

RULEBOOK



PECHANGA
**POKER**

1. PROPER CONDUCT
2. POKER ETIQUETTE
3. DECISION MAKING
4. GENERAL RULES
5. OPENING AND CLOSING GAMES
6. SEATING
7. THIRD MAN WALKING RULE
8. MUST-MOVE GAMES
9. THE BUY-IN
10. BUTTON/BLINDS
11. BETTING LINE GUIDELINES
12. BETTING AND RAISING
13. MISDEALS
14. DEAD HANDS
15. TIE HANDS
16. CALLING FOR A CLOCK
17. THE SHOWDOWN
18. KILL POTS
19. PROMOTION RULES
20. JACKPOT RULES
21. LIMIT POKER
22. NO-LIMIT POKER
23. POT LIMIT POKER
24. PINEAPPLE AND CRAZY PINEAPPLE
25. OMAHA
26. SEVEN-CARD STUD
27. SEVEN-CARD STUD HIGH-LOW SPLIT (8 OR BETTER)
28. BREAKING GAMES
29. IRREGULARITIES
30. TOURNAMENTS
31. GLOSSARY

1. PROPER CONDUCT

1. PR&C will attempt to maintain a pleasant environment for all of our guests and team members but is not responsible for the conduct of any player or the resulting consequences. Our guests are responsible for their own behavior and we reserve the right to refuse the use of our facility to any person(s) who do not conduct themselves appropriately.
2. In accordance with this philosophy, PR&C has established a **Zero Abuse Policy** and reserves the right to deny the use of our poker room to anyone who violates it.
3. The following behavior is not permitted:
 - Physical, verbal, or psychological abuse of any kind toward any guest, dealer, or team member.
 - Any form of cheating or collusion with another player(s).
 - Saying anything profane, derogatory, insulting, or deemed inappropriate, offensive, or demeaning by the PR&C supervisors and/or management.
 - Encouraging other guests not to tip poker Team Members.
 - Throwing, tearing, bending, crumpling, or in any way damaging cards.
 - Arguing, shouting, excessive noise, or creating a disturbance by any means.
 - Destroying or defacing property.
 - Deliberately stalling the action of the game.
 - Deliberately mucking your hand prior to facing a bet (checking out).
 - Deliberately discarding hands away from the muck, into another player's cards or flinging cards at a dealer.
 - Using or bringing any illegal substance onto PR&C property.
 - Carrying a weapon.
 - Noncompliance to the rules and regulations as outlined in this book.

2. POKER ETIQUETTE

1. The following improper and unethical actions are grounds for warning, suspending, or barring any violator from playing at PR&C:
 - Deliberately acting out of turn.
 - Deliberately exposing cards.

- Deliberately splashing chips into the pot.
 - Mucking your hand before the action in front of you has been completed.
 - Mucking your hand when not facing a bet (“checking out”).
 - Agreeing to check a hand out 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.
 - Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
 - Needlessly stalling the action of a game.
 - 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.
 - Concealing cards in a manner which obstructs their view from the other players or the dealer.
 - Hiding higher denomination chips from view of other players or removing chips from play.
 - Telling anyone to turn a hand face up at the showdown.
2. Any player, dealer, or supervisor 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 immediately.

3. DECISION MAKING

1. PR&C will make every effort to protect inexperienced players and those not familiar with our rules from honest mistakes. Our management is trained to make decisions based on the spirit of the rules and to protect the integrity of the game. An unintentional error is less serious than a deliberate violation. The intent of the violation will be taken into consideration when rendering a decision.
2. 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.

3. Supervisors' decisions are final.

4. Management will decide when to open or close any game.
5. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
6. A ruling may be made regarding a pot if it has been requested before the next hand starts (or before the game either ends or changes to another table). Otherwise, the result of a hand must stand. A hand begins with the first riffle. If an automatic shuffler is used, the next hand begins when the green button is pushed.
7. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, but the time limit for a ruling request given in the previous rule has been complied with, management may determine how much was in the pot by reconstructing the betting, and then transferring that amount to the proper player.
8. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. Delays can be caused while checking the overhead camera, asking the lead to give the ruling, and/or for various other reasons. If a ruling is delayed, the house may impound the pot (or the portion of the pot under dispute) while the decision is pending.
9. The same actions may have different meanings depending on who performs them. Because of this, the intent of an offender may affect the result of a ruling. Common factors include: the person's amount of poker experience, general conduct throughout their session, and known past record.
10. PR&C is not liable for incorrect rule interpretations or erroneous decisions when made by an employee in good faith.

11. Supervisors' decisions are final.

4. GENERAL RULES

1. By taking a seat in any poker game you are agreeing to abide by the rules of PR&C and to be bound by the decisions made by management of the poker room.
2. Players must be at least 21 years of age to participate in any gaming activity in the PR&C Poker Room and must have a valid ID.
3. By taking a seat in a game at Pechanga Resort & Casino, you agree that management has the final word on who may play and the manner in which play is conducted.
4. Management is not responsible for the conduct of any player, but will retain the right to refuse the facility to any player.

5. Any player may call a supervisor over at any time to resolve an issue at the table.
6. English must be spoken while at the gaming table during the play of a hand.
7. A seat rental fee, also known as the “house drop,” is taken from the pot each hand, or as designated.
8. Poker is a game of alert, continuous action and observation. It is the players’ responsibility to follow the action regardless of what is stated by other players or the dealer.
9. It is the player’s responsibility to make his/her intentions clear. Failure to make your intentions clear is at your own risk and may result in a ruling other than what you intended.
10. In a contested showdown, for your hand to be considered live, the cards must be placed face-up on the table.
11. Your hand may be ruled dead if you turn your hand face-up when facing a bet or raise without protecting your hand or declaring action (call, raise, fold, time or the equivalents).
12. All games are table stakes. All chips and \$100 bills (where allowed) must be kept in plain view. Cash may be removed from the table for security purposes when a player leaves the table for a dinner break, but must be fully restored when you return. The casino is not responsible for chips and cash left on the table.
13. The only denominations of cash that are allowed in play on the table are \$100 bills. Cash may only be played on designated games (typically high stakes games) when pre-approved by management. All other denominations must be immediately exchanged for chips. Cash is not permitted on the lower limit tables. All cash should be changed into chips in order to play. If a player appears unaware of this rule and attempts to play unnoticed cash that was on the table during a pot, they may let the cash play if no one in the pot objects, then have all the cash changed into chips after the hand. Any chips from another establishment are not permitted on the table and do not play in the game.
14. Players may “color up” chips to larger denominations, but only denominations approved by management.
15. Players may not keep chips with denominations larger than \$5 (red) on \$3/\$6 and below limit games and \$1/\$2 no-limit games; chips greater than \$5 must be “colored down” for red or lower denomination chips.
16. Playing out of a rack is not allowed. Players racking their chips in preparation to leave (or for any other reason) may only have a rack(s) on the table until the big blind reaches them; after that they must put their chips back on the table

or leave the table. Players who rack their chips repeatedly without leaving the table may be asked to leave by a PR&C poker supervisor.

17. Players must always keep their cards on the table and in full view.
18. Only one player may play a hand.
19. No one is allowed to play another player’s chips.
20. Potting, pushing bets (passing chips to a player after or during a hand), insurance, proposition bets, and all other forms of side bets or chip transfers are prohibited.
21. Splitting or chopping pots will not be allowed in any game (except when the hand is played out and the winning hands tie). Chopping the big and small blinds is allowed in button games after all other players have folded, including kill pots where the “killer” is part of the blinds (except in Omaha games).
22. Cards are not to be exposed prior to all action being completed. Players abusing this may risk forfeiting the pot and/or may be asked to leave.
23. Phone and electronic devices at the table are permitted as long as it does not hinder play. All phones and other electronic devices must be kept on the rail or service tables, not on the felt. English must be spoken while using the phone at the table. A player is expected to pay attention to the game and not hold up play. Management may restrict the use of phone and electronic devices should play be hindered or collusion suspected.
24. Players are responsible for protecting their hand at all times. You may protect cards with your hands, chips, or other objects no bigger than two inches. If you fail to protect your hand you will have no redress if it becomes fouled or the dealer accidentally kills it.
25. Approved dinner breaks of 30 minutes may be granted. To avoid having your chips picked-up and your seat sold, all dinner breaks must be approved by a supervisor. Only one (1) dinner break will be allowed at the table at any given time. Only one (1) dinner break will be given for every six (6) hours of live play.
26. Your chips may be picked up from the table and your seat sold if you accumulate three consecutive missed blinds in any Hold’em game or two consecutive missed blinds in any Omaha game or are gone for more than an approved dinner break. If you are picked up from the game, your chips will be placed at the cashier’s cage and your name placed at the bottom of the wait list when you return.

27. To avoid being picked up from games you may voluntarily pick up your chips and notify a supervisor or clerk as to the time you will return. By doing so, you will be placed first on the board for that game if you return within one hour of leaving your game.
28. PR&C is not responsible for chips left on a table during a player's absence but will exercise due diligence in protecting each player to the best of our abilities. Permission is required before taking a seat in a game.
29. Playing over without permission from a supervisor is not allowed. A play over box is required. Permission from the absent player is not necessary.
30. In all live games, each set-up of playing cards must be used for at least two full hours before a request to change it will be granted. The two-hour time limit can be extended if it is being abused.
31. Rabbit hunting (viewing flop/turn/river cards that were not exposed due to the completion of a hand) is not allowed.
32. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for your guest to look at any hand other than your own. Non-playing guests commenting on a hand during the play of the hand or interfering with the game will be asked to leave the table.

5. OPENING AND CLOSING GAMES

1. Management will decide when to open or close all games.
2. Guests must place their name on a waiting list by signing up at the kiosks or with a board person and/or be seated in a game by a PR&C poker room employee.
3. When a new game is started, the appropriate number of names from the designated waiting list will be called and guests will be directed to their seat at the designated table. If a guest does not respond to their name being called or does not take their seat immediately, the next guest on waiting list may be called to take their place.
4. When a player is called to a game, the player's name will be removed from all lower limit games unless specifically requested to stay on the lower limit games.
5. **Players on the board have priority for seats in a new game.**
6. If a new game is started and fewer than six players arrive for that game, management may determine that it is not in the best interest of the players to start that game at that time. Only the players that arrived to take their seats will be placed back on the waiting list for that game.

7. A game type or limit will not be changed if two or more players object.
8. When a button game starts, active players (at least one live chip or cash) will be dealt a card for the button position. For all high and high-low games, the button will be awarded to the highest card by suit (spades, hearts, diamonds, clubs). For all low games, the button will be awarded to the lowest card by suit (clubs, diamonds, hearts, spades). Any player dealt a card for the button is considered active in the game and is required to make up any missed blinds. A player may change seats without penalty, provided a blind has not yet passed the new seat.
9. A seat locked up in a new game by placing any item on the table, in a specific seat, will be subject to missed blinds if the button is determined by the above procedure and the blind(s) pass that seat before the player arrives.
10. In a new game, the player who arrives at the table the earliest gets first choice of the remaining seats except as specified in rule #12 below. If two players want the same seat and arrive at the same time, the player who is higher on the waiting list has preference. Management may reserve specific seats for a player(s) for various reasons (such as assisting in the ease of reading the board for a person with a vision problem).
11. In higher buy-in games, a player may request that a certain seat be locked up when they put their name on the wait list.
12. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.
13. After a new game has opened, table changes will not be granted to that table until the game has been well established and shows no signs of breaking (closing).

6. SEATING

1. Players must be present in the poker room to add their name to a waiting list except in the case of call-ins for designated games.
2. In lower limit games, seats can only be locked up on the board for players with visual or other handicaps. Players wanting to lock seats on the board in designated, higher buy-in games must do so in person, not over the phone.
3. It is the player's responsibility to be in the playing area (unless on a page) and hear their name when it is called.
4. Management is not responsible for missed calls or pages.
5. A seat may only remain locked up for five minutes (10

minutes for guests being paged) if the player has not played a hand at the table.

6. A player may not hold a seat in more than one game (unless they are playing off their blinds or button).
7. In all games, a player locking up a seat in another game must move immediately if there is a waiting list for the seat being vacated or the seat being locked up (except in button games where the player has the option of playing his blinds and/or the button if he has already paid one or more blind in the current rotation).
8. Call-ins may be allowed for designated games. Call-ins will remain on the waiting list for one hour after the start of the game. If a call-in is called to take a seat in the game but is not present, they will remain at the top of the list until their time has expired.
9. Once the game has started, players calling-in to refresh their name on the board will be moved to the bottom of the wait list.
10. When there is more than one game of the same type and limit, the supervisors or board personnel 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 (except when must move rules are applicable).
11. A table change to a game of the same stakes is not allowed if it leaves the previous table with fewer players than the game being entered, except when moving from a full game. All table changes must be approved by a supervisor or clerk.
12. Management reserves the right to prohibit certain players from playing in the same game (husband and wife, relatives, business partners, and so forth).
13. A player who is already in the game has precedence over players entering the game for all seats when they become available. However, the change will not be granted 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.
14. Seat change requests will be honored in the order in which they are received. The request must be made to the dealer. If there is a dispute over a seat change, the player who has been in the game the longest (seniority) will be granted the seat.
15. In all multiple blind games, if you change seats, you will be dealt in on the first available hand that you are entitled to (in the same relative position) or you can post a big blind and be dealt in immediately.

16. A player who deals off (by taking his or her last hand on the button and then changing seats) can allow the blinds to pass the new seat one time and re-enter the game behind without having to post a blind. A player who deals off is eligible for the jackpot up until the big blind passes their new seat.

7. THIRD MAN WALKING RULE

1. If a player gets up from the table while two or more players have missed at least one blind each, supervisors may request that all absent players immediately return to the game. If, at any time, three or more players have missed blinds, the third and any successive players may be picked up at management's discretion.

8. MUST MOVE GAMES

1. In order to protect an existing game, "must move" rules may be invoked when an additional game of the same type and limit is started.
2. In all games with a must move, players will be moved from the must move game to the main game when a seat opens up in the main game. New players called for the game from the wait list will be seated in the must move game and will be added to the bottom of the must move list. **NOTE: new players cannot go directly to the main game and are required to play at least one (1) hand in the must move game.**
 - When there is a feeder game, the main game will not be allowed to be less than eight (8)-handed.
3. A player will be moved to the main game as specified below:
 - Players will be asked if anyone wants to move to the main game.
 - Players that wish to move to the main game will be moved in the order of the must move list.
 - Should no one want to move, the first player on the must move list will be moved to the main game.
 - **NOTE:** Any player returning to the feeder game within one (1) hour of quitting the main game, including voluntary pick-ups (VP's), will be the first player to move to the main game.
4. 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(s) when it is their turn to move, that player will be allowed to play until their next blind and then must quit the

game. That player may not play in the must move game or get on the wait list for that game for at least one hour.

5. You must take your seat in a new must move game if the game is at least six-handed (including yourself) to retain your place on the waiting list.
6. In all button games, a player going from a must move game to the main game must move immediately upon notification unless that player has paid at least one blind in the current rotation, in which case they will be allowed to play through their blinds and button before having to move. In all stud games, a player may only play one more hand before moving.
7. When moving from a must move game to a main game, a player must take all of their chips that were in play in the must move game.
8. When table changing between main games, when there is more than one game that is being protected by a must move game, a player must take all chips and/or cash that were in play at the table that they are moving from. If a player has less than the minimum buy-in they must add to their chips in order to bring the buy-in up to the minimum table limit.

9. THE BUY-IN

1. When you enter a game, you must make a full buy-in for that particular game, except when coming from a broken game of the same limit or a must move game.
2. A full buy-in limit poker is at least ten times the minimum bet for the game being played (unless designated otherwise).
3. Minimum and maximum buy-ins are designated in no-limit games.
4. You are not allowed two consecutive short buys.
5. Adding to your stack in any quantity is not considered a re-buy if you still have chips.
6. In no-limit games with maximum buy-in restrictions, you can only increase your stack up to the maximum buy-in amount.
7. All re-buys and add-ons must be done between hands before the cards are dealt and the dealer must be notified of your intention to do so. A player must verbally state the amount they are playing behind and cash must be placed on the table or given to a chip runner before making any wager or calling any bet.
8. A player who is forced to transfer from a broken game or must move game to a game of the same type and limit may continue to play the same amount of money, even if it is less than the minimum buy-in or exceeds the maximum buy-in. A player voluntarily changing tables of the same game type and

limit must have the proper buy-in size for the new table (see Must Move Games for exceptions).

9. 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 (including voluntary pick-ups).
10. All games are table stakes (except “playing behind” as given in the next rule). All chips and money must be kept in plain view.
11. Playing behind is allowed only for the amount of stated purchased chips while awaiting their arrival. The amount in play must be announced to the table or only the amount of the minimum buy-in plays until the chips arrive.
12. Chips purchased during a hand do not play until the start of the next hand, unless those chips were purchased with cash that was already in play (in accordance with the PR&C Poker Room cash play rules).

10. BUTTON / BLINDS

1. 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 (live play) – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
 - Dead button (tournament play) – 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.
2. When you post the big blind, it serves as your opening bet. When it is your turn to act, you have the option to raise.
3. In heads-up play, the small blind is on the button and acts first pre-flop and last on all subsequent betting rounds. The last card is dealt to the button. When beginning heads-up play the button may need to be adjusted to ensure no player takes the big blind twice in a row.
4. A new player entering the game has the following options:
 - Be dealt in immediately.
 - Wait for the blind.
 - Wait for the button to pass and be dealt in behind the button.

5. In a game where the blind has passed a new player's seat, the new player may elect to let the button go by one time without posting and will not be treated as a player with a missed blind.
6. A player who goes all in and loses is obligated to make up the blinds if they are missed before a re-buy is made. The person is not treated as a new player when re-entering.
7. **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 seat lockup on the table without chips is not considered an active player in a newly started game.
 - A new player will be required to take their blind in order if the blind has not yet passed that seat. New players electing to pass the blind will be given a missed blind.
 - A player may change seats without penalty, provided a blind has not yet passed the new seat.
8. 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 turn to act, you have the option to raise. Anytime the small blind is posted out of position, it is dead.
9. 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.
10. 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 move closer to the big blind, you can be dealt in without any penalty. 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.
11. A live straddle bet is allowed in both limit and no-limit games. In limit games, the player must have at least five times the amount of the big blind in front of him and it cannot be a "Kill" pot. Players will be allowed to live straddle whenever they are under the gun.

12. In multi-blind games, a player who has missed blinds may buy the button by posting both the small and big blinds in the position just left of the button. The small blind is added to the pot and is considered dead money. The big blind is considered a live bet with last action on the first betting round with an option to raise.
13. The player who is buying the button assumes all obligations for both the big and small blinds for that hand.
14. Upon completion of that hand, the player who bought the button will assume the right to the button for the next hand.
15. A new player or a player with missed blinds wanting to be dealt-in between a player who is buying the button and the player who would have the small blind if the buying the button option was not taking place will have two choices:
 1. Be dealt in and buy the button the next hand, even if posting missed blinds on the first hand.
 2. Wait two (2) hands and be dealt in behind the button.

11. BETTING LINE GUIDELINES

1. Any chip(s) placed on or inside the betting line in turn will bind the player and obligate the player to the minimum bet allowed. Checking with chips on or inside the betting line may obligate the player to the minimum bet.
2. In no-limit games, a player's bet must be placed on or inside the betting line in one action or the player must verbally state his/her action.
3. A player unaware of a previous raise who has placed chips on or inside the betting line will have two options:
 - a. Leave the chips in the pot and muck his/her hand.

OR

 - b. Bring the wager up to the appropriate amount to call the previous raise and keep his/her hand.
4. In a kill pot, a player placing chips on or inside the betting line will be obligated to the minimum bet, even if the player is unaware that it is a kill pot.
5. A player who places one and a half times the previous bet on or inside the betting line will be obligated to completing that wager to equal the minimum raise allowed.
6. Chips that inadvertently cross the betting line due to unforeseen circumstances will not be considered part of the pot and the chips will be returned to the player

12. BETTING AND RAISING

1. Checking and raising is permitted in all games.
2. Players will be given sufficient time to complete their action before subsequent action takes place.
3. It is the player's responsibility to make his/her intentions clear.
4. A verbal commitment in turn is binding if the commitment is a legal action. If, in turn, you verbally declare a fold, check, bet, call, or raise, you are forced to take that action. Declaring the amount of the bet or raise in no limit games binds you to that amount (including all-in bets).
5. Players must act on their hands in turn. Acting out of turn is not binding, but deliberately acting out of turn will not be tolerated and may cause the action to be deemed as binding if another player has not changed the action before it is your turn.
6. Rapping or tapping the table with your hand or finger is a check.
7. In no-limit games, a player that begins to cut chips across the betting line and then states "raise" must verbally declare the amount of the raise or they will be obligated to the minimum raise allowed and will not be allowed to exceed the amount of chips initially brought across the betting line. In limit games, the player will be obligated to the minimum raise allowed.
8. String raises (raising or increasing a raise after putting chips in the pot) are not allowed. It is the dealer's responsibility and they will, to the best of their ability, call string raises and adjust the action accordingly in all games.
9. **OVERSIZED CHIP**—In all poker games, when facing a bet or blind, placing a single oversized chip or bill in the pot is a call if "raise" is not first verbally declared. To raise with an oversized chip or bill, "raise" must be declared before the chip or bill hits the table surface. This includes using a single oversized chip when adding to your small or big blind. If "raise" is declared but no amount, the raise is the **maximum** allowable for that chip or bill. When not facing a bet, placing an oversized chip or bill in the pot without a verbal declaration is a bet of the **maximum** for that chip or bill.
10. **MULTIPLE CHIP BETTING**—When facing a bet, two (2) same-denomination chips or two (2) mixed-denomination chips placed into the pot is a raise if one of the chips can stand alone as a call.
 - a. **Example 1 of a call:** pre-flop, blinds are \$1-\$2, Player A raises to \$6 total (\$4 raise), Player B puts out two \$5 chips without declaring "raise." This is just a call because removing one of the \$5 chips leaves less than the amount

needed to call the \$6 bet.

- b. **Example 2 of a call:** pre-flop, blinds are \$1-\$3, Player A raises to \$11 total (\$8 raise), Player B puts out one \$10 chip and one \$5 chip without declaring "raise." This is just a call because removing either the \$5 chip or the \$10 chip leaves less than the amount needed to call the \$11 bet.
11. In all games with multiple blinds, all players must meet their obligations every round that they play. The button always moves forward and the blinds adjust accordingly.
 12. 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.
 13. The smallest chip that may be wagered in a game will be determined by game size and type. In lower limit (\$8/\$16 and below and No-Limit (\$1/\$3 blinds and below) games, all chips will play. In games where \$5 denomination chips or higher are used to buy-in, smaller chips will not play and must be colored up. A player going all-in must put all chips that play into the pot.
 14. 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, given the opportunity, when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and two or more players act behind you, this does not hinder your right to act.

13. MISDEALS

1. The following circumstances may 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 is dealt face up or exposed through dealer error.
 - Two or more cards have been exposed by the dealer.
 - Two or more boxed cards (improperly faced cards) are found pre-flop.
 - Two or more extra cards have been dealt in the starting

hands of a game.

- An incorrect number of cards have been dealt to one or more players.
 - Card(s) have been dealt out of the proper sequence.
 - 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 seated at the table or have posted a blind or ante.
2. Action is considered to occur in button games when two players after the blinds have checked, bet, raised or folded their hands or in stud games when two players after the forced bet have checked, bet, raised or folded their hands. Once action occurs, a misdeal can no longer be declared. Any fouled hand will be declared a dead hand and the deal will be played to conclusion (no money may be returned to any player whose hand is fouled).

14. 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 turn your cards face down and release them in a forward motion, over the betting line.
 - You have the clock on you when facing a bet or raise and exceed the specified time limit.
 - You throw your cards into another player's hand (whether they are face up or down).
 - The hand does not contain the proper number of cards for that particular game (Exceptions: in stud games a hand missing the final card may be ruled live, and in lowball and draw high, a hand with too few cards before the draw is live).
 - You act on a hand with a joker as a hole card in a game not using a joker or you act on a hand that is obviously fouled. A player who acts on a hand without looking at a card assumes the liability of finding an improper card.
 - You abandon your hand and do not return by the time it's your action.
 - Your cards are thrown into the muck (except when a hand is clearly identifiable and management feels that retrieving

the hand is in the best interest of the game. The PR&C Poker Supervisors will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player).

- In stud, when facing a bet, you pick your up-cards off the table, turn your up-cards face down, or mix your up-cards and down cards together.

15. TIE HANDS

1. The ranking of suits from the highest to the lowest is: spades, hearts, diamonds, and clubs. Suits are used to determine the forced bet, to draw for the button, or to draw for a seat in a broken game and, on occasion, to determine who gets the odd chip in tied hands. Suits do not determine who wins a pot.
2. In button games, if two or more hands tie, an odd chip will be awarded to the player to the left of the button. In high-low split games the odd chip is awarded to the high hand. If there is more than one high hand and/or more than one low hand, the pot will be divided as evenly as possible and the odd chip(s) will be awarded to the player to the left of the button for each portion of the pot (high and low). A player may receive more than one odd chip.
3. In games that do not use a button the odd chip between tied high hands is awarded based on high card and suit; and the odd chip between tied low hands is awarded based on low card and suit. When making this determination, all cards in the players hand are used, not just the cards that make up the winning hand.

16. CALLING FOR A CLOCK

1. Any player at the table has the right to call a clock on another player who is taking an unreasonable amount of time to act on his hand. Management will be notified and will make the final determination as to whether it is necessary. If it is deemed necessary and the player involved does not bet, raise, call, or fold within 45 seconds their hand will be dead.

17. THE SHOWDOWN

1. In a non-all-in showdown, at the end of the last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet in the last round, the player to the left of the button must show first and so on clockwise. In stud, the player with the high board must show first. In razz, the lowest board shows first. In order to speed up the game, players holding probable winners are encouraged to show their hand without delay.
2. If there is a side pot(s), players involved in the last side pot

should show their hands before anyone who is all-in for only the main pot or previous side pots.

3. All side pots will be split separately.
4. All odd chips will awarded separately
5. All cards must be shown face-up on the table in order to win any part of the pot.
6. **Cards Speak:** Cards speak for themselves. Although dealers assist in reading hands to the best of their ability, players are responsible for holding their cards until the winner is declared. A player miscalling a hand with the intent to cause another player to discard their hand may, at the discretion of management, forfeit the pot and be expelled from the poker room and/or casino.
7. If you throw your cards face down with a forward motion, you indicate that you are passing and relinquish all rights to the pot (Exception: If you release your hand based on a misread hand by a dealer and your hand is the winning hand). However, a hand that is clearly identifiable may be retrieved at management's discretion if doing so is deemed in the best interests of the game.
8. No player will be allowed to ask to see another players' hand unless a player exposes their cards to any other player at the table before folding their hand. The player requesting to see the exposed cards must inform the dealer immediately that the cards have been exposed and that they are requesting to see them. The dealer will complete the action and then expose the hand.
9. If a player exposes their cards to any other player at the table before folding their hand, any player at the table may request to see those cards once the action is complete. The player requesting to see the exposed cards must inform the dealer immediately that the cards have been exposed and that they are requesting to see them. The dealer will complete the action and then expose the hand.
10. All hole cards must be shown to win a contested showdown, even if playing the board.

18. KILL POTS

1. In a game which requires a player who wins two consecutive pots to "kill" the next pot (double the table limit) a marker called a kill button will be used to indicate which player has won the previous pot. A player who wins a pot is awarded the kill button with the "leg up" side displayed. The winner of the previous pot keeps the marker until the next hand is completed. If the player who has the marker wins the next qualifying pot, that player must kill the next pot.

2. 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 see the flop and win a pot of at least four times the amount of the big blind (not including the drop).
3. If a player with one "leg-up" splits the next pot, that player retains the "leg-up" for the next hand.
4. A player who leaves the table with a "leg-up" still has the leg up when they return to the game.
5. When a kill pot is in play, the limit structure is doubled for that hand. The player killing the pot must post a blind bet equal to twice the amount of the big blind.
6. The "killer" will act last for the first round of betting, but before any player has acted twice. All bets or raises will be equal to twice the amount of the game limit for that hand. If the killer raises the action proceeds back to the opening bettor (the first player to wager after the big blind).
7. Even if Rule #2 does not apply, the player with the kill obligation continues killing the pot until they lose a hand, including situations where the pot is split. 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 has the kill button.
8. In Omaha high/low kill games when a player wins both the high and low side of the pot (scooper) the next hand will be killed if the pot has reached the qualifying amount.
9. When the pot is a required kill pot, the kill button will be placed face-up in front of the player who is required to kill the pot. If a bet of less than the required kill amount is wagered, the killer must bring the bet will be corrected to the proper amount.
10. A player who is required to post a kill must do so that same hand, even if they wish to be dealt out. The player "Killing" the pot may not move to another seat until their "Kill" obligation is fulfilled. A player who fails to post the required kill amount will not be allowed to participate in the game until the money is posted.

19. PROMOTION RULES

1. Poker promotions, including jackpots, are funded by the players' pool funds. The players' pool fund is collected separate of the house drop.
2. Players are only eligible for promotions and jackpots if \$1.00

per hand is being collected for the players' pool fund.

3. To be eligible for all promotions and jackpots a game must consist of at least four (4) active players.
4. All promotions are governed by approved promotional policies.
5. All promotional rules will be either posted in the poker room or made available upon request.
6. Any player who refuses to follow the guidelines or attempts to circumvent the rules of any promotion may be disqualified from participation at the discretion of management.
7. Promotions based on time played require that guests be logged into a live game using their Pechanga Rewards Club Card.
8. Guests are responsible for ensuring they are properly logged into any game they play.
 - a. The proper time to draw attention to an error regarding playing time is when it is first noticed.
 - b. Time adjustments will not be made.
9. All promotional tickets are non-transferrable. Tickets discovered to have been transferred from one player to another are null and void.
10. Cheating and unethical conduct during promotions will not be tolerated. Guests caught cheating or gaining an advantage through unethical means will be asked to leave and may be barred from participating in Poker Room promotions.
 - a. Examples include, but are not limited to:
 - i. Transferring, stealing, or unauthorized duplication of promotional tickets.
 - ii. Use of a Rewards Club card other than the one named on the account.
 - iii. Accepting payouts that were not legitimately won.
11. Players will be required to provide valid ID and Social Security information for promotional winnings above the Title 31 threshold.
12. Unless otherwise stated, players will have 30 days from the date of the promotion to claim any prize awarded during the promotion or the prize will revert back to the house.
13. Management reserves the right to modify or cancel any promotion at their discretion and without notice.
14. Management is not responsible for errors or omissions in promotional materials.

15. Management's decisions are final.

20. JACKPOT RULES

Whenever a jackpot is hit, the day's posted amount will be divided accordingly. The player that triggered the jackpot will receive a higher percentage of the posted amount; the player with the winning hand will receive the lower percentage of the posted amount; the remaining percentage will be equally divided between the remaining qualifying players. On certain jackpots, a room percentage will be allotted.

Qualifying hands: a player must lose with a specific hand and be beaten by a qualifying hand. Both the winning and losing hands must play both of their hole cards. **(BOARD PLAYS FIRST in all Hold'em games.)**

1. The promotional fund drop amount taken from every eligible poker game will be \$1.00 maximum per hand. Adjustments to the posted jackpot amount will be made at the discretion of the house. The daily add will be determined by the amount of the previous day's jackpot collection. After a jackpot is hit, the jackpot reset amount will be at the discretion of management.
2. Players must have been dealt at least one hand, and have no missed blinds at the time a jackpot hand is dealt to receive a portion of the jackpot.
3. A minimum of four players must be active in a live, raked game.
4. No one may play another player's chips.
5. All called or checked hands must be shown at the showdown; any mucked live hand on the river may void the jackpot.
6. Jackpot will be void if the deck is not correct.
7. Any discussion about the jackpot during the hand may void the jackpot.
8. If more than one player loses with hands that qualify for jackpot in the same hand, only the highest of the losing hands will constitute a jackpot.
9. Any player that has dealt off is jackpot eligible up to the point where the big blind passes the player's new seat position. Once the big blind has passed the player's new position the player is not jackpot eligible until the dealer button passes the player's new seat position.
10. All participants playing in certain jackpot games will be eligible to win room share. All room share monies are taken from the total jackpot amount.
11. A player with a missed blind will not be eligible for jackpot or

any room share.

12. If a jackpot has been hit since the last posting, there will be no increase at the next scheduled posting.

- **All promotions and jackpots will follow IRS requirements for players to be eligible to collect winnings.**

21. LIMIT 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 community cards, 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.

High/Low Hold'em is a variation of Hold'em, which allows the best low hand to split the pot with the best high hand. To qualify for low (8 or better for low is required), a player must have all five of their low cards unpaired and less than nine. All rules for Hold'em apply.

1. When high-low Hold'em is played, high-low split (8 or better) you may use the same or different combinations of hole and board cards for your high and low hands respectively.
2. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all-in.
3. In limit poker, all games allow a maximum (cap) of four times the minimum bet for the round (typically a bet and three raises) in pots involving three or more active players.
4. A live straddle is a wager of twice the big blind, placed by the player immediately clockwise from the blind, prior to the cards being dealt. It is considered a live raise and adds an additional raise to the cap. The player who posts the live straddle will pass action after the big blind (and will have the last option when there are no other raises) for the first round of betting. When a live straddle is placed in limit poker, the maximum bet for the pre-flop round is five bets (one bet, one straddle, and three raises).
5. In heads-up play (two players) there is no maximum number of raises. This applies to any time the action becomes heads-up before the raises have been capped. Once the raising is capped, it cannot be uncapped on that round of betting.
6. An all-in wager of less than half a bet does not reopen the betting for any player who has already acted. Players facing

less than half a bet have the following options: fold, call or complete the wager.

7. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise.
8. 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 declaration (as long as the player has declared a legal action – otherwise the closest legal action to the player's verbal declaration will be enforced).

All rules for limit games apply to no-limit and pot-limit games, except as noted in the following sections.

22. NO-LIMIT POKER

1. In no-limit and pot-limit games there is no maximum number of raises.
2. All bets must be at least equal to the minimum bring-in or previous bet, unless going all-in. An all-in bet that is more than the previous bet, but less than a full raise, may not be re-raised by the original bettor.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player that has already bet, raised, or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise.
4. In no-limit poker, you must either announce the amount of your raise or move the chips that equal the amount you intend to raise, into the pot in one forward motion. A player who says "raise" is allowed to put the amount of chips in the pot required to make the call and then push the amount of chips he intends to raise into the pot in one forward motion.

23. POT LIMIT RULES

1. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot. If the bet exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
2. A player can open for any amount up to four times the size of the big blind.
3. In pot limit games, if single dollars are used for the blinds, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount that a player can raise is the amount of the pot after they have called the current bet (if applicable). For example, if the pot is \$25, and it is \$5 to call, you may put a total of \$35 into the pot (\$5 to call, which increases the pot

to \$30, and then \$30 more for the raise).

5. If a chip or a bill larger than the pot size is put into the pot as an opening bet without comment it is considered to be a bet equal to the size of the pot.

24. PINEAPPLE AND CRAZY PINEAPPLE

Pineapple and Crazy Pineapple are variations of Hold'em that may be played as high only or as high/low split games (8-or-better). In both Pineapple and Crazy Pineapple, each player is dealt three down cards and then five board cards are turned up. At a predetermined point in the game all players select one of their three hole cards to discard. In Pineapple, the discard takes place after the pre-flop betting round, but before the flop is dealt. In Crazy Pineapple, the discard occurs after the betting round on the flop but before the turn card is dealt. In determining the value of a five-card hand, the player may use any combination of hole cards (zero, one or two) and board cards (three, four, or five) for the high hand and another (or the same) combination of hole cards and board cards for the low hand. To qualify for low (8 or better for low is required), a player must have all five of their low cards unpaired and less than nine. In determining a low hand, straights and flushes do not count against the value of the hand. Therefore, the best low hand is 5-4-3-2-A (referred to as a "bicycle" or "wheel"). If no qualifying low hand exists, the high hand wins the entire pot.

1. Pineapple and Crazy Pineapple are similar to Hold'em, except each player is dealt three down cards instead of two. In order to make a hand, a player must use zero, one, or two hole cards, combined with the appropriate number of community (board) cards, to make the best five-card hand.
2. In Pineapple, after the pre-flop betting round, but before the flop is dealt, all players will select one hole card to discard and lay it face down in front of them. The dealer will collect all discards and place them in the muck.
3. In Crazy Pineapple, after the betting round for the flop, but before the turn card is dealt, all players will select one hole card to discard and lay it face down in front of them. The dealer will collect all discards and place them in the muck.
4. Players who fail to discard one of their hole cards prior to the flop being exposed in Pineapple, or the turn card being exposed in Crazy Pineapple, will have a dead hand.
5. When Pineapple or Crazy Pineapple are played high/low split (8-or-better), you may use the same or different combinations of hole and board cards for your high and low hands respectively.
6. All rules of Hold'em apply to Pineapple and Crazy Pineapple.
7. A qualifier of 8-or-better for low is required for all high-low

split games (five cards valued 8 or lower without pairing any cards). Aces may be played as high or low, even in the same hand (when playing an Ace for both the high and low).

8. If there is no low hand, the high hand wins the entire pot.

25. OMAHA

Omaha is a variation of Hold'em where each player is dealt four or five down cards and five board cards are turned up. In determining the value of a five-card hand, 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. To qualify for low (8 or better for low is required), a player must have all five of their low cards unpaired and less than nine. In determining a low hand, straights and flushes do not count against the value of the hand. Therefore, the best low hand is 5-4-3-2-A (referred to as a "bicycle" or "wheel.") If no qualifying low hand exists, the high hand wins the entire pot. Omaha is similar to Hold'em, except each player is dealt four or five down cards instead of two. In order to make a hand, a player must use precisely two hole cards. This may be any two hole cards and any three board cards, but no more or less of either.

1. When Omaha is played high-low split (8-or-better) you may use the same or different combinations of hole and board cards for the high and low hands respectively.
2. All rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All rules governing kill pots are listed in the section on kill pots.
4. A qualifier of 8-or-better for low is required for all high-low split games (five cards valued 8 or lower without pairing any cards). Aces may be played as high or low, even in the same hand (when playing an Ace for both the high and low).
5. If there is no low hand, the high hand wins the entire pot.

26. SEVEN CARD STUD

1. Seven card stud is played with two down cards and one up card dealt before the first betting round, followed by three more up cards (with a betting round after each card). After the last down card is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.
2. The first round of betting is initiated with a forced bet by the

lowest value up card. A tie is broken by suit, with the lowest suit (see the rankings order in Tie Hands) being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.

3. The player with the forced bet has the option of opening for a full bet or the amount of the forced bet.
4. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet.
5. In all games, the dealer announces the low card, the high hand, all raises and all pairs. Dealers do not announce possible straights or flushes.
6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down.
7. If both hole cards are dealt face up, you have a dead hand and receive your ante back. If your hand would have been the low hand, action will start with the first hand to your left. That player may fold, open for the amount of the forced bet, or open for a full bet.
8. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any and the hand will be killed. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all-in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make a full bet or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrect wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
12. If the dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer re-burns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth-street, a player who has seven

cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your up cards, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet and call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and is treated as an exposed card.
17. If the dealer turns the last card face up to any player the following rules apply:
18. If there are more than two players, all remaining players receive their last card face down. Prior to action for the round of betting, a player whose last card is exposed will have the option of participation in the wagering or being declared all-in.
19. If there are only two players remaining and the first player's final down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.
20. In any of the above situations, the player who is now high on the board using all the up cards will start the action.
21. If you call a bet even though you are beaten by an opponent's up cards, you are not entitled to a refund.

27. SEVEN CARD STUD HIGH-LOW SPLIT (8 OR BETTER)

1. All rules of Seven Card Stud apply except as follows:

- a. A qualifier of 8 or better for low applies to all high-low split games.
- b. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
- c. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
- d. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
- e. An open pair does not affect the limit.
- f. Tie hands split the pot as outlined in the section titled Tie Hands.

28. BREAKING GAMES

1. Management reserves the right to close any game at any time.
2. When a game breaks, all players who wish to move to another table or game may be instructed to draw one card each to determine the order in which they are granted the seats in contention (if there are not enough seats available to fulfill all requests). The highest card gets the first choice of seats. In the case of a tie, the tiebreaker is suit (in descending order) spades, hearts, diamonds, and clubs. A floor supervisor will draw one card for each absent player, providing those player(s) have no more than one missed blind each. Players who are not granted immediate seating will be put onto the waiting list above all other players in the order in which they drew cards. If a card entitles an absent player to an immediate seat, the player will have until the big blind in a button game to take the seat (two hands in a stud game). The player will be put first up on the list if they do not return in time. All absent player(s) with two or more missed blinds will be placed on the bottom of the waiting list.
3. In games that are six-handed or more, players who refuse to continue play will not be granted priority seating in existing games. In games that are five-handed or less all players will be accommodated in other games as outlined above.
4. All players coming from a broken game and going to a game of the same type/limit have the option to bring whatever chips were in play at the broken game.

29. IRREGULARITIES

1. Burn-and-turns: if the dealer prematurely deals or exposes any cards before a betting round is complete (also known as a burn & turn), those cards will be temporarily taken out of play, even if a player who has not acted decides to fold. If the burn and turn takes place on the flop, the flop will be taken

back and reshuffled into the stub. Once the action is complete for that betting round, the flop will be replaced with a new flop. If the burn and turn takes place on the turn or river the exposed card will be taken out of play and shuffled back into the stub prior to the river card being dealt.

2. Four-card flop: if the flop contains four rather than three cards, whether exposed or not, the dealer will call a supervisor. The dealer will then scramble the four cards face down and square up the four cards. The top card will be designated as the next burn card and the remaining three cards will become the flop.
3. In button games, if it is discovered that the button was placed incorrectly on the previous hand, It will be considered "accepted action" and continue in the position it is in. If it is discovered before 2 or more players have acted, it will be determined to be a misdeal and the button will be corrected to the proper position.
4. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub after the hand all action stands.
5. If two cards of the same rank and suit are found in the deck currently in use on the game, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
6. A player who knows the deck is fouled has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action during the hand, the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
7. A card discovered face up in the deck (a boxed card) will be treated as a meaningless scrap of paper. A boxed card will be replaced by the next card below it in the deck. During the initial deal, if the next card has already been dealt face down to another player and mixed in with other down cards, the boxed card will be replaced after all other cards are dealt for that round.
8. 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's hand is ruled dead.
9. If you play your hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.

10. One or more cards missing from the deck does not invalidate the results of a hand. However, the hand will not qualify for a jackpot.
11. 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.
12. A card that is turned completely over or is exposed to other players at the table by a dealer is treated as an exposed card. A card that is flashed by a player will play. A down card dealt off the table is an exposed card. Procedure for an exposed card varies with each poker form, and is given in the section for each game.
13. If a dealt 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.
14. If you drop a card on the floor out of your hand, you must still play that card.

28. TOURNAMENTS

Pechanga Resort & Casino is a proud member of the Tournament Directors' Association (TDA).

Tournament Directors Association Mission Statement:

To adopt basic standards, rules and procedures that will positively impact the poker industry by inviting tournament directors, players and media representatives to discuss, evaluate and review proposed rules.

The poker TDA is comprised of poker room personnel from around the world whose objective is to draft a standardized set of rules for poker tournaments. The following TDA rules supplement the standard or "house" rules of this card room/casino. In case of conflict between these (TDA) rules and the rules and regulations of the applicable gaming agency (House), the agency rules apply.

Tournament Directors Association Rules:

GENERAL CONCEPTS

1. **FLOOR PEOPLE:** Supervisors are to consider the best interest of the game and fairness as the top priorities in the decision-making process. Unusual circumstances can, on occasion, dictate that decisions in the interest of fairness take priority over the technical rules. The supervisor's decision is final.
2. **OFFICIAL LANGUAGE:** The English-only rule will be enforced in the United States during the play of hands.

English will be used in international play along with the local or native language.

3. **OFFICIAL TERMINOLOGY of TOURNAMENT**

POKER: Official terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at the player's risk because it may result in a ruling other than what the player intended. It is the responsibility of players to make their intentions clear. See Rules 37 & 45.

4. **COMMUNICATION:** Players may not use phones, text-messaging devices, Bluetooth devices or other communication devices at the table.

SEATING PLAYERS, BALANCING and BREAKING TABLES

5. **RANDOM CORRECT SEATING:** Tournament and satellite seats will be randomly assigned. A player who started the tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take his current total chip stack with him. For a player in a wrong seat with another player's chips, see Recommended Procedures at the TDA Forum.
6. **SPECIAL NEEDS:** Accommodations for players with special needs will be made when possible.
7. **BREAKING TABLES:** Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button.
8. **BALANCING TABLES**
 - a. In flop and mixed games when balancing tables, the player who will be big blind next will be moved to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. In stud only events players will be moved by position, (the last seat to open up at the short table is the seat to be filled). The table from which a player is moved will be as specified by a pre-determined procedure. Play will halt on any table that is three or more players short when compared to other tables.
 - b. In mixed games, i.e., HORSE, when the game shifts from hold 'em to stud, after the last hold 'em hand the button is moved exactly to the position it would be if the next hand was hold 'em and then frozen there during the stud round. The player moved during stud is the player who would

be the big blind if the game was hold 'em for that hand. When hold 'em resumes the button for the first hand will be at the position where it was frozen.

9. **NUMBER OF PLAYERS at FINAL TABLE:** In flop games the final table will consist of ten players. In six-handed games the final table will consist of seven players. In stud games the final table will consist of nine players.

POTS/SHOWDOWNS

10. **DECLARATIONS:** Cards speak. Verbal declarations as to the content of a player's hand are not binding. However, any player deliberately miscalling his or her hand may be penalized.
11. **FACE-UP for ALL-INS:** All cards will be turned face up once a player is all-in and all betting action for the hand is complete. The dealer and players should insist on timely compliance with this rule.
12. **SHOWDOWN ORDER:** In a non-all-in showdown, at the end of last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet in the last round, the player to the left of the button shows first and so on clockwise. In stud, the player with the high board must show first. In razz, the lowest board shows first.
13. **CONTESTED SHOWDOWN/PLAYING the BOARD:** All hole cards must be shown to win a contested showdown, even if playing the board.
14. **UNCONTESTED SHOWDOWN:** In a non all-in showdown, when all opponents' cards have been mucked without being revealed, the last live hand wins. Opponents who muck at showdown without revealing their hands also lose the right to ask to see the winning hand.
15. **ASKING to SEE a HAND:** Except where house policy provides an express right to see a hand, asking to see a hand is a privilege granted at Tournament Director's discretion to protect the integrity of the game (suspicion of invalid hand, collusion, etc.). This privilege is not to be abused.
16. **KILLING WINNING HAND:** Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
17. **AWARDING ODD CHIPS:** The odd chip will go to the high hand. In flop, games when there are two or more high hands or two or more low hands the odd chip(s) will go to the left of the button. In stud, the odd chip will go to the high card by suit. However, when hands have identical value (e.g., a wheel in Omaha/8) the pot will be split as evenly as possible.

18. **SIDE POTS:** Each side pot will be split separately
19. **DISPUTED POTS:** The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle. If an automatic shuffler is used, the hand begins when the green button is pushed.

GENERAL PROCEDURES

20. **NEW HAND and NEW LIMITS:** When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A hand begins with the first riffle. If an automatic shuffler is used, the hand begins when the green button is pushed.
21. **CHIP RACE:** When it is time to color-up chips they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a chip race will be given one chip of the smallest denomination still in play. Players are encouraged to witness the chip race.
22. **CHIPSTACKS KEPT VISIBLE and COUNTABLE:** Players are entitled to a reasonable estimation of an opponent's chip count. Chips should be kept in countable stacks. The TDA recommends clean stacks in multiples of 20 as a standard. Players must keep their higher denomination chips visible and identifiable at all times. Tournament Directors will control the number and denomination of chips in play and may color-up at their discretion. Discretionary color-ups are to be announced.
23. **DECK CHANGES:** Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes.
24. **RE-BUYS:** A player may not miss a hand. If a player announces the intent to re-buy before a new hand, that player is playing chips behind and is obligated to make the re-buy.
25. **CALLING FOR A CLOCK:** Once a reasonable amount of time has passed and a clock is called for, a player will be given a maximum of one minute to make a decision. If action has not been taken before time expires, there will be a 10-second countdown followed by a declaration to the effect that the hand is dead. If a player has not acted before the declaration, the hand is dead.
26. **RABBIT HUNTING:** No rabbit hunting is allowed. Rabbit hunting is revealing any cards that would have come if the hand had not ended.

PLAYER PRESENT/ELIGIBLE FOR A HAND

27. **AT YOUR SEAT:** A player must be at his seat by the time all

players have been dealt complete initial hands in order to have a live hand. A player must be at his seat to call time.

28. **ACTION PENDING:** A player must remain at the table if he has a live hand.

BUTTONS/BLINDS

29. **DEAD BUTTON:** Tournament play will use a dead button.
30. **DODGING BLINDS:** A player who intentionally dodges (a) blind(s) when moving from a broken table will incur a penalty.
31. **BUTTON in HEADS-UP:** In heads-up play the small blind is on the button and acts first pre-flop and last on all subsequent betting rounds. The last card is dealt to the button. When beginning heads-up play the button may need to be adjusted to ensure no player takes the big blind twice in a row.

DEALING RULES

32. **MISDEALS:** In stud-type games, if any of the players' two down cards are exposed due to dealer error it is a misdeal. In flop games, misdeals include but are not necessarily limited to: a) exposure of one of the first two cards dealt; b) two or more exposed or boxed cards; c) first card dealt to the wrong seat; d) cards dealt to a seat not entitled to a hand; e) a seat entitled to a hand is dealt out. Players may be dealt two consecutive cards on the button. If substantial action occurs a misdeal cannot be declared and the hand must proceed.
33. **SUBSTANTIAL ACTION:** Substantial Action is defined as either: A) any two actions involving two players each putting chips in the pot (bet, raise, or call); B) any combination of three actions (check, bet, raise, call, or fold).
34. **FOUR-CARD FLOP:** if the flop contains four rather than three cards, whether exposed or not, the dealer will call a supervisor. The dealer will then scramble the four cards face down and square up the four cards. The top card will be designated as the next burn card and the remaining three cards will become the flop.

PLAY: BETS AND RULES

35. **VERBAL DECLARATIONS/ACTING IN TURN:** Players must act in turn. Verbal declarations in turn are binding. Chips placed in the pot in turn must stay in the pot.
36. **ACTION OUT of TURN:** Action out-of-turn will be binding if the action to that player has not changed. A check, call, or fold does not change action. If action changes, the out-of-turn bet is not binding and is returned to the out of turn player who has all options, including calling, raising, or folding. An out-of-turn fold is binding.

37. **METHODS of RAISING:** In no limit and pot limit a raise must be made by:

- placing the full amount in the pot in one motion
- verbally declaring the full amount prior to the initial placement of chips into the pot
- verbally declaring "raise" prior to placement of the amount to call into the pot and then completing the action with one additional motion

It is the player's responsibility to make his/her intentions clear.

38. **RAISES:** A raise must be at least the size of the largest previous bet or raise of the current betting round. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he must make a full raise. The raise will be exactly the minimum raise allowed (see exception for multiple same-denomination chips in Rule 40). In no-limit and pot limit, an all-in bet of less than a full raise does not reopen the betting to a player who has already acted.
39. **OVERSIZED CHIP BETTING:** Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if "raise" is not first verbally declared. To raise with a single oversized chip, "raise" must be declared before the chip hits the table surface. If "raise" is declared, but no amount, the raise is the maximum allowable for that chip. When not facing a bet or blind, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.
40. **MULTIPLE CHIP BETTING:** When facing a bet, unless raise is first declared, multiple same-denomination chips is a call if removing one chip leaves less than the call amount. Example of a call: pre-flop, blinds are \$200-\$400, A raises to \$1200 total (\$800 raise), B puts out two \$1000 chips without declaring raise. This is just a call because removing one of the \$1000 chips leaves less than the amount needed to call the \$1200 bet. Placing mixed denomination chips in the pot is governed by the 50% standard in Rule 38.
41. **NUMBER of RAISES in LIMIT and NO-LIMIT:** There is no cap to the number of raises in no-limit. In limit events there will be a limit to raises even when heads-up until the tournament is down to two players; the house limit applies.
42. **ACCEPTED ACTION:** Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept full correct action and

is subject to the correct wager or all-in amount. Rule 1 may apply in certain situations at the tournament director's discretion.

43. **POT SIZE and POT-LIMIT BETS:** Players are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit or no-limit games. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind the player to making a bet of a valid amount.
44. **STRING BETS and RAISES:** Dealers will be responsible for calling string bets and raises.
45. **NON-STANDARD and UNCLEAR BETTING:** Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, whenever the size of a declared bet can have multiple meanings, it will be ruled as the lesser value. Example: "I bet five." If it is unclear whether "five" means \$500 or \$5,000, the bet stands as \$500. See Rules 3 & 37.
46. **NON-STANDARD FOLDS:** Anytime before the end of the last betting round of a hand folding in turn when facing a check or folding out of turn are both binding folds and may be subject to penalty.
47. **CONDITIONAL STATEMENTS:** Conditional statements regarding future action are strongly discouraged; they may be binding and/or subject to penalty. Example: "if-then" statements such as "if you bet then I will raise."
48. **CHIPS in TRANSIT:** Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play.
 - a. When moving from table to table all chips must be carried in a rack. Failure to carry the chips in a rack will subject the player to disqualification from the tournament.
49. **ACCIDENTALLY KILLED/FOULED HANDS:** Players must protect their own hands at all times. If a dealer kills a hand by mistake, or a hand is fouled, the player will have no redress and is not entitled to a refund of bets. If the player initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the player.
50. **DEAD HANDS in STUD:** In stud poker, if a player picks up the up-cards while facing action, the hand is dead.

ETIQUETTE and PENALTIES

51. **PENALTIES and DISQUALIFICATION:** A penalty may be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents occur. Penalties will be invoked in

cases of soft play, abuse, disruptive behavior, or cheating. Penalties available to the tournament director include verbal warnings, "missed hand" penalties, and disqualification. Except for the one-hand penalty, missed hand penalties will be assessed as follows:

- The offender will miss one hand for every player, including the offender, who is at the table when the penalty is given multiplied by the number of rounds specified in the penalty. For the period of the penalty, the offender shall remain away from the table but will continue to be dealt in
 - Tournament staff can assess a one-hand penalty, one-, two-, three-, or four-round penalties or disqualification.
 - A player who is disqualified shall have his or her chips removed from play.
 - Repeat infractions are subject to escalating penalties.
52. **NO DISCLOSURE:** Players are obligated to protect other players in the tournament at all times. Therefore, players, whether in a hand or not, may not:
 - a. Disclose contents of live or folded hands
 - b. Advise or criticize play at any time
 - c. Read a hand that has not been tabled
 - d. The one-player-to-a-hand rule will be enforced.
 53. **EXPOSING CARDS:** A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.
 54. **ETHICAL PLAY:** Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping and/or all forms of collusion will result in disqualification.
 55. **ETIQUETTE VIOLATIONS:** Repeated etiquette violations will result in penalties. Examples include, but are not limited to, unnecessarily touching other players' cards or chips, delay of the game, repeatedly acting out of turn or excessive chatter.

ADDITIONALLY

56. Management reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its players.
57. Players are obligated to protect the other players in the tournament at all times. Discussing hand possibilities is not allowed.

58. One table will high card for the dealer button. All other tables will place the dealer button based on that outcome. (In other words, if the high card goes to seat four at the table chosen to high card, the button will begin at seat four at every table).
59. In No-limit, all bets must be at least equal to the minimum bring-in, unless the player is going all-in.
60. A wager is not binding until the chips are placed on or inside the betting line unless the player has made a verbal statement of action.
61. 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.
62. 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.
63. If a player tries to bet less than the legal minimum and has more chips, the wager must be increased to the proper size. (This does not apply to a player who has put in too much. See rule #10)
64. As with any Pechanga Resort and Casino policy or procedure, every contingency cannot be articulated. If uncertainty exists about the suitability of a particular procedure, it is incumbent upon the supervisors to seek clarification of the appropriateness of the procedure before proceeding.
65. Management reserves all rights.

Note: We cannot cover all possible situations here, so please ask questions if there is anything you don't understand. The staff will be happy to answer any and all questions.

All buy-ins go to the prize pool. All entry fees go to the house. Optional add-ons before the tournament will go to a service charge. In certain tournaments, a percentage of the prize pool will go to a service charge. In daily tournaments there may be an entry taken out of the prize pool.

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 taking at 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 money and 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: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

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.

BOARDCARD: 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.

BURNCARD: 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.

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

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 has 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 individually.

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 bottom card.

DEAD CARD: A card that is not legally playable.

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: To give each player cards, or put cards on the board. As used in these rules, each deal 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:

- (1) 52 cards in seven-card stud, hold'em, and Omaha.
- (2) 53 cards (including the joker), often used in ace-to-five lowball and draw high.

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.

DOWNCARDS: Cards that are dealt facedown 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".

FACECARD: A king, queen, or jack.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is pre-set.

FLASHED CARD: A card that is partially exposed.

FLOORPERSON: 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 are complete.

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 requirement of chips needed 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.

HOLE CARDS: The cards dealt facedown to a player.

INSURANCE: A side agreement when someone is all-in for a player in a pot to put up money that guarantees a payoff of a set amount in case the opponent wins the pot.

JOKER: The joker is a "partially wild card" in high draw poker and ace-to-five lowball. In high, it is used for aces, straights, and flushes. In lowball, the joker is the lowest unmatched rank in a hand.

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 at lowball and other games, 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. (Some 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.

LOWCARD: The lowest up card at seven-card stud, 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.

MUCK

- (1) The pile of discards gathered facedown 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 where players are allowed 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.

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.

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 BETS: Side bets between players that are not related to the outcome of the hand.

PROTECTED HAND: A hand of cards that the player is physically holding, or has topped 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 or others play. 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.

SAVING BETS: Same as pushing bets.

SCOOP: To win both the high and the low portions of a pot in a split-pot game.

SCRAMBLE: A facedown mixing of the cards.

SETUP: Two suited decks, each with different colored backs, to replace the current decks in a game.

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

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

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

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

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. Example: You open the pot with a pair of aces. One of your aces is a spade, as are the three other cards in the hand. If you throw away the non-spade ace to go for the flush, you announce to the table, "Splitting openers."

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.

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 bet made in more than one motion, without the declaration of a raise (not allowed).

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

SUPERVISOR: A card room employee qualified to make rulings, such as a floor person, shift , or the card room manager.

TABLE STAKES: (1) The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one 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.

TOURNAMENT: A poker competition, normally with an entry fee and prizes.

TURNCARD: The fourth street card in hold'em or Omaha.

UPCARDS: Cards that are dealt face up for opponents to see in stud games.

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

PECHANGA
RESORT • CASINO



45000 PECHANGA PARKWAY • TEMECULA, CA 92592
877.711.2WIN • www.pechanga.com