACING A RAISE, CLEARLY PULLING BACK A PRIOR BET CHIP BINDS A PARTICIPANT TO CALL OR RAISE; THEY MAY NOT PUT THE CHIP(S) BACK OUT AND FOLD.

(C) IF NEW CHIP(S) ARE ADDED SILENTLY AND THE BET IS UNCLEAR TO THE HOUSE, THE CALL AND RAISE RULES 41-45 APPLY AS FOLLOWS:

- IF PRIOR CHIPS DON'T COVER THE CALL AND ARE EITHER LEFT ALONE OR FULLY PULLED BACK, AN OVER-CHIP IS A CALL AND MULTIPLE NEW CHIPS ARE SUBJECT TO THE 50% RAISE STANDARD (RULE 43).
- IF PRIOR CHIPS ARE PARTLY PULLED BACK OR IF PRIOR CHIPS COVER THE CALL, THE COMBINED FINAL CHIP BET IS A RAISE IF REACHING THE 50% STANDARD (RULES 43 & 45), IF LESS IT IS A CALL.

47. RE-OPENING THE BET.

(A) IN NO-LIMIT AND POT LIMIT, AN ALL-IN WAGER (OR CUMULATIVE MULTIPLE SHORT ALL-INS) TOTALING LESS THAN A FULL BET OR RAISE WILL NOT REOPEN BETTING FOR PARTICIPANTS WHO HAVE ALREADY ACTED AND ARE NOT FACING AT LEAST A FULL BET OR RAISE WHEN THE ACTION RETURNS TO THEM. IF MULTIPLE SHORT ALL-INS RE-OPEN THE BETTING, THE MINIMUM RAISE IS ALWAYS THE LAST FULL VALID BET OR RAISE OF THE ROUND (SEE ALSO RULE 43).

(B) IN LIMIT, AT LEAST 50% OF A FULL BET OR RAISE IS REQUIRED TO RE-OPEN BETTING FOR PARTICIPANTS WHO HAVE ALREADY ACTED.

48. NUMBER OF ALLOWABLE RAISES

THERE IS NO CAP ON THE NUMBER OF RAISES IN NO-LIMIT AND POT-LIMIT. IN LIMIT PLAY, THERE IS A LIMIT TO RAISES EVEN WHEN HEADS-UP UNTIL THE EVENT IS DOWN TO 2 PARTICIPANTS; THE HOUSE LIMIT APPLIES. **THE FORT CARD ROOM ALLOWS A BET, AND FOUR RAISES FOR A TOTAL OF 5 BETS IN LIMIT GAMES.**

49. ACCEPTED ACTION

POKER IS A GAME OF ALERT, CONTINUOUS OBSERVATION. IT IS THE CALLER'S RESPONSIBILITY TO DETERMINE THE CORRECT AMOUNT OF AN OPPONENT'S BET BEFORE CALLING, REGARDLESS OF WHAT IS STATED BY OTHERS. IF A CALLER REQUESTS A COUNT BUT RECEIVES INCORRECT INFORMATION FROM A DEALER OR PARTICIPANT, THEN PUSHES OUT THAT AMOUNT OR DECLARES CALL, THE CALLER HAS ACCEPTED THE FULL CORRECT ACTION & IS SUBJECT TO THE CORRECT WAGER OR ALL-IN AMOUNT. AS WITH ALL SITUATIONS, RULE 1 MAY APPLY AT TD'S DISCRETION.

50. ACTING IN TURN

(A) PARTICIPANTS MUST ACT IN TURN VERBALLY AND/OR BY PUSHING OUT CHIPS. ACTION IN TURN IS BINDING AND COMMITS CHIPS TO THE POT THAT STAY IN THE POT.

(B) PARTICIPANTS MUST WAIT FOR CLEAR BET AMOUNTS BEFORE ACTING. EX: NLHE, A SAYS "RAISE" (BUT NO AMOUNT), AND B QUICKLY FOLDS. B SHOULD WAIT TO ACT UNTIL A'S RAISE AMOUNT IS CLEAR.

51. BINDING DECLARATIONS / UNDER-CALLS IN TURN

(A) GENERAL VERBAL DECLARATIONS IN TURN (SUCH AS “CALL” OR “RAISE”) COMMIT A PARTICIPANT TO THE FULL CURRENT ACTION.

(B) A PARTICIPANT UNDER-CALLS BY DECLARING OR PUSHING OUT LESS THAN THE CALL AMOUNT WITHOUT FIRST DECLARING “CALL”. AN UNDER-CALL IS A MANDATORY FULL CALL IF MADE IN TURN FACING 1) ANY BET HEADS-UP OR 2) THE OPENING BET ON ANY ROUND MULTI-WAY. IN OTHER SITUATIONS, TD’S DISCRETION APPLIES. THE OPENING BET IS THE FIRST CHIP BET OF EACH BETTING ROUND (NOT A CHECK). IN BLIND GAMES THE POSTED BB IS THE PRE-FLOP OPENER. ALL-IN BUTTONS REDUCE UNDER-CALL FREQUENCY (SEE RECOMMENDED PROCEDURE 1). THIS RULE GOVERNS WHEN PARTICIPANTS MUST MAKE A FULL CALL AND WHEN, AT TD’S DISCRETION THEY MAY FORFEIT THE AMOUNT OF THE INTENDED UNDER-CALL AND FOLD. FOR UNDER-BETS AND UNDER-RAISES, SEE RULE 52.

(C) IF TWO OR MORE UNDER-CALLS OCCUR IN SEQUENCE, PLAY BACKS UP TO THE FIRST UNDER-CALLER WHO MUST CORRECT THEIR BET PER RULE 51-B. THE TD WILL DETERMINE HOW TO TREAT HANDS OF THE REMAINING BETTORS BASED ON THE CIRCUMSTANCES.

52. INCORRECT BETS, UNDER-BETS & UNDER-RAISES

(A) IN LIMIT AND NO-LIMIT, OPENING OR RAISING LESS THAN THE MINIMUM LEGAL AMOUNT IS CORRECTED ANYWHERE ON THE CURRENT STREET (IF ON THE RIVER ANY TIME BEFORE SHOWDOWN STARTS). EX: NLHE 100-200, POST-FLOP A OPENS FOR 600 AND B RAISES TO 1000 (A 200 UNDER-RAISE). C AND D CALL, E FOLDS THEN THE ERROR IS NOTICED. INCREASE THE BET TO 1200 TOTAL FOR ALL BETTORS ANY TIME BEFORE THE TURN IS DEALT. AFTER THE TURN THE ERROR STANDS. FOR UNDER-CALLS, SEE RULE 51.

(B) IN POT LIMIT, IF A PARTICIPANT UNDER-BETS THE POT BASED ON AN INACCURATE COUNT, IF THE POT COUNT IS TOO HIGH (AN ILLEGAL BET), IT WILL BE CORRECTED FOR ALL PARTICIPANTS ANYWHERE ON THE CURRENT STREET; IF TOO LOW, CORRECTED UNTIL SUBSTANTIAL ACTION OCCURS AFTER THE BET.

53. ACTION OUT OF TURN (OOT)

(A) ANY ACTION OUT OF TURN (CHECK, CALL, OR RAISE) WILL BE BACKED UP TO THE CORRECT PARTICIPANT IN ORDER. THE OOT ACTION IS SUBJECT TO PENALTY AND IS BINDING IF ACTION TO THE OOT PARTICIPANT DOES NOT CHANGE. A CHECK, CALL OR FOLD BY THE CORRECT PARTICIPANT DOES NOT CHANGE ACTION. IF ACTION CHANGES, THE OOT ACTION IS NOT BINDING; ANY BET OR RAISE IS RETURNED TO THE OOT PARTICIPANT WHO HAS ALL OPTIONS: CALL, RAISE, OR FOLD. AN OOT FOLD IS BINDING.

(B) PARTICIPANTS SKIPPED BY OOT ACTION MUST DEFEND THEIR RIGHT TO ACT. IF A SKIPPED PARTICIPANT HAD REASONABLE TIME AND DOES NOT SPEAK UP BEFORE SUBSTANTIAL ACTION (RULE 36) OOT OCCURS AFTER THE PARTICIPANT, THE OOT ACTION IS BINDING. ACTION BACKS UP AND THE FLOOR WILL RULE ON HOW TO TREAT THE SKIPPED HAND GIVEN THE CIRCUMSTANCES, INCLUDING RULING THE HAND DEAD OR LIMITING THE PARTICIPANT TO NON-AGGRESSIVE ACTION. SEE ADDENDUM.

54. POT SIZE & POT-LIMIT BETS

(A) PARTICIPANTS ARE ENTITLED TO A POT COUNT IN POT-LIMIT ONLY. DEALERS WILL NOT COUNT THE POT IN LIMIT AND NO-LIMIT.

(B) PRE-FLOP A SHORT ALL-IN BLIND WILL NOT AFFECT CALCULATION OF THE MAXIMUM POT LIMIT BET. POST-FLOP, BETS ARE BASED ON ACTUAL POT SIZE.

(C) DECLARING “I BET THE POT” IS NOT A VALID BET IN NO-LIMIT BUT IT DOES BIND THE PARTICIPANT TO MAKING A VALID BET (AT LEAST A MINIMUM BET) AND MAY BE SUBJECT TO PENALTY. PARTICIPANTS FACING A BET MUST MAKE A VALID RAISE.

55. INVALID BET DECLARATIONS

IF A PARTICIPANT FACES NO BET AND:

(A) DECLARES “CALL”, IT IS A CHECK;

(B) DECLARES “RAISE”, THE PARTICIPANT MUST MAKE AT LEAST A MINIMUM BET. A PARTICIPANT DECLARING “CHECK” WHEN FACING A BET MAY CALL OR FOLD, BUT CANNOT RAISE.

56. STRING BETS AND RAISES

DEALERS WILL CALL STRING BETS AND RAISES.

57. NON-STANDARD & UNCLEAR BETTING

PARTICIPANTS USE UNOFFICIAL BETTING TERMS AND GESTURES AT THEIR OWN RISK. THESE MAY BE INTERPRETED TO MEAN OTHER THAN WHAT THE PARTICIPANT INTENDED. ALSO, IF A DECLARED BET CAN LEGALLY HAVE MULTIPLE MEANINGS, IT WILL BE RULED THE HIGHEST REASONABLE AMOUNT THAT IS LESS THAN OR EQUAL TO THE POT SIZE* BEFORE THE BET. EX: NLHE 200-400, THE POT TOTALS LESS THAN 5000, PARTICIPANT DECLARES “I BET FIVE” WITH NO OTHER CLARIFYING INFORMATION, THE BET IS 500; IF THE POT TOTALS 5000 OR MORE, THE BET IS 5000. *THE POT IS THE TOTAL OF ALL PRIOR BETS INCLUDING ANY BETS IN FRONT OF A PARTICIPANT NOT YET PULLED IN. SEE RULES 2, 3, 40 & 42. **THE FORT CARD ROOM DEALERS SHOULD ASK THE PARTICIPANT TO CLARIFY THE AMOUNT IN THIS SITUATION. IF NOT, THE RULES APPLY AS ABOVE.**

58. NON-STANDARD FOLDS

ANY TIME BEFORE THE END OF THE FINAL BETTING ROUND, FOLDING IN TURN IF THERE’S NO BET TO YOU (EX: FACING A CHECK OR FIRST TO ACT POST-FLOP) OR FOLDING OUT OF TURN ARE BINDING FOLDS SUBJECT TO PENALTY. SEE ALSO 15-B.

59. CONDITIONAL & PREMATURE DECLARATIONS

(A) CONDITIONAL STATEMENTS OF FUTURE ACTION ARE NON-STANDARD AND STRONGLY DISCOURAGED. AT TDS DISCRETION THEY MAY BE BINDING AND/OR PENALIZED. Example: “if – then” statements such as “If you bet, I will raise.”

(B) IF PARTICIPANT A DECLARES “BET” OR “RAISE” AND B CALLS BEFORE A’S EXACT BET AMOUNT IS KNOWN, THE TD WILL RULE THE BET AS BEST FITS THE SITUATION INCLUDING POSSIBLY OBLIGING B TO CALL ANY AMOUNT.

60. COUNT OF OPPONENT'S CHIP STACK

PARTICIPANTS, DEALERS, AND THE FLOOR ARE ENTITLED TO A REASONABLE ESTIMATION OF OPPONENTS' CHIP STACKS (RULE 25). A PARTICIPANT MAY REQUEST A MORE PRECISE COUNT ONLY IF FACING AN ALL-IN BET AND IT IS THEIR TURN TO ACT. THE ALL-IN PARTICIPANT IS NOT REQUIRED TO COUNT; ON REQUEST THE DEALER OR FLOOR WILL COUNT IT. ACCEPTED ACTION APPLIES (RULE 49). VISIBLE AND COUNTABLE CHIP STACKS (RULE 25) GREATLY IMPROVE COUNTING ACCURACY.

61. OVER-BETTING EXPECTING CHANGE

BETTING SHOULD NOT BE USED TO OBTAIN CHANGE. PUSHING OUT MORE THAN THE INTENDED BET CAN CONFUSE EVERYONE AT THE TABLE. ALL CHIPS PUSHED OUT SILENTLY ARE AT RISK OF BEING COUNTED IN THE BET. EX: THE OPENING BET IS 325 TO PARTICIPANT A WHO SILENTLY PUTS OUT 525 (ONE 500 AND ONE 25), EXPECTING 200 CHANGE. THIS IS A RAISE TO 650 UNDER THE MULTIPLE CHIP RULE (RULE 45).

62. ALL-IN WITH CHIPS FOUND BEHIND LATER

IF A BETS ALL-IN AND A HIDDEN CHIP IS FOUND BEHIND AFTER A PARTICIPANT CALLS, THE TD WILL DETERMINE IF THE CHIP BEHIND IS PART OF ACCEPTED ACTION (RULE 49). IF NOT PART OF THE ACTION, A IS NOT PAID OFF FOR THE CHIP(S) IF THEY WIN. IF A LOSES, THEY ARE NOT SAVED BY THE CHIP(S) AND THE TD MAY AWARD THE CHIP(S) TO THE WINNING CALLER.

PLAY: OTHER**63. CHIPS OUT OF VIEW AND IN TRANSIT**

PARTICIPANTS MAY NOT HOLD OR TRANSPORT CHIPS IN A WAY THAT TAKES THEM OUT OF VIEW. A PARTICIPANT WHO DOES SO WILL FORFEIT THE CHIPS AND MAY BE DISQUALIFIED. THE FORFEITED CHIPS WILL BE TAKEN OUT OF PLAY. THE TDA RECOMMENDS THE HOUSE PROVIDE RACKS OR BAGS TO TRANSPORT CHIPS WHEN NEEDED.

64. LOST AND FOUND CHIPS

LOST AND FOUND CHIPS FOR WHICH OWNERSHIP CANNOT BE DETERMINED WILL BE TAKEN OUT OF PLAY AND RETURNED TO TOURNAMENT INVENTORY.

65. ACCIDENTALLY KILLED / FOULED / EXPOSED HANDS

(A) PARTICIPANTS MUST PROTECT THEIR HANDS AT ALL TIMES, INCLUDING AT SHOWDOWN WHILE WAITING FOR HANDS TO BE READ. IF THE DEALER KILLS A HAND BY MISTAKE OR IF IN TD'S JUDGEMENT A HAND IS FOULED AND CANNOT BE IDENTIFIED TO 100% CERTAINTY, THE PARTICIPANT HAS NO REDRESS AND IS NOT ENTITLED TO A REFUND OF CALLED BETS. IF THE PARTICIPANT INITIATED A BET OR RAISE AND HASN'T BEEN CALLED, THE UNCALLED AMOUNT WILL BE RETURNED.

(B) IF A HAND IS FOULED BUT CAN BE IDENTIFIED, IT REMAINS IN PLAY DESPITE ANY CARDS EXPOSED.

66. DEAD HANDS AND MUCKING IN STUD

IN STUD POKER, IF A PARTICIPANT PICKS UP THE UP-CARDS WHILE FACING ACTION, THE HAND IS DEAD. PROPER MUCKING IN STUD IS TURNING DOWN ALL UP CARDS AND PUSHING THEM ALL FORWARD FACE DOWN. ***THE FORT CARD ROOM MAY DECLARE A HAND STILL LIVE IF A PARTICIPANT PICKS UP THEIR UP-CARDS WHILE FACING ACTION.***

ETIQUETTE & PENALTIES**67. NO DISCLOSURE. ONE PARTICIPANT TO A HAND**

PARTICIPANTS MUST PROTECT OTHER PARTICIPANTS IN THE TOURNAMENT AT ALL TIMES. THEREFORE PARTICIPANTS, WHETHER IN THE HAND OR NOT, MUST NOT:

- DISCUSS CONTENTS OF LIVE OR MUCKED HANDS
- ADVISE OR CRITICIZE PLAY AT ANY TIME
- READ A HAND THAT HASN'T BEEN TABLED.

ONE-PARTICIPANT-TO-A-HAND IS IN EFFECT. AMONG OTHER THINGS, THIS RULE PROHIBITS SHOWING A HAND TO OR DISCUSSING STRATEGY WITH ANOTHER PARTICIPANT, ADVISOR, OR SPECTATOR.

68. EXPOSING CARDS AND PROPER FOLDING

EXPOSING CARDS WITH ACTION PENDING, INCLUDING THE CURRENT PARTICIPANT WHEN LAST TO ACT, MAY RESULT IN A PENALTY BUT NOT A DEAD HAND. ANY PENALTY BEGINS AT THE END OF THE HAND. WHEN FOLDING, CARDS SHOULD BE PUSHED FORWARD LOW TO THE TABLE, NOT DELIBERATELY EXPOSED OR TOSSED HIGH ("HELICOPTERED"). SEE RULE 66.

69. ETHICAL PLAY

POKER IS AN INDIVIDUAL GAME. SOFT PLAY WILL RESULT IN PENALTIES, WHICH MAY INCLUDE CHIP FORFEITURE AND/OR DISQUALIFICATION. CHIP DUMPING AND OTHER FORMS OF COLLUSION WILL RESULT IN DISQUALIFICATION.

70. ETIQUETTE VIOLATIONS

ETIQUETTE VIOLATIONS ARE SUBJECT TO ENFORCEMENT ACTIONS IN RULE 71. Examples include but are not limited to: persistent delay of the game, unnecessarily touching another Participant's person, cards or chips, repeatedly acting out of turn, maintaining poor card or chip visibility and countability, betting out of reach of the dealer, abusive conduct, offensive hygiene, and excessive chatter.

71. WARNINGS, PENALTIES, & DISQUALIFICATION

(A) ENFORCEMENT OPTIONS INCLUDE VERBAL WARNINGS, ONE OR MORE "MISSED HAND" OR "MISSED ROUND" PENALTIES, AND DISQUALIFICATION. FOR MISSED ROUNDS, THE OFFENDER WILL MISS ONE HAND FOR EVERY PARTICIPANT (INCLUDING THEMSELVES) AT THE TABLE WHEN THE PENALTY IS GIVEN MULTIPLIED BY THE NUMBER OF PENALTY ROUNDS. REPEAT

INFRACTIONS ARE SUBJECT TO ESCALATING PENALTIES. PARTICIPANTS AWAY FROM THE TABLE OR ON PENALTY MAY BE ANTED OR BLINDED OUT OF A TOURNAMENT.

(B) A PENALTY MAY BE INVOKED FOR ETIQUETTE VIOLATIONS (RULE 70), CARD EXPOSURE WITH ACTION PENDING, THROWING CARDS, VIOLATING ONE-PARTICIPANT-TO-A-HAND, OR SIMILAR INCIDENTS. PENALTIES WILL BE GIVEN FOR SOFT PLAY, ABUSE, DISRUPTIVE BEHAVIOR, OR CHEATING. CHECKING THE EXCLUSIVE NUTS WHEN LAST TO ACT ON THE RIVER IS NOT AN AUTOMATIC SOFT PLAY VIOLATION; TD'S DISCRETION APPLIES BASED ON THE SITUATION.

(C) PARTICIPANTS ON PENALTY MUST BE AWAY FROM THE TABLE. CARDS ARE DEALT TO THEIR SEATS, THEIR BLINDS AND ANTES POSTED, THEIR HANDS ARE KILLED AFTER THE INITIAL DEAL, AND IF DEALT THE STUD BRING-IN THEY MUST POST THE BRING-IN.

(D) CHIPS OF A DISQUALIFIED PARTICIPANT SHALL BE REMOVED FROM PLAY.

THE FORT CARD ROOM TD'S, IN THEIR SOLE DISCRETION MAY FOREGO A VERBAL WARNING FOR ANY REASON AND MOVE DIRECTLY TO A PENALTY. PENALTIES WILL BE NO LESS THAN A THREE (3) MISSED HAND PENALTY.

SECTION 15 – TDA RECOMMENDED PROCEDURES

TDA RECOMMENDED PROCEDURES ARE POLICY SUGGESTIONS TO REDUCE ERRORS AND IMPROVE EVENT MANAGEMENT. THEY ALSO MAY APPLY TO SITUATIONS WITH TOO MANY VARIATIONS TO ADDRESS IN ONE UNIVERSAL RULE. THE FAIREST RULING IN THESE CASES MAY REQUIRE USE OF MULTIPLE RULES, EVALUATION OF ALL CIRCUMSTANCES, AND RELIANCE ON RULE 1 AS A PRIMARY GUIDE.

379. ALL-IN BUTTONS

ALL-IN BUTTONS CLEARLY INDICATE A PARTICIPANT IS "ALL-IN." THE DEALER SHOULD KEEP THE BUTTONS (NOT EACH PARTICIPANT). WHEN A PARTICIPANT BETS ALL-IN, THE DEALER PLACES AN ALL-IN BUTTON IN FRONT OF THE PARTICIPANT, IN FULL VIEW OF THE REST OF THE TABLE.

380. BRINGING IN BETS IS DISCOURAGED

ROUTINELY BRINGING IN CHIPS AS BETTING AND RAISING PROCEEDS AROUND THE TABLE IS POOR DEALING PRACTICE. REDUCING BET STACKS CAN INFLUENCE ACTION, CREATE CONFUSION & INCREASE ERRORS. ONLY THE PARTICIPANT CURRENTLY FACING ACTION MAY ASK THE DEALER TO BRING-IN BETS.

381. PERSONAL BELONGINGS

THE TABLE SURFACE IS VITAL FOR CHIP STACK MANAGEMENT, DEALING, AND BETTING. THE TABLE AND NEARBY SPACES (LEGROOM & WALKWAYS) MUST NOT BE CLUTTERED BY NON-ESSENTIAL PERSONAL ITEMS. EACH CARDROOM SHOULD CLEARLY DISPLAY ITS POLICY ON ITEMS ALLOWED IN THE TOURNAMENT AREA.

382. DISORDERED STUB

WHEN CARDS REMAIN TO BE DEALT ON A HAND AND THE STUB IS ACCIDENTALLY DROPPED AND APPEARS TO BE DISORDERED:

- FIRST TRY TO RECONSTRUCT THE STUB IN ITS ORIGINAL ORDER IF POSSIBLE;
- IF NOT POSSIBLE, CREATE A NEW STUB USING ONLY THE STUB CARDS (NOT THE MUCK & PRIOR BURNS). THESE SHOULD BE SCRAMBLED, SHUFFLED, CUT, & PLAY PROCEEDS WITH THE NEW STUB;
- IF WHEN DROPPED THE STUB IS MIXED IN WITH THE MUCK AND/OR BURNS, THEN SCRAMBLE THE MIXED CARDS TOGETHER, SHUFFLE, AND CUT. PLAY PROCEEDS WITH THE NEW STUB.

383. PREMATURELY DEALT CARDS

BOARD AND BURN CARDS ARE SOMETIMES DEALT PREMATURELY, BEFORE ACTION ON THE PRECEDING ROUND IS FINISHED. THE GENERAL PROCEDURES FOR THESE SITUATIONS ARE:

(A) PREMATURE FLOP, LEAVE THE FLOP BURN CARD AS THE BURN. RETURN THE PREMATURE BOARD CARDS TO THE DECK STUB AND RESHUFFLE THE ENTIRE STUB. RE-DEAL THE FLOP (WITHOUT ANOTHER BURN) FROM THE NEWLY SHUFFLED STUB.

(B) A PREMATURE TURN CARD IS PUT TO THE SIDE. ANOTHER CARD IS BURNED, AND THE NORMAL RIVER CARD IS USED AS THE NEW TURN CARD. AFTER ACTION ON THE TURN, THE PREMATURE TURN CARD IS PLACED BACK IN THE STUB, THE STUB IS RESHUFFLED, AND A RIVER CARD IS DEALT WITHOUT ANOTHER BURN.

(C) A PREMATURE RIVER CARD IS PLACED BACK INTO THE REMAINING STUB, AND THE PREMATURE RIVER BURN CARD IS LEFT AS THE RIVER BURN. ONCE ACTION ON THE TURN IS COMPLETED, RESHUFFLE THE STUB AND DEAL THE RIVER WITHOUT A NEW BURN CARD.

(D) FOR A PREMATURE CARD IN STUD, ADDITIONAL CARDS ARE DEALT AND PLACED TO THE SIDE ALONG WITH THE PREMATURE CARD(S) TO REPRESENT AN ENTIRE ROUND OF CARDS FOR THE REMAINING LIVE PARTICIPANTS. ONCE ACTION ON THE ROUND IS COMPLETE, BURN AND DEAL THE NEXT STREET AS NORMAL. ON THE FINAL STREET THE PREMATURE AND ADDITIONAL CARDS SET ASIDE ARE PLACED BACK INTO THE STUB. RE-SHUFFLE THE STUB AND DEAL THE FINAL STREET.

THE FORT CARD ROOM WILL MAKE EVERY ATTEMPT TO KEEP THE ORDER OF THE CARDS AS CLOSE TO NATURAL AS POSSIBLE.

384. EFFICIENT MOVEMENT OF PARTICIPANTS

MOVING PARTICIPANTS FOR BREAKING AND BALANCING SHOULD BE EXPEDITIOUS SO AS NOT TO UNDULY MISS BLINDS OR OTHERWISE DELAY THE GAME. IF POSSIBLE, PARTICIPANTS SHOULD HAVE RACKS FOR CHIP TRANSPORT AND SUFFICIENT COLOR-UPS SHOULD BE DONE SO PARTICIPANTS DO NOT CARRY UNUSUALLY LARGE NUMBERS OF CHIPS (SEE RULES 10, 11 & 63).

385. TIMING OF DEALER PUSHES

THE TDA RECOMMENDS THAT DEALERS HOLD UP THE PUSH 90 SECONDS PRIOR TO A SCHEDULED BREAK OR A LEVEL CHANGE. THIS AVOIDS HAVING TIME EXPIRE IN CRUCIAL STAGES OF THE GAME. ***THE FORT CARD ROOM REQUIRES THAT THE DEALER HOLDS UP THE PUSH FOR ONE MINUTE (60 SECONDS).***

386. HAND FOR HAND PROCEDURES

(A) PAYOFF ELIGIBILITY STARTS AT THE ANNOUNCEMENT: "FINISH THE CURRENT HAND YOU'RE ON THEN HOLD UP, WE ARE GOING HAND FOR HAND". IF ENOUGH PARTICIPANTS BUST ON THE CURRENT HAND TO BREAK INTO THE MONEY, THE BUSTING PARTICIPANTS WILL BE ELIGIBLE FOR A SHARE OF THE PLACE(S) PAID ON THE CURRENT HAND. Example: NLHE tournament paying 50 Participants. 52 Participants remain when the announcement is made and during the current hand 3 Participants bust. All 3 Participants will share in the 50th place payout.

(B) DURING HAND FOR HAND PLAY, EACH HAND WILL RUN THE SAME PRE-DETERMINED AMOUNT OF TIME OFF THE CLOCK REGARDLESS OF HOW LONG THE HAND ACTUALLY TAKES. THE TDA STANDARD IS 2-MINUTES PER HAND. THE 2-MINUTE RUN-OFF STARTS WITH THE CURRENT HAND AT TIME OF ANNOUNCEMENT. Example: 17:30 remains in the current level when "finish the current hand..." is announced. At the start of the next hand the clock is set to 15:30. At the start of the following hand it is set to 13:30 and so on.

(C) SO THAT PARTICIPANTS CAN MOST CLEARLY KNOW THE TIMING OF LEVEL CHANGES, WHENEVER POSSIBLE THE CLOCK SHOULD BE REDUCED BY 2-MINUTES EACH HAND NOT AFTER "BATCHES" OF MULTIPLE HANDS.

(D) BLINDS CONTINUE TO INCREASE AS TIME ELAPSES OFF THE CLOCK AT THE RATE OF 2 MINUTES PER HAND AND NEW LEVELS ARE REACHED.

(E) PARTICIPANTS ARE ENCOURAGED BUT NOT REQUIRED TO REMAIN SEATED DURING H4H PLAY.

(F) IN THE EVENT OF AN ALL-IN AND CALL DURING H4H, THE CARDS OF ALL PARTICIPANTS IN THE HAND SHOULD REMAIN FACE DOWN. DEALERS SHOULD NOT DEAL ADDITIONAL CARDS UNTIL INSTRUCTED.

THE FORT CARD ROOM STARTS HAND FOR HAND, 2 HANDS OUT OF THE MONEY, AND FOR LARGE PAY JUMPS ONLY. IF A MULTI-DAY EVENT IS HELD, AND THE PARTICIPANTS DO NOT GET INTO THE MONEY IMMEDIATELY ON THE FOLLOWING DAY, HAND FOR HAND WILL NOT BE USED. HAND FOR HAND WILL NOT BE USED IN SMALLER BUY-IN DAILY TOURNAMENTS. TOURNAMENT DIRECTOR DISCRETION WILL BE USED.

387. NUMBER OF PARTICIPANTS AT FINAL TABLE

9 AND 8-HANDED EVENTS WILL COMBINE FROM TWO TABLES OF FIVE PARTICIPANTS EACH TO A 9-HANDED FINAL TABLE. 7 AND 6-HANDED EVENTS WILL COMBINE FROM TWO TABLES OF FOUR PARTICIPANTS EACH TO A 7-HANDED FINAL TABLE.

THE FORT CARD ROOM 9 AND 10 HANDED EVENTS WILL COMBINE TO A 10-HANDED FINAL TABLE.

388. TOURNAMENT STUD DEALING PROCEDURES

(A) A DOWN-CARD EXPOSED ON THE INITIAL DEAL WILL BE THE PARTICIPANT'S UP-CARD AND 3RD STREET WILL BE DEALT DOWN TO THAT PARTICIPANT. THE PARTICIPANT CAN BE THE BRING-IN.

(B) A CARD EXPOSED BY THE DEALER ON 7TH STREET WILL BE REPLACED IF BETTING ACTION REMAINS ON THE HAND. 7TH STREET SHOULD BE DEALT DOWN EVEN IF NO BETTING ACTION REMAINS ON THE HAND AND IN ALL-IN SITUATIONS THE PARTICIPANT(S) NOT AT RISK EXPOSE FIRST. ***THE FORT CARD ROOM A CARD EXPOSED BY THE DEALER ON 7TH STREET WILL NOT BE REPLACED IF BETTING ACTION REMAINS ON THE HAND. THE PARTICIPANT WILL KEEP THE CARD, AND MAY DECIDE TO DECLARE ALL IN FOR THE AMOUNT THAT THEY HAVE ALREADY PUT INTO THE POT, OR CONTINUE PLAYING WITH THE BETTING ACTION.***

(C) CARDS OF A PARTICIPANT NOT AT THEIR SEAT (SEE RULE 30) FOR THE DEAL WILL BE KILLED. NO CARDS WILL BE DEALT TO A HAND ON 4TH STREET THAT IS NOT LIVE. ***THE FORT CARD ROOM PARTICIPANTS NOT AT THEIR SEAT FOR THE DEAL WILL BE DEAD. CARDS WILL CONTINUE TO BE DEALT TO A HAND ON ALL STREETS, UNTIL A BET IS MADE.***

(D) IF THERE ARE TWO OR MORE MATCHING HIGH HANDS SHOWING IN STUD (OR STUD-8) OR LOW HANDS IN RAZZ, BETTING STARTS ON THE HAND WITH THE HIGH CARD BY SUIT IN BOTH GAMES.

(E) IF THE PARTICIPANT DEALT THE LOW CARD BY SUIT IS ALL-IN FOR THE ANTE, BETTING STARTS TO HIS OR HER LEFT. PARTICIPANTS WITH CHIPS MUST BET AT LEAST THE BRING-IN OR FOLD.

(F) BETS WILL NOT BE DOUBLED ON 4TH STREET FOR A PAIR SHOWING.

(G) FOR PREMATURE CARDS DEALT IN STUD SEE RP-5-D.

(H) 7TH STREET SHORT STUB PROCEDURE. IF BEFORE DEALING 7TH STREET THE NUMBER OF CARDS IN THE CURRENT STUB IS LESS THAN THE "REQUIRED NUMBER" (# REMAINING PARTICIPANTS + BURN CARD + UNDEALT LAST CARD) PROCEED AS FOLLOWS:

- IF THE REQUIRED NUMBER CAN BE REACHED BY ADDING THE 3 PRIOR BURN CARDS (FOR 4TH, 5TH, AND 6TH STREET) THE CURRENT STUB WILL BE SCRAMBLED WITH THE PRIOR BURNS TO CREATE A NEW STUB. THE NEW STUB WILL BE CUT, A CARD BURNED, AND ONE CARD DEALT TO EACH PARTICIPANT.
- IF THERE ARE AT LEAST 3 CARDS IN THE CURRENT STUB BUT ADDING THE PRIOR BURNS WOULD NOT REACH THE REQUIRED NUMBER, THE DEALER WILL BURN THE TOP CARD OF THE CURRENT STUB AND DEAL THE NEXT CARD AS A COMMUNITY CARD IN THE CENTER OF THE TABLE.
- IF THE CURRENT STUB HAS LESS THAN 3 CARDS, IT WILL BE SCRAMBLED WITH THE 3 PRIOR BURNS FOR A NEW STUB WHICH WILL THEN BE CUT, A CARD BURNED, AND THE NEXT CARD DEALT AS A COMMUNITY CARD.
- IF A COMMUNITY CARD IS IN PLAY, THE FIRST PARTICIPANT WHO WOULD ACT ON 6TH STREET WILL BE FIRST TO ACT ON 7TH STREET.

389. ANTE FORMATS. NO ANTE REDUCTION

FOR SINGLE-PAYER SYSTEMS, THE BIG BLIND ANTE FORMAT (BBA) WITH THE ANTE-FIRST CALCULATION IS RECOMMENDED. ANTES SHOULD NOT BE REDUCED (INCLUDING AT THE FINAL TABLE) AS PLAY PROGRESSES IN THE EVENT.

390. DEALERS SHOULD ANNOUNCE BETS & RAISES

DEALERS SHOULD ROUTINELY ANNOUNCE NON-ALL-IN BET VALUES AS BETTING PROCEEDS AROUND THE TABLE. ALL-IN BETS WILL BE COUNTED ONLY ON REQUEST OF THE PARTICIPANT CURRENTLY FACING ACTION. ACCEPTED ACTION CONTINUES TO APPLY (RULE 49). SCHEDULED AND DISCRETIONARY COLOR-UPS IMPROVE BET COUNTABILITY. ***THE FORT CARD ROOM DOES NOT ALLOW DEALERS TO ANNOUNCE NON-ALL-IN BET VALUES IN NO-LIMIT GAMES.***

391. DEALERS SHOULD STACK CHIPS IN SPLIT-POT GAMES

WHERE POSSIBLE, DEALERS SHOULD PERIODICALLY STACK POT CHIPS IN SPLIT-POT GAMES. STACKING CHIPS SHOULD NOT OBSCURE PARTICIPANTS' VIEW OR OTHERWISE DISRUPT THE GAME.

392. **RANDOMNESS MAY BE APPLIED TO SPECIAL SITUATIONS**

FOR ERROR REMEDIES NOT OTHERWISE COVERED IN THE TDA RULES AND PROCEDURES, TD'S MAY USE THE CONCEPT OF RANDOMNESS TO DESIGN A SOLUTION.

393. **BREAKING TABLES, 2-STEP RANDOM PROCESS (RULE 10).** A 2-STEP RANDOM OR "DOUBLE-BLIND" PROCESS ASSURES THAT THERE IS NO FAVORITISM IN DISTRIBUTING NEW SEAT ASSIGNMENTS. An example of one such process:

- (1) show Participants at the breaking table the new seat cards then scramble the cards face down and form a stack;
- (2) the dealer then deals one playing card face up to each Participant. The seat cards are then dealt out with the first seat card going to the Participant with the highest playing card by suit showing.

THE FORT CARD ROOM USES THE POKER ATLAS TOURNAMENT PROGRAM. THIS RANDOMLY GENERATES NEW SEATING ASSIGNMENTS.

394. **FACE UP FOR ALL-INS (RULE 16).** "ALL HANDS WILL BE TABLED WITHOUT DELAY ONCE A PARTICIPANT IS ALL-IN AND ALL BETTING ACTION BY ALL OTHER PARTICIPANTS IN THE HAND IS COMPLETE". THIS RULE MEANS THAT ALL DOWN-CARDS OF ALL PARTICIPANTS WILL BE TURNED UP AT ONCE WHEN AT LEAST ONE PARTICIPANT IS ALL-IN AND THERE IS NO CHANCE OF FURTHER BETTING ACTION BY THE OTHER PARTICIPANT(S). DO NOT WAIT FOR THE SHOWDOWN TO TURN THE CARDS UP; DO NOT WAIT FOR SIDE POTS TO BE DIVIDED BEFORE TURNING UP THE ALL-IN WHO IS ONLY IN FOR THE MAIN POT; IF BETTING ACTION IS FINALIZED ON ANY STREET PRIOR TO THE SHOWDOWN, TURN THE CARDS UP AT THAT POINT AND THEN RUN OUT THE REMAINING CARDS.

Example 1: NLHE. Two Participants remain. On the turn, Participant A (the shorter stack) pushes all-in and is called by B. Turn both A and B's down-cards up at this point, then burn and turn the river and proceed to showdown.

Example 2: NLHE. Three Participants remain.

Pre-flop, Participant A (the shortest stack) pushes all-in and is called by both B and C. Do not turn cards up yet because B and C both have chips so further betting action is possible.

On the flop B and C check; betting is still possible so don't turn the cards up yet.

On the turn B pushes all-in and C calls. Turn all hands up now (A, B, and C) because no further betting is possible. Burn and turn the river then proceed to showdown.

Award the side pot between B and C first, then award the main pot. Notice: you do not keep A's cards face down until the side pot between B and C is awarded.

Example 3: NLHE. Three Participants remain.

Pre-flop, Participant A (the shortest stack) pushes all-in for 700 and is called by both B and C who have several thousand each left. Do not turn cards up yet because B and C both have chips so further betting action is possible.

On the flop B and C check; betting is still possible so don't turn the cards up yet.

On the turn B bets 1000 and C calls. Since both B and C still have chips and the river remains to be dealt, betting is still possible so don't turn the cards up yet.

On the river both B and C check. Turn all hands up now (A, B, and C) because betting is over and the hand is moving to showdown. Award the 2000 side pot between B and C first, then award the main pot. Notice: do not keep A's cards face down until the side pot between B and C is awarded.

395. **ASKING TO SEE A HAND (RULE 18)**

Example 1: NLHE. 3 Participants remain in the hand. There is no betting on the river and no Participant is all-in. At showdown Participant A discards face down and the cards are pushed into the muck by the dealer. B tables their hand, showing trips. C pushes their cards forward face-down. B may ask to see C's hand because B has tabled his cards. However, B's request is at TD's discretion; B has no inalienable right to see it because there was no bet on the river thus, he did not "pay to see C's hand." Neither A nor C may ask to see a competitor's hand because they have neither tabled their cards nor retained them.

Example 2: NLHE. 4 Participants remain in the hand. On the river A bets 1000, B calls, C raises to 5000, and D, A and B all call. No Participant is all-in. B tables his hand, showing trips. D instantly discards face down and the dealer kills his hand into the muck. C begins to push his cards forward face-down. Both A and B have an inalienable right to see C's hand on request because 1) they paid to see it as C was the last aggressor on the river and 2) both A and B retain their cards. D (who also called C) relinquished his right to see C's hand when he discarded without tabling. All other requests in this situation are at TD's discretion, such as B asking to see A's cards (the cards of another caller).

THE FORT CARD ROOM PARTICIPANTS MAY NOT REQUEST TO SEE OTHER MEMBERS CARDS FOR INFORMATION PURPOSES. IF A MEMBER SUSPECTS COLLUSION, A FLOOR MAY BE CALLED AND THE FLOOR WILL DETERMINE IF A HAND WILL BE SHOWN.

396. **AWARDING ODD CHIP/S (RULE 20).**

WHEN HANDS HAVE IDENTICAL VALUE (EX: A WHEEL IN OMAHA/8) THE POT WILL BE SPLIT AS EVENLY AS POSSIBLE.

Example 1: Omaha High/Low split. Two Participants win both high and low with 2-3-4-5-6 rainbow. A has 2-3-4-5-6s. B has 2-3-4-5-6c. The pot contains 66 chips total after being broken to smallest denominations. Right way to split: **as evenly as possible**; 33 to A and 33 to B. Wrong way to split: Divide entire pot 33 high, 33 low. Then give A the odd chip from the high pot for the high card by suit (6s) and give A the odd chip from the low pot for high card by suit (6s). A ends up with 34 chips while B gets 32.

Example 2: 7-Card Stud High/Low split. Two Participants win both high and low with 2-3-4-5-6. A has 2-3-4-5-6s. B has 2-3-4-5-6c. A has high card by suit (6s). The pot contains 66 chips total after being broken to smallest denominations. Right way to split: **as evenly as possible**; 33 to A with high card by suit, and 33 to B. Wrong way to split: See Example 1

THE FORT CARD ROOM SPLITS EACH INDIVIDUAL POT SEPARATELY. ANY SIDE POTS ARE NEVER COMBINED WITH OTHER SIDE POTS, OR THE MAIN POT. THIS MAY LEAD TO A PARTICIPANT RECEIVING ADDITIONAL ODD CHIPS.

397. **BURNS AFTER SUBSTANTIAL ACTION (RULE 38)**

Example 1-A: THE 50-100. SB / BB in seats 1 and 2. Pre-flop, initial cards dealt to all Participants. SB / BB in seats 1 and 2. Seat 3 (UTG) folds and Seat 4 calls, completing substantial action with 2 actions with chips. Seat 5 then realizes they have only 1 card and their hand is dead because Substantial action has occurred. The dealer will burn only one card and then put out the flop. The dealer will not burn 2 cards to "return to the original stub order".

Example 1-B: Same game and initial deal. Seat 3 (UTG) folds and Seat 4 calls, completing substantial action. Seat 5 then realizes they have 3 cards and their hand is dead because Substantial has occurred. The dealer will burn one card and then put out the flop. The dealer will not consider Seat 5's third card as the burn and put out the flop without a burn off the stub.

398. METHODS OF BETTING, UNCLEAR OR CONTRADICTORY BETS (RULE 40).

"IN UNCLEAR SITUATIONS OR WHERE VERBAL AND CHIPS ARE CONTRADICTORY, THE TD WILL DETERMINE THE BET BASED ON THE CIRCUMSTANCES AND RULE 1".

Example 1: THE, heads-up on the river Participant A verbally declares "forty-two thousand" but pushes out only a 5k chip. Not everyone at the table heard the declaration. Participant B pushes out 5k to call. Both Participants table and A has the best hand. Ruling criteria is mixed: verbal came first but wasn't necessarily clear. The chip appeared to be a bet of 5k. In these unclear and contradictory situations, the TD will make the fairest ruling possible using Rule 1.

399. RAISE AMOUNTS. "THE LARGEST PRIOR FULL BET OR RAISE OF THE CURRENT BETTING ROUND" (RULE 43).

THIS LINE REFERS TO THE LARGEST ADDITIONAL ACTION OR "LAST LEGAL INCREMENT" BY A PRECEDING BETTOR IN THE CURRENT ROUND. THE CURRENT ROUND IS THE "CURRENT STREET", I.E. PRE-FLOP, FLOP, TURN, RIVER IN BOARD GAMES; 3RD – 4TH – 5TH – 6TH – 7TH STREET IN 7-STUD, ETC.

Example 1: NLHE, Blinds 100-200. Post-flop, A opens with a bet of 600. B raises 1000 for total of 1600. C re-raises 2000 for total of 3600. If D wants to raise, he must at least raise the "largest bet or raise of the current round", which is C's raise of 2000. So, D must re-raise at least 2000 more for a total of 5600. **NOTE THAT D'S MINIMUM RAISE IS NOT 3600 (C'S TOTAL BET), BUT ONLY 2000, THE ADDITIONAL RAISE ACTION THAT C ADDED.**

Example 2: NLHE, Blinds 50-100. Pre-flop A is under the gun and goes all-in for a total of 150 (an increase in the bet of 50). So, we have a 100 blind bet and an all-in wager that increases the total by 50. Which is larger? The 100 is still the "largest bet or raise of the current round", so if B wants to re-raise, they must raise at least 100 for a total of 250.

Example 3: NLHE, Blinds 100-200. On the turn A bets 300. B pushes out two 500 chips making the total 1000 (a 700 raise). It is 1000 to C to call. If C wants to raise, it must be "at least the largest bet or raise of the current round", which is B's raise of 700. So, C's minimum raise would be 700 for a total of 1700. **NOTE THEIR MINIMUM RAISE IS NOT 1000, B'S TOTAL BET.**

Example 4-A: NLHE, Blinds 25-50. A raises 75 to 125 total. Notice that 125 total = 50 (bet) plus 75 (raise). The next raise on this street must be "at least the size of the largest previous bet or raise", which is 75. B now raises the minimum (75) to 200 total. C then re-raises 300 for total of 500. We now have a bet of 50, two raises of 75 and a raise of 300 for total of 500. If D wants to re-raise, "the raise must be at least the size of the largest previous bet or raise of the current betting round", which is now 300. So, D must raise at least 300 more to a total of 800.

Example 4-B: Same as 4-A. It's the same 500 to D, but there's just been one raise of 450 by A to a total of 500 and B and C have both called. So, there's a blind bet of 50 and a raise of 450. "A raise must be at least the size of the largest previous bet or raise of the current betting round", which is A's raise of 450. So, it's 500 for D to call, and if D wants to re-raise, they must raise at least 450 for a total of 950.

400. MULTIPLE CHIP BETTING (RULE 45).

(A) IF FACING A BET, UNLESS RAISE OR ALL-IN IS DECLARED FIRST, A MULTIPLE-CHIP BET (INCLUDING A BET OF YOUR LAST CHIPS) IS A CALL IF EVERY CHIP IS NEEDED TO MAKE THE CALL; I.E. REMOVAL OF JUST ONE OF THE SMALLEST CHIPS LEAVES LESS THAN THE CALL AMOUNT. (B) IF EVERY CHIP IS NOT NEEDED TO MAKE THE CALL; I.E. REMOVAL OF JUST ONE OF THE SMALLEST CHIPS LEAVES THE CALL AMOUNT OR MORE: 1) IF THE PARTICIPANT HAS CHIPS REMAINING, THE BET IS GOVERNED BY THE 50% STANDARD IN RULE 43; 2) IF THE PARTICIPANT'S LAST CHIPS ARE BET, THEY ARE ALL-IN WHETHER REACHING THE 50% THRESHOLD OR NOT."

Example 1: There is not one chip that can be removed and still leave the call amount.

1-A: Participant A opens post flop for 1200, B silently puts out two 1000's. This is a call because neither chip can be removed and still leave at least 1200.

1-B: NLHE, blinds 250-500. Preflop the UTG raises 600 to total of 1100. The UTG+1 silently puts out one 500 and one 1000 chip. This is a call because neither the 500 nor the 1000 can be removed and still leave at least 1100.

Example 2: Same as 1-B above except the UTG+1 puts out one 1000 and five 100s silently. Four of the 100s could be removed and still leave the 1100 call amount. Therefore, this would be subject to the 50% standard in Rule 43: the minimum raise is 600, 50% of 600 is 300, therefore, if the UTG+1 puts out 1400 or more, they will be held to making a full raise to 1700 total. Since the UTG put out 1500, they must raise in this example.

Example 3: Same as 2 above except the UTG+1 puts out one 1000 and three 100s silently. Two of the 100s can be removed and still leave the 1100 call amount therefore this is subject to Rule 43. Since the Participant did not put out at least 50% of a minimum raise, this bet is ruled a call and 200 is returned to the Participant.

Example 4: Multiple-chip bet of all chips. A) If all chips are needed to make the call, this is treated exactly the same as a Participant with chips behind (See example 1 above). B) If removing just one of the smallest chips leaves the call amount or more, the Participant is all-in regardless of whether the bet reaches the 50% raise standard.

Example 4-A: A opens for 1400, B (with remaining chips behind in large chip stack) silently pushes out one 1000 and three 500's. This is a mandatory min-raise to 2800 because the 50% threshold of 2100 (1400+700=2100) is reached.

Example 4-B: Same 1400 opener, B puts out one 1000 and two 500s. This is a call because it is short of the 50% threshold of 2100. **NOTE: BOTH EXAMPLE 4-A AND 4-B ARE ALL-IN BETS FOR A PARTICIPANT PUTTING OUT THEIR LAST CHIPS.**

401. PRIOR BET CHIPS NOT PULLED IN, SITUATION EXAMPLES (RULE 46).

Situation 1: If prior chips don't cover the call AND are left alone. Ex: THE 25-50, the BB posts two 25's, button raises to 600 total (550 more to BB).

(1) Adding an over-chip is a call (drop a 1k chip onto the two 25's).

(2) Adding multiple new chips is a call if all new chips are needed to call a) drop two 500's onto the two 25's or b) drop a 100 and 500 chip onto the two 25's. In these two examples all new chips when combined with the prior chips are needed to make the call.

(3) Adding multiple new chips is a Rule 45 multiple chip bet if one of the smallest new chips is not needed to make the call (drop a 1k and 500 chip onto the two 25's is a total bet of 1550). Per Rule 45, a silent multi-chip bet is a raise if it hits the 50% threshold; otherwise, it is a call.

Situation 2: If prior chip(s) cover the call amount, adding any new chip(s) is a Rule 45 multiple chip bet. Ex: THE 50-100, BB posts one 1k chip. Pre-flop raise to 700 (600 more to BB). The 1k prior chip covers the raise, thus adding any new chip(s) is a Rule 45 bet of all chips.

Situation 3: If prior chips are fully pulled back:

(1) Removing all prior chips & adding an over-chip is a call (pull back the two 25's, add 1k chip).

(2) Removing all prior chips and adding new multiple chips is a Rule 45 bet (pull back two 25's, add two or more new chips).

Situation 4: if prior chip(s) are partly pulled back

Partial removal of prior chips (pull back one 25, leave the other 25 out, add any new chip(s), is a Rule 45 multiple-chip bet (a raise if hitting 50%, otherwise a call).

Situation 5: Regardless of the above, the gesture of combining and pushing or tossing all chips forward may be interpreted as intent to bet all chips under Rule 45.

402. RE-OPENING THE BET (RULE 47).

Example 1. Multiple short all-in wagers that cumulatively equal a full raise and therefore re-open betting:

NLHE, Blinds 50-100. Post-flop,

(A) opens betting for the 100 minimum.

(B) goes all in for a total of 125.

(C) calls the 125,
(D) goes all in for 200 total and E calls 200.

Action returns to A who is facing a total raise of 100. Since 100 is a full raise, the betting is re-opened for A who can fold, call, or raise here. **NOTE THAT NEITHER B'S INCREMENT OF 25 OR D'S INCREMENT OF 75 IS BY ITSELF A FULL RAISE, BUT WHEN ADDED TOGETHER THEY TOTAL A FULL RAISE AND THUS RE-OPEN THE BETTING TO "A PARTICIPANT WHO IS FACING AT LEAST A FULL RAISE WHEN THE ACTION RETURNS".**

Example 1-A: At the end of Example 1 above, A smooth calls the 200 total (another 100 to them). The bet is now on C who only faces a 75 increment. C called 125 previously and now faces 200 total (75 more). C must face at least 225 total to re-open betting. Because 75 is not a full raise, betting for C is not re-opened and C can either call with 75 more or fold, they cannot raise.

Example 1-B: At the end of Example 1 above, A raises the minimum (100), and makes it 300 total to C. C already has called 125 so it's an additional 175 for C to call. 175 is more than a full raise. Since C already acted and is "now facing at least a full raise", the betting is re-opened to C who can fold, call, or re-raise here.

Example 2: Multiple short all-ins, the min-raise is the last full valid bet or raise.

NLHE, Blinds 50-100. Post-flop A opens for 300, B pushes all-in for 500 total, C goes all-in for 650 total, D goes all-in for 800 total, E calls 800. What is the min raise for Participant F? The opening bet (300) sets the initial min raise. Because no single Participant was all-in for more than 300, the min raise for F remains 300. F can either smooth call 800 or raise to at least 1100. See also Rule 43.

Example 3: Short all-in, 2 scenarios.

NLHE, Blinds 2000-4000. Pre-flop A calls the BB for 4000. B folds and C pushes all-in for 7500 total (an increment of 3500 above the 4000 BB). It's folded around to the SB who also folds.

Example 3-A: It's 3500 more to the BB who has not yet acted on his option. The BB can fold, smooth call the 3500, or raise by at least 4000 for a total of 11,500. The BB smooth calls and it's 3500 more to A. A has already acted and is facing 3500 which is not a full raise. Therefore, A can only fold or call the 3500, they cannot raise because it is not "at least a full bet when the action returns to them".

Example 3-B: The BB raises the minimum (4000), for a total of 11500. It is now 7500 to A and because 7500 is more than a full minimum raise, betting is now re-opened for A who can fold, call, or re-raise.

403. BINDING DECLARATIONS / UNDER-CALLS IN TURN (RULE 50)

Example 1: NLHE, blinds 1000-2000. Post-flop, A opens for 2000, B raises to 8000, C pushes out 2000 silently. C has under-called B's bet. Per Rule 51-B, because B is not the opener (A is) and the round is still multi-way, at TD's discretion C may be required to make a full call or allowed to forfeit the 2000 under-call and fold.

Example 2: NLHE, blinds 1000-2000. Post-flop 4 Participants remain. A opens for 8000, B silently puts out 2000. Per Rule 51-B, B under-called the opening bet and must make a full call of 8000.

Example 3: NLHE, blinds 1000-2000. Post-flop, A opens for 2000, B raises to 8000, C declares "call". Per Rule 51-A, C has made a general verbal declaration ("call") in turn. C is obligated to call B's full bet of 8000.

404. INCORRECT BET AMOUNTS, POT-LIMIT GAMES (RULE 52-B)

Example 1: PLO, 500-1000 blinds. Post-flop the pot totals 10,500. Participant A wants to bet the pot and asks the dealer for a count. Dealer replies "nine thousand five hundred". A pushes out 9,500. Participant B folds and Participant C calls 9,500. Substantial action has occurred after the initial erroneous bet. The dealer then realizes A's pot bet should have been 10,500. Because the quoted amount was less than the pot and substantial action has occurred, the 9,500 bet is binding and will not be increased to 10,500.

Example 2: Same as example 1 above, Participant B folds then the dealer realizes A's pot bet should have been 10,500. Substantial action has not occurred, so A must increase their bet to 10,500 total.

Example 3: PLO, 500-1000 blinds. Post-flop the pot totals 10,500. Participant A wants to bet the pot and asks the dealer for a count. Dealer replies "eleven thousand five hundred". A pushes out 11,500. Participant B folds, Participant C and D both call 11,500. Before burning and turning the next card, the dealer realizes the initial bet was an illegal over-bet. Despite substantial action occurring, because the bet was illegal, it will be reduced to 10,500 for all Participants calling anywhere on the current street. If the next card is dealt the error will stand.

405. ACTION OUT OF TURN (OOT) (RULE 53-A)

Example 1: THE 50-100. Post flop Seat 3 opens for 300, Seat 4 folds, action is on Seat 5 when Seat 6 declares "raise to eight hundred".

Step 1: Action backs up to the correct Participant in order (Seat 5) who is facing a bet of 300.

Step 2: If Seat 5 calls or folds then the action (a 300 bet) has not changed and Seat 6's OOT raise is binding (raise to 800). However, if Seat 5 raises, (say, to 600 total), then the action to Seat 6 has changed from a 300 bet to a 600 bet. If action changes, the 800 chips may be returned to Seat 6 who has all options open: call 600, re-raise to at least 900, or fold.

Example 2: THE 50-100. Post flop Seat 3 checks, Seat 4 checks, action is on Seat 5 when Seat 6 declares "check".

Step 1: Action backs up to the correct Participant in order (Seat 5) who is not facing a bet.

Step 2: If Seat 5 checks, then the action (a check) has not changed and Seat 6's OOT check is binding. However, if Seat 5 bets, (say, 300), then the action to Seat 6 has changed from a check to a 300 bet. If action changes, then Seat 6 has all options open: call 300, raise to at least 600, or fold.

406. RULE 53-B: SUBSTANTIAL ACTION OUT OF TURN (OOT). A PARTICIPANT SKIPPED BY OOT ACTION MUST DEFEND HIS RIGHT TO ACT. IF THERE IS REASONABLE TIME AND THE SKIPPED PARTICIPANT HAS NOT SPOKEN UP BY THE TIME SUBSTANTIAL ACTION (SEE RULE 36) OOT OCCURS TO HIS LEFT, THE OOT ACTION IS BINDING. THE FLOOR WILL BE CALLED TO RENDER A DECISION ON HOW TO TREAT THE SKIPPED HAND.

Example 1: NLHE, blinds 100-200. UTG (Seat 3) makes it 600. Seat 4 is skipped when Seat 5 calls 600 OOT. Seat 6 thinks for a moment then folds. There are now two Participants acting with chips involved to the left of Seat 4. Two Participants with chips qualifies as substantial action (Rule 36). Also, Seat 4 has had reasonable time to speak up and bring it to the dealer's attention that he has been skipped. The OOT call by Seat 5 is now binding due to substantial action OOT, and the OOT fold by Seat 6 is binding (Rule 58). The floor is called to make a decision on the fate of Seat 4's hand.

Example 2: NLHE, blinds 100-200. Four Participants remain to see the turn. After the dealer tables the turn card, the UTG (Seat 3) opens betting for 600. Seat 4 is skipped when Seat 5 checks and Seat 6 calls 600 OOT. The floor is called to make a decision on the fate of Seat 4's hand.

407. ANTE OR THE BLIND RULE – When a participant in the big blind does not have enough chips to cover both the big blind and the ante, the ante takes precedence. Example 1a: If the participant in the big blind only has \$800 and the big blind is supposed to be \$1000, then they would post \$800 as an ante and there would be no big blind that hand. If that participant wins the pot, they can only win \$800. Example 1b: If they have \$1,500 total, they will post a \$1,000 ante and then \$500 would go toward the big blind.

ADDENDUMS

