

Texas Hold'em

\$2 - \$4

Basic Play

Texas Hold'em is a variation of 7 Card Stud and used a standard 52-card deck. All players share common cards called "community cards". The dealer position is designated by a "dealer" button, which is moved clockwise to the next player after each hand. Before the cards are dealt, the 2 players to the left of the "dealer" button must ante. These bets are called the big and little blinds. The big blind is equal to the lower of the game bet limits and the little blind is half of the big blind. An example of this is in a \$2 - \$4 game, the big blind is \$2 and the little blind is \$1. The hand begins when each player is dealt 2 cards face down; the increments of the bets are \$2. The player to the left of the big blind begins the bidding. This player can call, raise, or fold. The betting continues around the table with each player calling, raising or folding. The maximum number of raises is 3 for a total of 4 bets. This is called a "cap".

After the first round of betting is completed, 1 card is discarded face down and three community cards are turned face up in the center of the table. The discarded card is called a "burn" card and the three community cards are called the "flop" cards. The player immediately to the left of the dealer button may check, bet or fold. Each player may check if the player before him checks, if a player bets, the option is to call, raise or fold. Again the "cap" is 1 bet and 3 raises.

On completion of the second round of bets, a "burn" is placed face down then fourth community card is dealt face up in the center of the table. The bets are now increments of \$4. The betting procedure is the same as in the second round. When the third round of betting is complete, a "burn" card is placed face down and the final community card is dealt face up in the middle of the table. This card is called the "river" card. All players still in the current round of betting now have seven cards, the original two cards they were dealt and the five "community cards". The final round of betting now takes place. When all bets are completed, the remaining players declare their hands and the player(s) with the best five-card poker hand wins the pot. In the event of a tie the players with the highest hand equally split the pot. The best hand is an Ace, King, Queen, Jack and Ten of the same suite, this is called a Royal Flush.

Texas Holdem' \$2-4

The house drop is as follows:

- \$2 if there is five to six players.
- \$3 if there is seven to nine players.

Omaha High – Low

\$2 - \$4

Basic Play

Omaha High - Low is a variation of Texas Hold'em and uses a standard 52-card deck. All players share common cards called "community cards". The dealer position is designated by a "dealer" button, which is moved clockwise to the next player after each hand. Before the cards are dealt, the 2 players to the left of the "dealer" button must ante. These bets are called the big and little blinds. The big blind is equal to the lower of the game bet limits and the little blind is half of the big blind. In a \$2 - \$4 game, the big blind is \$2 and the little blind is \$1. The hand begins when each player is dealt 4 cards face down. The player to the left of the big blind begins the bidding, the increments of the bets are \$2. This player can call, raise, or fold. The betting continues around the table with each player calling, raising or folding. The maximum number of raises is 3 for a total of 4 bets. This is called a "cap".

After the first round of betting is completed, 1 card is discarded face down and three community cards are turned face up in the center of the table. The discarded card is called a "burn" card and the three community cards are called the "flop" cards. The player immediately to the left of the dealer button may check, bet or fold. Each player may check if the player before him checks, if a player bets, the option is to call, raise or fold. Again the "cap" is 1 bet and 3 raises.

On completion of the second round of bets, a "burn" is placed face down then fourth community card is dealt face up in the center of the table. The betting procedure is the same as in the second round with the exception of the bets are now in \$4 increments. When the third round of betting is complete, a "burn" card is placed face down and the final community card is dealt face up in the middle of the table. This card is called the "river" card. All players still in the current round of betting now have nine cards, the original four cards they were dealt and the five "community cards". The final round of betting now takes place. Players make a hand by using exactly 2 cards from the four they were dealt and three of the "community cards" that are on the table. A qualifying "low" hand is an "8 or better", this means that two of the cards in your hand and three of the "community cards" have a value of 8 or lower with an Ace having the value of one. The best low hand is Ace, 2, 3, 4, 5. The best high hand is an Ace, King, Queen, Jack and Ten of the same suite, this is called a Royal Flush.

If no player can qualify for a "low" hand, the "high" hand(s) win the entire pot. Players may use one combination of cards to make a "high" hand and the same combination or a different combination of cards to make the "low" hand. Remember, a player must always use two cards from their hand and three "community cards" to make both a "high" and a "low" hand. In the event of a tie hand, players with the winning hand will equally divide the pot.

Omaha High-Low

2 – 4

5 to 6 players \$2 drop

7 to 9 players \$3 drop

Pineapple

\$2 - \$4

Basic Play

Pineapple is a variation of Texas Hold'em and uses a standard 52-card deck. All players share common cards called "community cards". The dealer position is designated by a "dealer" button, which is moved clockwise to the next player after each hand. Before the cards are dealt, the 2 players to the left of the "dealer" button must ante. These bets are called the big and little blinds. The big blind is equal to the lower of the game bet limits and the little blind is half of the big blind. In a \$2 - \$4 game, the big blind is \$2 and the little blind is \$1. The hand begins when each player is dealt 3 cards face down. The player to the left of the big blind begins the bidding; the increments of the bets are \$2. This player can call, raise, or fold. The betting continues around the table with each player calling, raising or folding. The maximum number of raises is 3 for a total of 4 bets. This is called a "cap".

After the first round of betting is completed, 1 card is discarded face down and three community cards are turned face up in the center of the table. The discarded card is called a "burn" card and the three community cards are called the "flop" cards. The player immediately to the left of the dealer button may check, bet or fold. Each player may check if the player before him checks, if a player bets, the option is to call, raise or fold. Again the "cap" is 1 bet and 3 raises. Players now must discard 1 card from their hand before the next community card is dealt. If they do not discard a card before the fourth community card is dealt, their hand is disqualified.

On completion of the second round of bets, a "burn" is placed face down then fourth community card is dealt face up in the center of the table. The betting procedure is the same as in the second round with the exception of the bets are now in \$4 increments. When the third round of betting is complete, a "burn" card is placed face down and the final community card is dealt face up in the middle of the table. This card is called the "river" card. All players still in the current round of betting now have seven cards, the two of the original three cards they were dealt and the five "community cards". The final round of betting now takes place. Players make a hand by using any combination of five cards with the highest hand winning the pot. All ties will equally split the pot. The best hand is an Ace, King, Queen, Jack and Ten of the same suite, this is called a Royal Flush.

Pineapple

\$2 - \$4

The house drop is as follows:

- \$2 if there is five to six players.
- \$3 if there is seven to nine players.

Oasis Card Room

\$2 - \$4

The house drop is as follows:

- \$2 if there are five to six players – the drop is taken from the \$2 “big blind”
- \$3 if there are seven to nine players – the drop is taken from the \$2 “big blind” and \$1” little blind”

The house will take the drop from the \$2 “big blind” and/or the \$1 “little blind” the chips will be dropped after the conclusion of the first stage of betting.

Wagering

The structure for poker games at the Oasis Card Room is as follows:

The Minimum buy-in is \$30 with one short (less than \$30) buy-in allowed after a full buy.

The betting is as follows:

Round One –

\$2 bet with 3 raises allowed for a maximum total of \$8 if the pot is capped.

Round Two -

\$2 bet with 3 raises allowed for a maximum total of \$8 if the pot is capped.

Round Three –

\$4 bet with 3 raises allowed for a maximum total of \$16 if the pot is capped.

Round Four –

\$4 bet with 3 raises allowed for a maximum total of \$16 if the pot is capped.

The minimum amount that can be wagered is \$2 and the maximum wagered amount if all rounds were capped is \$48.

DESCRIPTION

HOLD'EM HI/LO SPLIT use a standard, 52-card deck, generally without the Joker.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two cards, one at a time, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. ("The River Card" or "At The River"). These five cards are common to all active Players.
9. A final round of betting.
10. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th.) card is turned up before betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

- a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 17)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
(See # 21)
- A player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.
 20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
 21. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
 22. Only one straddle is permitted on a deal.
 23. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
 24. The person on the immediate left of the straddler initiates the action before the flop.
 - (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
 25. No sleeper bets are allowed.
 26. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
 27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
 28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

29. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
41. A Player who wishes to play the board must be in possession of their hand.

DESCRIPTION

CRAZY PINEAPPLE is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards AFTER the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
5. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards BEFORE THE BETTING STARTS.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board **before the active Players discards one of their cards, OR**, before the round of betting is completed the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before sealing out the fifth card.
10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
15. All Active players **MUST** discard one of their three personal cards **AFTER** the flop and before any betting takes place.

BLINDS

16. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
17. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
18. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

19. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:
- a) Wait and come in on their big blind.
 - b) Place an additional blind in the pot. (See # 18)
 - c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
- (See # 22)
- A player who makes up their blind is still required to take the blind in normal rotation.
20. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand
21. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.
22. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:
23. Only one straddle is permitted on a deal.
24. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
25. The person on the immediate left of the straddler initiates the action before the flop.
- (a) The straddle is a live blind; that Player may raise the pot.
 - (b) The button never has the option of posting a straddle blind.
26. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught,

the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

29. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes "All-In" for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or they may raise the initial bet by placing \$12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

LOWBALL RULES

- 1. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.**
- 2. Initial buy-in must be for a specified amount of chips designated by the house. Thereafter, only one buy of a lesser amount (short buy) is allowed.**
- 3. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.**
- 4. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.**
- 5. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.**
- 6. If a "seven" or better is passed and is the best hand, all bets after the draw are returned. In low draw, checking and raising is not allowed.**
- 7. If a player describes his hand as being better than it, and in so doing CAUSES other player(s) to discard, he forfeits any rights to the pot. The best remaining intact hand wins. On a bet and a call, in low draw, ALL PLAYERS MUST DECLARE A PAIR.**
- 8. Before the draw, and exposed card of five (5) and under must be taken; After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. (DEALER MUST TAKE ALL EXPOSED CARDS AT ALL TIMES.)**
- 9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards. The dealer may not pick up the stub or "burn" a card before discarding. Players must discard before receiving cards on the draw.**
- 10. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown**
- 11. Newly seated players must straddle blind or wait for the blind in order to receive a hand. Exception: During the time collection period (10 minute time zone), newly seated players are not required to straddle blind or wait for the blind in order to receive a hand.**

12. A player who leaves a game one full round must come back on the blink or straddle the pot. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated.
13. In low draw a half bet constitutes a raise.
14. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than three cards.
15. Discards must be placed in the center of the table and remain there until play is over for the hand in progress.
16. Cards must be cut before each deal by the player to the right of the dealer. A one-handed straight cut of eight or more cards is a "legal" cut. Cards may not be cut after initial deal except on the floormen's request.
17. Cards face-up in the deck (boxed cards) are dead and are dealt into the discards. A group of five cards exposed in the deck is a misdeal.
18. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at any time the number of cards he has drawn.
19. Before the draw, if two or more players act behind another player due to his silence, the player's hand is dead and may not be played.
20. If the deal is determined to be out of position and the pot has not been opened, all hands are dead and the hand is redealt. If the pot has been opened, play continues and the deal rotates from the position of the last dealer.
21. On the draw, a player may change the number of cards called for providing the next player has not acted.
22. Dealer's hand is dead if he takes the "burn" card. If the dealer deals the "burn" card to a player who places it in his hand, the card plays.
23. If the dealer makes a mistake on the draw, his hand is ruled foul.
24. An exposed card must be face-up. The ability to call the card does not qualify it as an exposed card.
25. An ace is the lowest card in low draw.
26. ON a showdown, ALL CARDS in a hand must be shown. Best intact hand wins.