

Poker Dealer Errors

If the **first or second holecard dealt is exposed**; a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If **any other holecard is exposed due to a dealer error**; the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal. [Note: All rules on this page are quoted from Roberts Rules of Poker v4]

If the flop needs to be redealt because the **cards were prematurely flopped before the betting was complete**, or the **flop contained too many cards**; the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

If the **dealer fails to burn a card** before the flop, turn or river; the card will be shown to all players and the next card will be turned face-up as normal. [Note: Robert's Rules is silent on this issue]

If the dealer turns the **fourth card on the board before the betting round is complete**, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card is turned up prematurely**, the deck is reshuffled and dealt in the same manner.

Poker Misdeals

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2) (a) The **first or second card of the hand** has been dealt faceup or exposed through dealer error, (b) Two or more **cards have been exposed by the dealer**, (c) Two or more **boxed cards** (improperly faced cards) are found, (d) Two or more **extra cards have been dealt** in the starting hands of a game, (e) An **incorrect number of cards** has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence, (f) Any **card has been dealt out of the proper sequence** (except an exposed card may be replaced by the burncard), (g) The **button** was out of position, (h) The **first card** was dealt to the wrong position, (i) Cards have been dealt to an **empty seat** or a player not entitled to a hand, (j) A **player has been dealt out who is entitled to a hand**. This player must be present at the table or have posted a blind or ante.

2. Action is considered to occur in stud games when two players after the forced bet have acted on their hands. In button games, action is considered to occur when two players after the blinds have acted on their hands. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion and **no money will be returned** to any player whose hand is fouled.

Poker Dead Hands

1. Your hand is declared dead if: (a) You fold or announce that you are folding when facing a bet or a raise, (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet), (c) In stud, when facing a bet, you pick your upcards off the table, turn your upcards facedown, or mix your upcards and downcards together, (d) The hand does not contain the proper number of cards for that particular game (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live), (e) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.), (f) You have the clock on you when facing a bet or raise and exceed the specified time limit.

2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player.

3. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them. One or more cards missing from the deck does not invalidate the results of a hand. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. A downcard dealt off the table is an exposed card. If you drop a card on the floor out of your hand, you must still play that card. A player must show all cards in the hand face-up on the table to win any part of the pot. Cards speak.

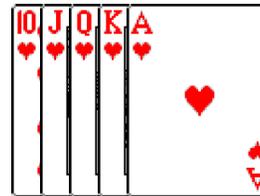
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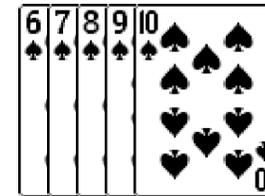
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Poker Tournament Booklet

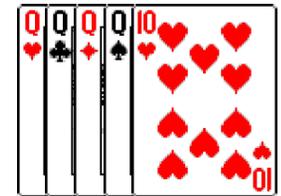
Hand Rank



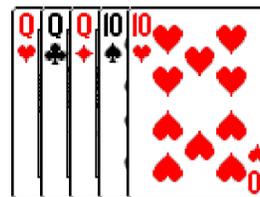
Royal Flush



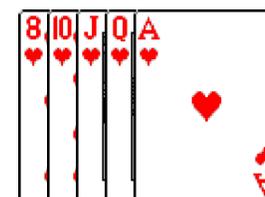
Straight Flush



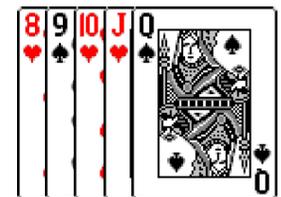
Four of a Kind



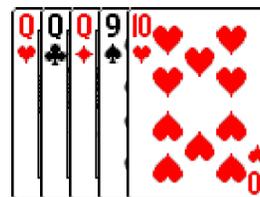
Full House



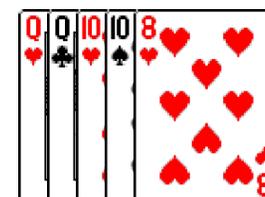
Flush



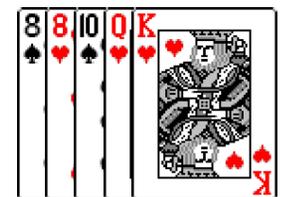
Straight



Three of a Kind



Two Pair



One Pair

How To Play Hold'em

- 1 The player to the left of the button posts the small blind.
- 2 The player to the left of the small blind posts the big blind.
- 3 Each player, beginning with the player to the left of the button, is dealt two cards face-down (The Pocket Cards).
- 4 The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
- 5 The dealer burns one card and turns three community cards face-up (The Flop).
- 6 The second betting round begins with the player to the left of the button.
- 7 The dealer burns one card and turns one community card face-up (The Turn).
- 8 The third betting round begins with the player to the left of the button.
- 9 The dealer burns one card and turns one community card face-up (The River).
- 10 The fourth, and final, betting round begins with the player to the left of the button.
- 11 Card showdown with the pot being awarded to the winner(s).
- 12 The dealer button is advanced clockwise one player.

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| Poker Chip Value | | | | | Poker Payout | | | |
|------------------|------|--------------------------------|----|----|--------------|------|-------|-------|
| White | 1 | 1000 Chips Per Player A B C | | | Players | 1-10 | 11-20 | 21-30 |
| Red | 5 | 20 | 15 | 10 | 1st | 50% | 50% | 40% |
| Green | 25 | 16 | 13 | 10 | 2nd | 30% | 25% | 25% |
| Black | 100 | 5 | 6 | 7 | 3rd | 20% | 15% | 20% |
| Purple | 500 | - | - | - | 4th | - | 10% | 10% |
| Yellow | 1000 | - | - | - | 5th | - | - | 5% |

| Blinds | | |
|--------|---|------|
| 10 | - | 20 |
| 15 | - | 30 |
| 20 | - | 40 |
| 25 | - | 50 |
| 50 | - | 100 |
| 75 | - | 150 |
| 100 | - | 200 |
| 150 | - | 300 |
| 200 | - | 400 |
| 300 | - | 600 |
| 400 | - | 800 |
| 500 | - | 1000 |
| 600 | - | 1200 |
| 800 | - | 1600 |
| 1000 | - | 2000 |

1000 Chip Buyin
20 min = 3-4 hours
30 min = 5-6 hours
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Button Help

Three players remain: Player1 (Button), Player2 (SB), Player3 (BB).
If Player1 is eliminated - Player2 is BB and Player3 is SB and Button.
If Player2 is eliminated - Player1 is BB and Player3 is SB and Button.
If Player3 is eliminated - Player1 is BB and Player2 is SB and Button.

In **heads-up play**, the small blind is the button and acts first before the flop and last after the flop. The player who does not have the button will be dealt the first card.

If the **small blind busts out**, the button moves to the now empty seat (the seat vacated by the eliminated small blind). The player who was the big blind now posts the small blind and the player to his left posts the big blind. Since the button is now located at an empty seat, the player who was the button will, in effect, be the button once again.

If the **big blind busts out**, the button moves to the player who was the small blind and the player to the left of the eliminated big blind posts the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. Since the button is now located at an empty seat, the player who was the original small blind will, in effect, be the button once again.

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Advice on how to host a poker tournament in your home
Rules, Blinds, Chips, Tables, Timers, Downloads

| Poker Chips Needed for a T1000 Tourney | | | | | |
|--|----------------|-------------------|--------------------|---------------------|--------------|
| 10 Players | Red (5) | Green (25) | Black (100) | Purple (500) | Total |
| Per player | 20 | 16 | 5 | 0 | 41 |
| Total chips | 200 | 160 | 50 | 0 | 410 |
| Need to buy | 200 | 200 | 50 | 50 | 500 |
| 24 Players | Red (5) | Green (25) | Black (100) | Purple (500) | Total |
| Per player | 15 | 13 | 6 | 0 | 34 |
| Total chips | 360 | 312 | 144 | 0 | 816 |
| Need to buy | 400 | 350 | 150 | 50 | 950 |

| Outs | Turn | | River | | Turn or River | | Turn and River | |
|------|------|-------|-------|-------|---------------|-------|----------------|---------|
| | % | x:1 | % | x:1 | % | x:1 | % | x:1 |
| 20 | 42.6 | 1.35 | 43.5 | 1.30 | 67.5 | 0.48 | 17.6 | 4.69 |
| 19 | 40.4 | 1.47 | 41.3 | 1.42 | 65.0 | 0.54 | 15.8 | 5.32 |
| 18 | 38.3 | 1.61 | 39.1 | 1.56 | 62.4 | 0.60 | 14.2 | 6.07 |
| 17 | 36.2 | 1.76 | 37.0 | 1.71 | 59.8 | 0.67 | 12.6 | 6.95 |
| 16 | 34.0 | 1.94 | 34.8 | 1.88 | 57.0 | 0.75 | 11.1 | 8.01 |
| 15 | 31.9 | 2.13 | 32.6 | 2.07 | 54.1 | 0.85 | 9.7 | 9.30 |
| 14 | 29.8 | 2.36 | 30.4 | 2.29 | 51.2 | 0.95 | 8.4 | 10.88 |
| 13 | 27.7 | 2.62 | 28.3 | 2.54 | 48.1 | 1.08 | 7.2 | 12.86 |
| 12 | 25.5 | 2.92 | 26.1 | 2.83 | 45.0 | 1.22 | 6.1 | 15.38 |
| 11 | 23.4 | 3.27 | 23.9 | 3.18 | 41.7 | 1.40 | 5.1 | 18.65 |
| 10 | 21.3 | 3.70 | 21.7 | 3.60 | 38.4 | 1.60 | 4.2 | 23.02 |
| 9 | 19.1 | 4.22 | 19.6 | 4.11 | 35.0 | 1.86 | 3.3 | 29.03 |
| 8 | 17.0 | 4.88 | 17.4 | 4.75 | 31.5 | 2.18 | 2.6 | 37.61 |
| 7 | 14.9 | 5.71 | 15.2 | 5.57 | 27.8 | 2.59 | 1.9 | 50.48 |
| 6 | 12.8 | 6.83 | 13.0 | 6.67 | 24.1 | 3.14 | 1.4 | 71.07 |
| 5 | 10.6 | 8.40 | 10.9 | 8.20 | 20.4 | 3.91 | 0.9 | 107.10 |
| 4 | 8.5 | 10.75 | 8.7 | 10.50 | 16.5 | 5.07 | 0.6 | 179.17 |
| 3 | 6.4 | 14.67 | 6.5 | 14.33 | 12.5 | 7.01 | 0.3 | 359.33 |
| 2 | 4.3 | 22.50 | 4.3 | 22.00 | 8.4 | 10.88 | 0.1 | 1080.00 |
| 1 | 2.1 | 46.00 | 2.2 | 45.00 | 4.3 | 22.50 | 0.0 | NA |

The above chart lists the probability (%) and odds (X:1) of making any given hand on the Turn, the River, combined Turn or River (i.e., catching at least one of the outs on either the Turn or River), and combined Turn and River (i.e., hitting a runner-runner/backdoor draw), given the number of outs for the hand. This chart is courtesy of www.rgpfaq.com

| Number of Outs Given a Particular Hand to Improve | | |
|---|----------------------------|---------------------------------|
| Outs | Given hand ... | In attempt to make ... |
| 15 | Open Straight Flush Draw | Straight, Flush, Straight Flush |
| 12 | Inside Straight Flush Draw | Straight, Flush, Straight Flush |
| 9 | Flush Draw | Flush |
| 8 | Open Straight Draw | Straight |
| 4 | Gut Shot Straight | Straight |
| 4 | 2 Pair | Full House |
| 2 | 1 Pair | Three of a kind |
| 1 | Three of a Kind | Four of a kind |

This chart is courtesy of www.rgpfaq.com