



THE OFFICIAL RULEBOOK

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

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SECTION 1 - PROPER BEHAVIOR

CONDUCT CODE:

Management will attempt to maintain a pleasant environment for all customers and employees but is not responsible for the conduct of any player. Players Casino has established a code of conduct and may deny the use of the card room to violators.

The following are not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any patron or employee.
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using or being under the influence of illegal substances.
- Drinking alcohol beyond the permitted area.
- Carrying a weapon.

POKER ETIQUETTE:

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

- Deliberately acting out of turn.
- Deliberately splashing chips into the pot.
- Agreeing to check a hand down when a third player is all-in.
- Reading a hand for another player at the showdown before it has been placed face up on the table.
- Telling anyone to turn a hand face up at the showdown.
- Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
- Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
- Needlessly stalling the action of a game.
- Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or dealing tray).
- Stacking chips in a manner that interferes with dealing or viewing cards.
- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
- Using a cell phone at the table. If the cell phone becomes a distraction to other players, the user will be asked to leave the gaming room.

TOBACCO USE:

Smoking by a guest is not allowed inside the Player's Casino. Designated smoking areas are outside. No smoking is allowed within 20 feet of any entrance.

SECTION 2 – APPROVED GAMES

APPROVED GAMES:

Players Casino operates only those games that are permitted by the San Buenaventura Code of Ordinances and state and federal laws and regulations.

SECTION 3 - HOUSE POLICIES

IDENTIFICATION:

Players Casino reserves the right to ask patrons for current, valid identification at any time.

DECISION-MAKING:

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

PROCEDURES:

1. Only one person may play a hand.
2. No one is allowed to play another player's chips.
3. Management will decide when to start or close any game.
4. Collections (seat rental fees) are paid in advance. In all time-collection games, the dealer is required to pick up the collection from each player before dealing. A player not wishing to pay collection may play one courtesy hand.
5. Cash is not allowed on the table. All cash should be changed into chips in order to play.
6. Any chips from another cardroom are not permitted on the table, and do not play in the game.

7. The establishment is not responsible for gaming chips left on the table during a player's absence, even though it will try to protect everyone as best it can.
8. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
9. All games are table stakes (except "playing behind" as given in the next rule). Only the chips in front of a player at the start of a deal may play for that hand, except for chips not yet received that a player has purchased. The amount bought must be announced to the table, or only the amount of the minimum buy-in plays. Awareness of the amount being in play for each opponent is an important part of poker. All chips must be kept in plain view.
10. "Playing behind" is allowed only for the amount of purchased chips, or chips approved by the floor person for players with marker privileges, while awaiting their arrival. The amount in play must be announced to the table, or only the amount of the minimum buy-in plays.
11. Playing out of a rack is allowed, but racks can be removed at management's discretion.
12. Permission is required before taking a seat in a game.
13. "Playing over" a player is not allowed.
14. Pushing bets ("saving" or "potting out") is not allowed.
15. Pushing an ante or posting for another person is not allowed.
16. Splitting pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded may be allowed in button games.
17. Insurance propositions are not allowed. "Running it twice", when all-in, is permitted in designated games and limits only and may require a minimum pot size.
18. The game's betting limit will not be changed if any player objects. Raising the limit is subject to management approval.
19. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
20. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
21. Your chips may be picked up if you are away from the table for more than 30 minutes. Your absence may be extended if you notify a floor person in advance. Frequent or continuous absences may cause your chips to be picked up from the table.
22. A lock-up in a new game may be picked up after five minutes if someone is waiting to play. No seat may be locked up in an existing game for a new player for more than ten minutes if someone is waiting to play.
23. A new setup may only be requested at the top of the hour, unless a deck is defective or damaged, or cards become sticky. The request for a new set-up is a privilege which may be revoked if abused.
24. Looking through the discards or deck stub is not allowed.
25. No "rabbit hunting". After a deal ends, dealers are asked to not show what card would have been dealt.
26. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
27. A non-player may not sit at the table.
28. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.
29. Speaking a foreign language during a deal is not allowed.

SEATING:

1. You must be present to add your name to a waiting list.
2. It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the board person.

3. When there is more than one game of the same stakes and poker form, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A table change to a similar game will not be allowed if the game being left will then have fewer players than the game being entered, with the exception of a player moving from a full game. Table change privileges may be revoked or limited, if abused. Excessive table change requests disrupt the continuity of the games and may result in a player being restricted to one table change per hour at the discretion of the floor or board person, or even temporarily allowed no further table changes.
4. A player may not hold a seat in more than one game.
5. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
6. When a button game starts, the dealer will draw a card for each player to determine the button position. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games.
7. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number. If so, a seat will be removed as soon as someone leaves the game. An extra seat may also be added in the case of the consolidation of two games of the same limit. In this case, the seat will be removed once all the players from the original games have been seated.
8. Players may request seat preference when signing up for a new game. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.
9. To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit, and cannot play in the must-move game or get on that list for one hour.
10. In all button games, a player going from a must-move game to the main game may play one more hand before moving, unless the player just took their big blind, in which case he/she may “deal off” (take the remaining blinds and dealer button”).
11. You must play in a new game or must-move game to retain your place on the list, if with your participation there would be three or fewer empty seats.
12. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.
13. In all button games, a player voluntarily locking up a seat in another game must move immediately if there is a waiting list, except that the player is entitled to “deal off” if a blind has already been taken. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.
14. When a game breaks, each player may draw a card to determine the seating order for a similar game. The floor person draws a card for an absent player.

PATRON DISPUTES:

Any dispute between patrons should be raised immediately with the floor person. Should a patron be dissatisfied with the outcome of a gaming dispute the patron may request that the next higher level of Management be consulted up to and including the General Manager if available. This request may or not be honored. Patron disputes are settled in the best interests of Players Casino, its employees and patrons.

IDENTIFICATION REQUIREMENTS

1. Patrons will be required to produce current, valid ID for the following currency transactions:
 - Any “one-shot” cash- in or cash-out transaction of \$2,000 or more;
 - Any cash-in transaction of \$500 or more in \$20 denomination bills or lower
2. Patrons will be required to produce current, valid ID in order to claim any promotional prize or jackpot winnings.
3. Patrons will be required to produce valid ID as required by Title 31/AML regulations.

SECTION 4 - GENERAL POKER RULES

THE BUY-IN:

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

MISDEALS:

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

DEAD HANDS:

1. Your hand is declared dead if:
 - You fold or announce that you are folding when facing a bet or a raise.
 - You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
 - The hand does not contain the proper number of cards for that particular game.
 - You act on a hand with a joker as a hole card in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)

- You have the clock on you when facing a bet or raise and exceed the specified time limit.
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
 3. Cards thrown into another player's hand may be declared dead, whether they are face up or facedown.

IRREGULARITIES:

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors.
4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a free roll), the player's hand may be ruled dead and the player forfeit all rights to the pot.
6. A card discovered face up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other 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.
7. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
8. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
9. One or more cards missing from the deck does not invalidate the results of a hand.
10. 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.
11. Procedure for an exposed card varies with the poker form and is given in the section for each game. A card flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card.
12. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.
13. If you drop any cards out of your hand onto the floor, you must still play them.
14. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.
15. 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, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. On the last round, if there was no betting because a player was all-in, the error should be

corrected if discovered before the pot has been awarded, provided the deck stub, board cards, and burn cards are all sufficiently intact to determine the proper replacement card.

16. If the deck stub is fouled for some reason, such as the dealer believing the deal is over and dropping the deck, the deal must still be played out, and the deck reconstituted in as fair a way as possible.

BETTING AND RAISING:

1. The smallest chip that may be wagered in a game is the smallest chip used in the antes, blinds, rake, or collection. (Certain games may use a special rule that does not allow chips used only in-house revenue to play.) Smaller chips than this do not play unless they add up in quantity.
2. Check-raise is permitted in all games, except in certain forms of lowball.
3. In no-limit and pot-limit games, unlimited raising is allowed.
4. In limit poker, for a pot involving three or more players who are not all-in, a maximum of a bet and three raises will be allowed.
5. Unlimited raising is allowed in heads-up play except in tournaments. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up. (For tournament play in limit events there will be a limit to raises even when heads-up until the tournament is down to two players.)
6. Any wager must be at least the size of the previous bet or raise in that round, with the exception of all-in action.
7. In any live limit poker game, the following applies:
 - Any time a player goes all-in for a half-bet or more, it is considered the same as making a full bet or raise. Anything less than half a bet is deemed action only.
 - Take, for example, a \$6 betting round in a \$3-\$6 limit game. Player A bets \$6 and Player B goes all-in for \$9, \$6 + \$3. Because \$3 is half the bet, Player C may now either call the \$9 or raise a full bet (\$6) for a total of \$15 (\$6 + \$3 + \$6). Even if there are no subsequent raises, when the action gets back to Player A he may now call the \$9 or raise \$6 for a total of \$15. In this scenario, the betting cap will be \$21, which is four bets (\$6 + \$3 + \$6 + \$6), since the \$3 is considered a bet.
 - On the other hand, action of less than half a bet can be completed only. If on a \$6 betting round Player A bets \$6 and Player B goes all-in for \$8 (\$6 + \$2), the option for Player C becomes call \$8 or complete the bet to \$12 (\$6 + \$6). The \$2 Player B went all-in for does not count as a bet. Also, if the bet is still \$8 when the action gets back to Player A, his only option is to call the \$8; he cannot raise, nor can he complete the bet, since this would be the same as raising his own bet, the \$2 being action only.
 - Finally, if Player A checks, and Player B bets \$2 on a \$6 betting round and there is no intervening action, the only option for Player A once the actions gets back to him is to call the \$2 bet; otherwise it would be the same as checking and then betting because the \$2 is not considered a bet. However if Player A checks, Player B goes all-in for \$3, other players call, and the bet is still \$3 when action returns to Player A, he may now either call or raise to \$9 (\$3 + \$6) since the \$3 is considered the same as a full bet.
 - Action of less than half a bet can only be called or completed. Action of half a bet or more can only be called or raised.
8. In limit poker, if you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
9. A verbal statement in turn denotes your action, is binding, and takes precedence over a differing physical action.
10. Rapping the table with your hand is a pass.
11. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. A player who has called out of turn may not change his wager to a

- raise on the next turn to act. An action or verbal declaration out of turn is binding unless the action to that player is subsequently changed by a bet or raise. If there is an intervening call, an action may be ruled binding.
12. To retain the right to act, a player must stop the action by calling “time” (or an equivalent word). Failure to stop the action before two or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
 13. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you. In pot-limit or no-limit betting, if there is a gross misunderstanding concerning the amount of the wager, concepts from Section 11, Rule 23 may be applied.
 14. String raises are not allowed. Players involved in the hand are the only individuals allowed to call a “string” raise. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
 15. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
 16. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

THE SHOWDOWN:

1. To win any part of a pot, a player must show all of his cards face up on the table, whether they are used in the player’s final hand or not.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
3. Any player, dealer, or floor person who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.
5. Any player who has been dealt in may request to see any hand that was eligible to participate in the showdown, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the

other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.

7. If there is a side pot, the winner of that pot should be decided before the main pot is awarded. If there are multiple side pots, the side pots will be settled from last created to first.
8. If everyone checks on the final betting round, the player who acted first is the first to show the hand. If players were all-in prior to the final betting round or if there is wagering on the final betting round, the last player to have taken aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because someone is all-in), players are asked to aid in determining the pot winner by not showing their cards until a pot they are in is being settled.

TIES:

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot.
2. Dealing a card to each player is used to determine things like who moves to another table. If the cards are dealt, the order is clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine things like who gets the button in a new game, or seating order coming from a broken game.
3. An odd chip will be broken down to the smallest unit used in the game.
4. 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 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 player closest to the dealer button moving clockwise.
 - All side pots and the main pot will be split as separate pots, not mixed together.

SECTION 5 - BUTTON AND BLIND USE

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

RULES FOR USING BLINDS:

1. The minimum bring-in and allowable raise sizes for the opener are specified by the poker form used and blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.
2. Each round every player must get an opportunity for the button and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
 - Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
 - Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands. In heads-up play with two blinds, the small blind is on the button.
3. A new player entering the game can enter without having to post.
4. A new player may elect to buy the button.
5. Chips posted by the big blind are treated as a bet.
6. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. This option to raise is retained if someone goes all-in with a wager of less than the minimum raise.
7. A player who misses any or all blinds can resume play by either posting all the blinds missed or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live. The remainder is taken by the dealer to the center of the pot and is not part of your bet. When it is your next turn to act, you have the option to raise.
8. If a player who owes a blind (as a result of a missed blind) is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips and has not yet acted. If the player acts on the hand and plays it, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.
9. A player who goes all-in and loses is obligated to make up the blinds if they are missed before a rebuy is made. (The person is not treated as a new player when reentering.)
10. These rules about blinds apply to a newly started game:
 - Any player who drew for the button is considered active in the game and is required to make up any missed blinds.
 - A new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat.
11. If you move closer to the big blind, you can be dealt in without any penalty.
12. In all multiple-blind games, a player who changes seats will be dealt in on the first available hand in the same relative position. Example: If you move two active positions away from the big blind, you must wait two hands before being dealt in again. If you do not wish to wait and have not yet missed a blind, then you can post an amount equal to the big blind and receive a hand.
13. A player who "deals off" (by playing the button and then immediately getting up to change seats) can allow the blinds to pass the new seat one time and reenter the game behind the button without having to post a blind.
14. A live "straddle bet" is not allowed at limit poker except in specified games.
15. A player who has missed the blinds may "buy the button" if he/she is in between the small blind and dealer button. When buying the button, the player will post the amount of the small and big blinds. The big blind will be "live". The following hand this player will assume the dealer position and the players to his/her immediate left will post the small and big blinds respectively.

SECTION 6 - HOLD'EM

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

RULES:

1. These rules deal only with irregularities. See the previous chapter, "Button and Blind Use," for rules on that subject. If the initial hole card dealt to the first or second player is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other hole card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card. If more than one hole card is exposed, this is a misdeal and there must be a re-deal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card if the card is retrievable. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains four cards, the dealer shall scramble the four cards face down. The floor person shall then be called upon to select one of these cards as the burn card. The remaining three cards will be used for the flop.
4. If the dealer failed to burn a card before dealing the flop, or burned two cards, the error should be rectified by using the proper burn card and flop. The deck must be reshuffled if the correct flop cannot be determined.
5. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if all subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
6. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card by any player, the card must stand. Whether the error is able to be corrected or not subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
7. If the flop needs to be re-dealt for any reason, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
8. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner. [See "Section 16 – Explanations," discussion #4, for more information on this rule.]
9. When "Playing the Board," you must still show your complete hand face up on the table.

SECTION 7 – OMAHA

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

RULES OF OMAHA:

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

SECTION 8 – OMAHA HIGH LOW

Omaha is often played high-low split. The player may use any combination of two hole cards and three board cards for the high hand and another (or the same) combination of two hole cards and three board cards for the low hand. The rules governing kill pots are listed in "Section 13 – Kill Pots."

RULES OF OMAHA HIGH-LOW:

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

SECTION 9 - KILL POTS

To kill a pot means to post an over blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill is one-and-a-half times the big blind and increases the betting limits by that amount. 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 player who scoops a pot bigger than a set size must kill the next pot. In other games using a required kill, a player who wins two consecutive pots must kill the next pot. In this type of kill game, a marker called a "kill button" indicates which player has won the pot, and the winner keeps this marker until the next hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot.

RULES OF KILL POTS:

1. The kill button is neutral (belonging to no player) 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 player had the kill button.
2. In a kill pot, the killer acts in proper turn (after the person on the immediate right).
3. 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.

4. If a player with one "leg up" splits the next pot, that player must forfeit the "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also forfeit the "leg up".
5. A person who leaves the table with a "leg up" toward a kill loses the "leg up" upon returning to the game.
6. A player who is required to post a kill must do so that same hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.
7. Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again (for the same amount as the previous hand).
8. When a player wins both the high and the low pot ("scoops") in a split-pot game with a kill provision, the next hand will be killed only if the pot meets a set amount determined by management.
9. If you are unaware that the pot has been killed (in a required kill pot with the button face up) and put in a lesser amount, you must put in the correct amount. If the kill button was not properly displayed face up, you may withdraw the chips and reconsider your action.
10. Only one kill is allowed per deal.
11. Broken game status is allowed only for players 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.

SECTION 10 – POKER JACKPOTS AND PROMOTIONS

1. Management reserves the right to void a jackpot hand for reasons including, but not limited to, the following: a) Failure to show all hands, including “all-in” hands, in a showdown situation; b) Inappropriate communication between players concerning a potential jackpot while the hand is in play, such as any player directly or indirectly involved in the hand passing information or instructing another on how to act, or revealing his/her hand to other players while the hand is in progress; c) Communication between players in a language other than English while the jackpot hand is in progress; d) Any other actions or communication which can be construed as collusion with the intention to influence the outcome of a hand and the winning of the jackpot; or e) Any irregularity in the deck or in the dealing of the hand.
2. Clocks on the casino floor will be used for initial verification for promotions which have specified time periods. If needed, Players Casino will use the time in the surveillance system as the official time for final verification on whether an event, such as a possible jackpot hand, falls within the promotional period.
3. When an automatic shuffler is being used, a new hand begins when the dealer pushes the green button on the shuffler. The button must be pushed before the end of the promotional period. If the button is pushed before the end of the promotional period, any qualifying event during the hand falls within that same promotional period. If the button is pushed after the end of the promotional period, the hand does not qualify for that period.
4. When the cards are shuffled by hand, a new hand begins with the first riffle. The first riffle must occur before the end of the promotional period. If the first riffle occurs before the end of the promotional period, any qualifying event during the hand falls within the same promotional period. If the first riffle of the cards falls after the end of the promotional period, the hand does not qualify for that period.
5. In a “run-it-twice” scenario, only the original board cards will play for jackpot and other promotions, such as “high hand” promotions.
6. In Bureau of Gambling Control- approved jackpot promotions requiring that players be dealt in to qualify, the following exception will be in effect: in Big O poker games in which the player on the dealer button must be dealt out due to the number of cards per player, if the player on the dealer button is dealt out but did receive a hand during the previous deal, that player shall still be eligible for a table share if a qualifying jackpot hand occurs.

SECTION 11 – CALIFORNIA GAMES

GENERAL

1. At PLAYERS CASINO, “California” style games consist of “21st Century Blackjack 5.0”, “Fortune Pai Gow Poker”, “Ultimate Texas Hold’em”, “3 Card Poker” and “EZ Baccarat Panda 8”.
2. Collection fees are paid by the players and player/dealer each hand, as dictated by the approved collection schedule.
3. The player/dealer position rotates in a systematic and continuous way among the seated players. The player/dealer plaque rotates clockwise around the table.
4. Players Casino does not participate in the play of the game. Each hand, players play against the Player/Dealer (a player so designated before the hand starts.) Every player has the opportunity to be the Player/Dealer for two hands. The Player/Dealer will be indicated by a plaque on the table.
5. Payoffs of wagers are limited to the amount of the player-dealer wager.
6. Each game has a “bonus” bet available and these can have multiple pay out odds for certain qualifying hands (each table is different, and all the information is on the gaming felt and in game brochures).

7. All California Games at PLAYERS CASINO are games approved for play by the California Bureau of Gambling Control.
8. Once the deal commences, players shall not be allowed to add or subtract from their wager.
9. In California games, players may not touch chips wagered or paid out until after the hand has been completed.
10. Management reserves the right to refuse service to any player.
11. All Floor Decisions are final.

PLAYER SEATING AND SEAT HOLDING

At the floor supervisor's discretion, a player may reserve, "lock up", a seat for a reasonable time while he/she is away from the table.

TABLE POLICIES

1. Players are responsible for the protection of their own wagers
1. All cash must be changed to chips

BETTING AND RAISING

1. Any amount bet over the table maximum shall receive no action.
2. Players must wager at least the minimum bet posted at each table.
3. **21st Century Blackjack 5.0-** A player may double-down for less than his original bet

MISDEALS

Fortune Pai Gow Poker: If an Ace or Joker is exposed it is a misdeal. If any two cards are exposed it is a misdeal. Also, if any card in the dealer's hand is exposed on the deal, a misdeal will be declared.

THE BUY-IN

There are no minimum buy-ins in California games as long as the player has enough for the minimum bet.

TIED HANDS

Fortune Pai Gow Poker: if one of the players' five-card or two-card hands is identical in rank to the Player/Dealer's hand, it is a "copy hand." The Player/Dealer wins all "copy hands."

IRREGULARITIES:

Fortune Pai Gow Poker: Hands delivered to the wrong positions a) if no one has looked, the hands will be moved to the correct positions, b) if any player has looked at their cards, it is a misdeal.

21st Century Blackjack 5.0: 1) If a card is dealt and must be subsequently be taken out of play, this card will be burned along with one additional card from the shuffler (shoe). 2) When more than one card comes out of the shuffler (shoe) at the same time, the dealer shall to the best of his/her ability (with the floor supervisor's assistance) determine the correct order of cards and play shall continue.

Player Conduct: Please see Section 1 for General Player Conduct policy

The Showdown: N/A in California Games

Patron Disputes: Please see Section 3 for General policy on handling Patron Disputes

21st Century Blackjack 5.0:

1. Players may not touch or handle the cards at any time.
2. The player must indicate the choice to hit or stand by means of hand signals.
3. 'Action' always starts in Seat 7 and moves counterclockwise to Seat 1
4. 'Even Money' is not offered
5. No 'HOUSE Way' or 'NO ACTION' hands
6. A player may play multiple hands at the table minimum.
7. Multiple players may bet on the same hand; in cases where more than one player bets on a seat, the seated player will control the action, regardless of amount wagered.
8. A Buster Blackjack Bonus Bet remains in action regardless of whether the player's 21st Century Blackjack 5.0 game wager wins or loses. The player/dealer must always complete their hand as long as there are Buster Blackjack Bonus Bet wagers in play.

ULTIMATE TEXAS HOLD'EM:

1. A player may play more than one hand if a seat is available, however they will only be allowed to look at one hand. The other hand(s) must be played "blind".
2. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
3. NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.
4. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

THREE CARD POKER:

1. A player may play more than one hand if a seat is available and will be allowed to look at each hand in turn.
2. If the Player/Dealer does not qualify, the Player/Dealer will automatically pay each Ante bet not surrendered by folding.
3. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.
4. Players remains eligible for the 6-card bonus even if they do not make a "play" bet.

FORTUNE PAI GOW POKER:

1. If a player inadvertently sets a foul hand, the hand may be reset as a courtesy, at the floor supervisor's discretion.
2. The Joker may be used as any card (Joker completely wild).
3. When the TPPPPS employee acts as the Player/Dealer, the Player/Dealer hand will always be set House Way.
4. The Player/Dealer hand can never be fouled.
5. Player/Dealer may NOT bet the Fortune Bonus wager.
6. Multiple players may bet on the same hand; in cases where more than one player bets on a seat, the seated player will control the action, regardless of amount wagered.
7. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.
8. A player betting on multiple seats will only be allowed to set one hand; the other hands must be played "HOUSE WAY".
9. A qualifying five-card bonus hand will be paid no matter how the hand is set. The bonus hand does NOT have to be played together in the 5-card hand
10. Only the highest hand will be paid when a player has more than one bonus within a hand.

EZ BACCARAT:

1. Players may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
2. Players may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
3. Players may only place a Tie Bet if they have also placed a wager on either the player line or banker line prior to the initial deal.

HOUSE WAY

A player is responsible for the final setting of their hand. Upon request, the Casino dealer Customer Service Representative (CSR) will play the hand only according to the "logical way" for the subject game. The Casino cannot be held responsible for the logical way outcome.

PAI GOW POKER HOUSE WAY

HANDS WITH NO JOKER	HANDS WITH A JOKER
<p><u>NO PAIR</u> Put the 2nd and 3rd highest cards in front</p>	<p><u>NO PAIR, NO STRAIGHT, NO FLUSH</u> Put the 1st and 3rd highest cards in front.</p>
<p><u>ONE PAIR</u> Pair behind. 2 highest unpaired cards in front.</p>	<p><u>ONE PAIR PLUS JOKER</u> Use the highest unpaired card with the Joker and play Pair-Pair.</p>
<p><u>TWO PAIR</u> If Big Pair is:</p> <ol style="list-style-type: none"> 1. A's, K's, or Q's—play Pair-Pair. 2. J's, 10's or 9's—A in front or Pair-Pair. 3. 8's, 7's, or 6's—K+ in front or Pair-Pair. 4. 5's, 4's, or 3's—Q+ in front or Pair-Pair. 	<p><u>TWO PAIR PLUS JOKER</u> 3 Rank Rule:</p> <ol style="list-style-type: none"> 1. If highest unpaired card is 3+ ranks higher than biggest pair, use the joker with it in front and play 3 Pair. 2. If not, Big Pair in front and Trips behind.
<p><u>THREE PAIR</u> Put the highest pair in front with 2 pair behind.</p>	<p><u>THREE PAIR PLUS JOKER</u> Highest pair in front with Full House behind.</p>
<p><u>THREE OF A KIND</u></p> <ol style="list-style-type: none"> 1. A's—A + next highest card in front. 2. K's and below—two highest cards in front with Trips behind. 	<p><u>THREE OF A KIND PLUS JOKER</u></p> <ol style="list-style-type: none"> 1. Play highest unpaired card + Joker in front with Trips behind. 2. With Straight, Flush or Straight Flush, play Pair in front with Complete Hand.
<p><u>THREE OF A KIND X 2</u> Put pair from higher set in front.</p>	<p><u>THREE OF A KIND X 2 PLUS JOKER</u> Pair from higher set in front and Quads behind.</p>
<p><u>STRAIGHT, FLUSH OR SF WITH NO PAIR</u> Highest possible front with any Complete Hand behind.</p>	<p><u>JOKER MAKES STR, FLUSH OR SF BUT NO PAIR</u> Highest possible front with any Complete Hand behind.</p> <p><u>NATURAL STR, FLUSH OR SF BUT NO PAIR</u> Joker with highest possible card in front and Complete Hand behind.</p>
<p><u>STR, FLUSH OR SF AND 1 PAIR</u> Highest possible front with any Complete Hand behind.</p>	<p><u>STR, FLUSH OR SF WITH 1 NATURAL PAIR</u> Form one pair in front with Complete Hand behind. Otherwise, play Pair-Pair.</p>
<p><u>STR, FLUSH OR SF WITH 2 PAIR</u> Set according to the 2 Pair strategy.</p>	<p><u>STR, FLUSH OR SF WITH NATURAL 2 PAIR</u> Use Two Pair Plus Joker strategy—3 Rank Rule.</p>
<p><u>STR, FLUSH OR SF WITH TRIPS</u> Pair in front with Complete Hand behind.</p>	<p><u>STR, FLUSH OR SF AND NATURAL TRIPS</u> Put pair from the set in front with Complete Hand behind.</p>
<p><u>FULL HOUSE</u> Highest permissible pair in front with Trips or Full House behind.</p>	<p><u>FULL HOUSE PLUS JOKER</u> Best possible pair in front with either Full House or Quads behind.</p>
<p><u>FOUR OF A KIND</u></p> <ol style="list-style-type: none"> 1. A's, K's or Q's—Always split. 2. J's 10's or 9's—K+ in front or Pair-Pair. 3. 8's, 7's, or 6's—Q+ in front or Pair-Pair. 4. 5's, 4's, 3's or 2's—Never split. <p><u>WITH AN ADDITIONAL PAIR</u> Pair in front with Quads behind.</p>	<p><u>FOUR OF A KIND</u> Best possible pair in front with either a Full House or Quads behind.</p> <p><u>WITH AN ADDITIONAL PAIR</u> Best possible pair in front with either a Full House or 5 of a Kind behind.</p>

SECTION 12 - 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 wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the pot size. The player is responsible for determining the pot size at no-limit, not the dealer. The dealer is responsible for determining the pot size at pot-limit and should enforce the pot-size cap on wagers without waiting to be asked to do so by a player.

NO-LIMIT RULES:

12. The number of raises in any betting round is unlimited.
13. The minimum bet size is the amount of the minimum bring-in. The minimum bring-in is the size of the big blind unless the structure of the game is preset by the house to some other amount (such as double the big blind). The minimum bet remains the same amount on all betting rounds. If the big blind does not have sufficient chips to post the required amount, a player must re-buy.
14. 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. Example: Player A bets 100 and player B raises to 200. Player C wishing to raise must raise at least 100 more, making the total bet at least 300. A player who has already acted and is not facing a full-size wager may not subsequently raise an all-in bet that is less than the minimum bet or less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only.)
15. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise. Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)
16. "Completing the bet" is a limit poker wager type only, and not used at big-bet poker.
17. At non-tournament play, a player who says "raise" is allowed to continue putting chips into the pot with one additional move; the wager is assumed complete when the player's hands come to rest. The Player's Casino requires that the player either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion, to avoid making a string-bet.
18. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.
19. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.
20. If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.
21. A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)
22. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size (but no greater). This does not apply to a player who has unintentionally put too much in to call.
23. Because the amount of a wager at big-bet poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered may receive some protection by the decision-maker. A "call" or "raise" may be ruled not binding if it is obvious that the player grossly misunderstood the amount wagered, provided no damage has been caused by that action. Example: Player A bets \$300, player B re-raises to \$1200, and Player C puts \$300 into the pot and

says, “call.” It is obvious that player C believes the bet to be only \$300 and he should be allowed to withdraw his \$300 and reconsider his wager. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct, or it is obvious that the caller understands the amount wagered. The decision-maker is allowed considerable discretion in ruling on this type of situation. A possible rule-of-thumb is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot. Example: On the end, a player puts a \$500 chip into the pot and says softly, “Four hundred.” The opponent puts a \$100 chip into the pot and says, “Call.” The bettor immediately shows the hand. The dealer says, “He bet four hundred.” The caller says, “Oh, I thought he bet a hundred.” In this case, the recommended ruling normally is that the bettor had an obligation to not show the hand when the amount put into the pot was obviously short, and the “call” can be retracted. Note that the character of each player can be a factor. (Unfortunately, situations can arise at big-bet poker that are not as clear-cut as this.)

24. All wagers may be required to be in 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 do not play except in quantity, even when going all-in.
25. Since all a player's chips may be put at risk on a hand, the house has the right to set a maximum amount for the buy-in to help control the effective size of a game.
26. In non-tournament games, live straddles may be allowed. The player who posts the straddle has last action for the first round of betting and is allowed to raise. To straddle, a player must be on the immediate left of the big blind, and must post an amount twice the size of the big blind. A straddle bet sets a new minimum bring-in; it is not treated as a raise. A “Mississippi Straddle” is an alternative straddle which can be made from any position on the table, such as from the player in the dealer position.
27. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The clock may be put on someone by the dealer as directed by a floor person, if a player requests it. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.

The cardroom does not condone "insurance" or any other “proposition” wagers. The management declines to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form. The players are allowed to agree to “run-it-twice” when someone is all-in, game rules allow, and a minimum pot size is reached.

POT-LIMIT RULES:

1. A bet may not exceed the pot size. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
2. 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.
3. The dealer or any player in 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 oversize wager may be corrected at any point until all players have acted on it.
4. If an oversize wager has stood for a length of time with someone considering what action to take, that person has had to act on a wager that was thought to be a certain size. If the player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the floor person may rule that the oversize amount must stand (especially if the person now trying to reduce the amount is the person that made the wager).
5. 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 \$80 would be treated as a pot size of \$100.

6. In pot-limit Hold'em and pot-limit Omaha live games, many structures treat the little blind as if it were the same size of the big blind in computing pot size. In such a structure, a player can open for a maximum of four times the size of the big blind. For example, if the blinds are \$5 and \$10, a player may open with a raise to \$40. (The range of options is to either open with a call of \$10, or raise in increments of five dollars to any amount from \$20 to \$40.) Subsequent players also treat the \$5 as if it were \$10 in computing the pot size, until the big blind is through acting on the first betting round. This rule of treating the little blind as if it were the size of the big blind is especially desirable in a structure where the little blind uses a lower-denomination chip than the big blind, as in using blinds of \$10 and \$25 (two \$5 chips and a \$25 chip). At tournament play, strict pot-limit rules are normally used, so there the maximum opening wager is 3.5 times the size of the big blind.
7. In pot-limit, a player who puts a chip or a bill larger than the pot size into the pot without comment is considered to be making a bet of the pot size (unless he is facing a bet).

SECTION 13 – CHEATING/COLLUSION

In accordance with the California Business & Professions Code and Penal Code, along with applicable rules and regulations of the California Gambling Control Commission and the Bureau of Gambling Control, no cheating will be permitted or tolerated by Players Casino. Any person suspected of cheating may be reported to the appropriate law enforcement authorities, and the Casino shall fully cooperate with the investigation of the individual, or individuals, in connection with alleged cheating. If said individual, or individuals, are criminally charged with any crime or other violations the Casino will fully cooperate in the prosecution of said individual, or individuals, to the fullest extent of the law. The Casino reserves the right to ban from its premises any individual who is disruptive or acts in an illegal or improper manner, at the Casino's sole discretion.

1. Any cheating devices found on or around anyone will be confiscated and will not be returned, whether or not the alleged offender is arrested or prosecuted.
2. It is against Players Casino policy for any individual player or Players Casino dealer, employee or agent, to “deal,” “draw,” distribute or “burn” any playing cards other than the top card of the deck. The “top card” is defined as the uppermost face down card of a face down deck. It is, therefore, against Players Casino policy to deal or cause to be dealt what is known as a second, bottom, or to engage in “middle dealing.”
3. It is against Players Casino policy for any player, Players Casino dealer, employee or agent, to “shuffle” or cause to be shuffled any playing cards that are to be used or are being used in a licensed card game, other than in a random manner. It is unlawful to predetermine, or to prearrange the sequence of playing cards by value or suit, or to retain or hold back a card or cards either individually, or as a group or slug as an effort to circumvent a random mixing of the playing cards. Any blind shuffle, “run-up,” “stacking” or “stocking” of a deck to gain an unfair advantage in play, whether or not an advantage is gained, is against Casino policy.
4. It is against Players Casino policy for any patron or other person not a permittee or licensee to bring any gaming equipment, including cards, into the Casino. It is against Players Casino policy for any unauthorized person to have playing cards in his or her possession while at the Players Casino premises. It is against Players Casino policy for any person on the premises, other than on-duty employees with valid employee identification, to have playing cards in his or her possession outside of a designated card playing area. Nothing herein applies to punched or otherwise destroyed or mutilated cards or any souvenir or designer decks that could not be misconstrued as playing cards used in the card playing area.
5. It is against Players Casino policy for any unauthorized person (including, but not limited to players and dealers) to remove any gaming equipment, including cards from the premises at any time.

6. It is against Players Casino policy for any player, Players Casino dealer, employee or agent to “palm,” “hold-out” or conceal a card or cards during a card game whether by sleight of hand, mechanical apparatus, or by clothing such as a “slick sleeve.” It is also against Players Casino policy for any individual, player or Players Casino dealer to switch, exchange or cause to be exchanged any playing card, or cards, as a means of deception. The deceptive practices known as “hand mucking,” “capping the deck,” introducing additional cards into a game, or switching the deck with a “cooler” are prohibited.
7. It is against Players Casino policy for any player, Players Casino dealer, employee or agent to use any technique in a card game designed to accomplish a “blind” or false cut, or to use a fraudulent technique to nullify a cut once performed by a player, or to influence or indicate to another individual to cut the deck at a specific location.
8. It is against Players Casino policy for any player, Players Casino dealer, employee or agent to deliberately mark or alter any card or cards when there is a likelihood that such cards will be used in a licensed game, or when such cards are in play. It is unlawful to knowingly use any altered or marked cards in a card game. “Marking and altering” as used herein includes “sanding,” “daubing,” “white flash,” “white on white,” “punching,” adding to, removing from or blocking out the existing design whether on the face, backside or edge of any card or cards. Any deliberate crimping, warping, bending, cutting, trimming, shaving or alteration by any means that would or may cause an advantage for any player over other players, whether or not such advantage is gained, is against Players Casino policy.
9. It is against Players Casino policy for any player, Players Casino dealer, employee or agent to use any mechanical or electrical apparatus or other device so as to gain any advantage or to gain information that would enable a player or Players Casino dealer to deceive others. Such devices include, but are not limited to “hold-outs,” “table bugs,” “shiners,” transmitters, receivers, punches, chemical solutions, “shading,” “roughing fluids,” inks or dyes.
10. It is against Players Casino policy for any player, Players Casino dealer, employee or agent to play partners or to knowingly aid or abet another in any cheating.
11. It is against Players Casino policy for any player, Players Casino dealer, employee or agent to cheat or to use any of the cheating techniques prohibited by law, or to cheat in any manner whatsoever, whether or not such techniques are specifically defined or are successful. Players Casino will immediately notify the authorized law enforcement agency upon the detection of any individuals suspected of cheating.
12. It is the responsibility of Players Casino and its employees to fully cooperate with card game surveillance and protection personnel in the detection, identification, and apprehension, of all persons involved in cheating or fraudulent practices. Players Casino will retain and deliver to the authorized law enforcement agency, as evidence in arrests or detention, all playing cards and implements suspected of involvement in cheating. Players Casino will confiscate any and all gaming equipment found on the person or in the possession and/or control of all individuals involved in cheating or fraudulent practices, including accomplices in or about the premises. Players Casino will cooperate with surveillance personnel whether provided by an enforcement agency, a city or state contracted service, city or state agency or licensee assigned, and/or internal security and surveillance personnel.
13. The Ventura Police Department, or other authorized law enforcement agency, upon being notified by the Players Casino that an individual or individuals are being detained for cheating at play, will respond and determine what legal action, if any, is deemed appropriate, and will assist as legally required in any citizen’s arrest. The Players Casino will pursue all lawful remedies available to it as well.

SECTION 14 – TOURNAMENTS

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

1. Players Casino follows the Tournament Directors Association (TDA) rules. A hard copy of these rules is available at the tournament podium.
2. Initial seating is determined by random draw or assignment.
3. A change of seat is not allowed after play starts, except as assigned by the Tournament Director (TD).
4. The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.
5. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the TD any time after a new betting level is begun or a half-hour has elapsed, whichever occurs first.
6. New entrants receive a full starting chip stack. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes, and have the forced low card bet put into the pot at stud.
7. In all tournament games using a dealer button, the starting position of the button is determined by the TD using a random draw.
8. Limits and blinds are raised at regularly scheduled intervals.
9. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)
10. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind or ante structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. The method for removal of odd chips will be done by "race off". Any lower denomination chips not raced off will come out of play upon discovery if the race off has already occurred.
11. A player must be present at the table to stop the action by calling "time."
12. Per TDA rules, any player not within arm's length of his/her seat by the time the player in the dealer position receives a second card shall have a dead hand.
13. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.
14. In button games, if a player is needed to move from a table to balance tables, the player due for the big blind will be automatically selected to move and will be given the earliest seat due for the big blind if more than one seat is open. Players will be moved from the next table to be broken.
15. New players to a table, including those moved as a result of balancing table, can assume the dealer, small blind, or big blind position. Per TDA rules, they cannot receive a hand between the dealer button and small blind.
16. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.
17. In all events, there is a redraw for seating at the final table or as prescribed by TDA rules for 100+ players.

18. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack. A player who posts a short blind and wins does not need to make up the blind.
19. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones (A re-entry or rebuy is okay if allowable by the rules of that event). If another deal has not yet started, the director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
20. All players must leave their seat immediately after being eliminated from an event.
21. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multi-handed pot may not show any cards during a deal. Heads-up, a player may not show any cards unless the event has only two remaining players or is winner-take-all. If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized.
22. The limitation on the number of raises at limit poker is also applied to heads-up situations (except the last two players in a tournament are exempted from a limitation on raises). At Players Casino, a maximum of one bet and three raises are allowed.
23. At pot-limit and no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion. Otherwise, it is a string bet.
24. Non-tournament chips are not allowed on the table.
25. Higher-denomination chips must be placed where they are easily visible to all other players.
26. All tournament chips must remain visible on the table throughout the event. Chips taken off the table will be removed from the event, and a player doing this may be disqualified.
27. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time or number of hands. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
28. The decks are changed at the dealer push.
29. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, last action may be given to the same player for two consecutive hands by the use of a "dead button." [See "Section 16 – Explanations," discussion #1, for more information on this rule.]
30. In heads-up play with two blinds, the small blind is on the button.
31. If a player announces the intent to rebuy before cards are dealt, that player is playing behind and is obligated to make the rebuy.
32. All hands will be turned face up whenever a player is all-in and betting action is complete.
33. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award. Players eliminated on the same deal who start their final hand with an equal amount of chips receive equal prize money, with the best hand on that deal receiving any non-divisible award.
34. Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
35. Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the director has the option of ensuring that it is carried out by paying those amounts.) Any private agreement that does not include one or more active competitors is improper by definition.
36. A tournament event is expected to be played until completion. A private agreement that removes all prize money from being at stake in the competition is unethical.
37. Management retains the right to cancel any event, with or without notice, or alter it in a manner fair to the players.

SECTION 15 – EXPLANATIONS

The only place in this set of rules that an alternative is mentioned other than in this section is in the method of button and blind placement. That rule (the first rule in “Section 5 – Button and Blind Use”) is repeated in an abbreviated version below for convenience.

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

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

SECTION 16 – GLOSSARY

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

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

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

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

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

BIG BLIND: The largest regular blind in a game.

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

BLIND GAME: A game which utilizes a blind.

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

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

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

BROKEN GAME: A game no longer in action.

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card, which is not in play.

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

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

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

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

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

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

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

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

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

COLLECTION DROP: A fee charged for each hand dealt.

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

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

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

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

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

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

DEAD CARD: A card that is not legally playable.

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

DEAD HAND: A hand that is not legally playable.

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

DEAL: 1) To distribute cards to each player or put cards on the board. 2) As used in these rules, each deal also refers to the entire process from the shuffling and dealing of cards until the pot is awarded to the winner.

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

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

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

52 cards in seven-card stud, Hold'em, and Omaha.

53 cards (including the joker), often used in Ace-to-Five lowball and Draw Poker.

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

DOWN CARDS: Cards that are dealt face down in a stud game.

DRAW: (1) The poker form where players are given the opportunity to replace cards in the hand. In some places like California, the word "Draw" is used referring to draw high, and draw low is called

“Lowball.” (2) The act of replacing cards in the hand. (3) The point in the deal where replacing is done is called “the draw.”

FACE CARD: A king, queen, or jack.

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

FLASHED CARD: A card that is partially exposed.

FLOOR PERSON: A casino employee who seats players and makes decisions.

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

FLOOR PERSON: A cardroom employee overseeing the games who is qualified to make rulings.

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

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

FOURTH STREET: The second up card in seven-card stud or the first board card after the flop in Hold'em (also called the turn card).

FOULED HAND: A dead hand.

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

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

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

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

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

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

HOLECARDS: The cards dealt facedown to a player.

JOKER: The joker is a “wild card” in draw poker, ace-to-five lowball and Fortune Pai Gow Poker. In draw poker, it is used for aces, straights, and flushes. In lowball, it is the lowest unmatched rank in a hand. In Fortune Pai Gow poker, the joker is completely wild.

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

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

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

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

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

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

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

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

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

LOWBALL: A draw game where the lowest hand wins.

LOW CARD: At seven-card stud, the lowest up card, which is required to bet.

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

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

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

MISSISSIPPI STRADDLE- An optional blind bet which sets a new minimum by a player on the dealer button or position other than immediately to the left of the big blind.

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

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

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

OPENER: The player who made the first voluntary bet.

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

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

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

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

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

PAT: Not drawing any cards in a draw game.

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

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

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

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

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

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

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

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

PROTECTED HAND: Cards that the player is physically holding, or has capped with a chip or some other object to prevent a fouled hand.

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

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

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

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

RERAISE: To raise someone's raise.

RUN-IT-TWICE: In specific all-in situations in designated games, players may agree to “run-it-twice”. When running it twice, the dealer will deal a second set of community cards (either the entire board, the turn and the river cards, or just the river card) and the winner will be determined comparing hands using both sets of cards.

SAVING BETS: Same as pushing bets.

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

SCRAMBLE: A facedown mixing of the cards.

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

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

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

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

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

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

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

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

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

STACK: Chips in front of a player.

STRADDLE: An additional blind bet placed after the forced blinds, usually double the big blind in size or in lowball, a multiple blind game. The player making the straddle has the right of last action before the flop.

STRAIGHT: Five cards in consecutive rank.

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

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

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

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

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

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

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

TURN CARD: The fourth board-card.

UP CARDS: Cards that are dealt face up for opponents to speed in stud games.

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