

TRINITY HALL – TEXAS HOLDEM

Please keep in mind that this event is for entertainment purposes only and that we expect to have first time players and more polished ringers in the crowd. Its only a bit of fun, if you take your cards seriously than this may be your opportunity to teach what you have learned! Sharks or High Intensity players may not want to play in with us! If you have suggestions on improving the event, please write them on the back of a \$100 Bill and turn it in to the Pit Boss, feedback in this fashion is always welcome

- Opening Blinds T\$ 1 minimum Pre & Flop / T \$5 minimum Turn & River
- To start, players cut a deck to determine dealer. The player to Dealer's Left has Small Blind position(SB) and antes T\$1, the player to SB's left is Big Blind and antes T\$2. Once Blinds are set, Dealer will deal. { *We do not allow Straddle Bets } { *Mis-deal cards are burned and replaced with new card and misdeal's after 1st card is down for all players result in only the misdealt card being replaced from dealer, if not all players have received 1st cards then all dealt cards are burned and a new deal is started.
- *Hole Cards*. Each player is dealt two cards face down. Once each player reviews their hand the player seated 3rd left from Dealer either calls the Bet or Folds, and is followed around table
- *The Flop*. Three cards are dealt face up on the table. Highest Hand Showing leads off the Bet
- *The Turn*. A fourth card is dealt to the table. Highest Hand Showing leads off the Bet
- *The River*. Finally, a fifth card is dealt to the table. Highest Hand Showing leads off the Bet

The five cards on the table are *community cards*. Your hand is formed by taking the best poker hand you can by using any five out of the seven cards (5 community + 2 hole cards). But remember, all the players have access to the community cards.

ALL IN

Now, what happens if another player bets \$200, but you only have \$100 at the table? You can go ***all-in*** on your \$100. If you win the hand, you get only \$100 from your opponent. If two other players bet \$200, and you only have \$100, then you would win \$100 from each of them. Then the winner between the two of them would get the remaining money (the *sidepot*).

Other POKER TERMINOLOGY!

Seat Assignment- Decision of the host whether to preset the seating or allow guests to select upon arrival at the Pub? Each table will have up to 10 Seats

Starting Stacks- When you arrive at the table your starting stack will be at your spot. Tournament chips have no cash value, and you cannot cash out at any point during the tournament. Each Tray has 2,000 point value in a variety of denominations





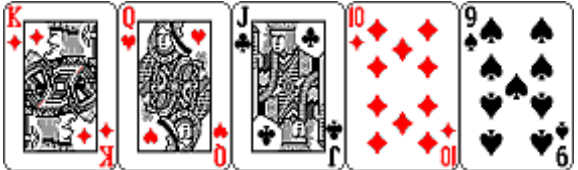


Blind Levels - The way tournaments differ from cash games is that the blinds increase at regular intervals. This is to force play and get the action going. Expect blinds to double every 15 minutes or so.

The Deal - The deal proceeds exactly as it does in a cash game. The two players to the left of the button are the small blind and the big blind. After each hand the button moves one seat to the left. The button is determined in the first hand by high card draw.

Absent Players - All players must be dealt into the hand and their blinds/antes forced into the pot whether they are at the table or not. If the player is not present by the time the second card is dealt, his or her hand will be ruled dead. If the player has not returned before the 2nd hand their chips will be considered abandoned. If chips are abandoned within the last 30 mins of the game, they will be registered as the chips of the player who left. If they are abandoned prior to 30 mins from end of game, they will be distributed evenly between active players still at the table.

All-in Bets - A player who declares himself all in plays for all of the chips in front of him. If the other player has more he is only entitled to an amount equal to his own stack. The same goes for an all-in player that has less than his required blind. He is only entitled to what he put in.

TAKEN FROM VARIETY OF INTERNET SOURCES – YOUR RULES CAN BE DIFFERENT!

Category	Example	Tiebreaker
Straight Flush	 <p>Jack straight flush</p>	<p>A Straight Flush consists of 5 cards in numerical sequence, all of the same suit. The higher straight flush wins. AKQJT is the highest straight flush, and is also called the <i>royal flush</i>. 5432A is the lowest straight flush.</p>
4-of-a-kind	 <p>Quad fives, King kicker</p>	<p>The higher 4-of-a-kind wins. If two players have the same 4-of-a-kind, then the highest 5th card wins. 4-of-a-kind is also known as <i>quads</i>.</p>
Full House	 <p>Queens full of nines</p>	<p>A full house consists of a 3-of-a-kind and a pair. The higher 3-of-a-kind wins. If two players have the same 3-of-a-kind, then the highest pair wins. The Full House is also known as a <i>boat</i>.</p>
Flush	 <p>Ace flush</p>	<p>A Flush consists of 5 cards of the same suit. The flush with the higher top card wins. If two flushes have the same top card, then the flush with the higher 2nd-top card wins.</p>
Straight	 <p>King straight</p>	<p>A Straight consists of 5 cards in numerical sequence. The straight with the higher top card wins. AKQJT is the highest straight; 5432A is the lowest straight (5432A is also called a <i>wheel</i>).</p>
3-of-a-kind	 <p>Trip sevens, Jack kicker</p>	<p>The higher 3-of-a-kind wins. If two hands have the same 3-of-a-kind, then the 2 unmatched cards are used to break the tie. 3-of-a-kind is also known as <i>trips</i>. If you have a pocket pair in Texas Holdem, and you form trips by the third card coming onto the board, this is known as a <i>set</i>.</p>
Two pair	 <p>Aces over sixes, King kicker</p>	<p>The hand with the higher top pair wins. If the top pairs are equal, then the low pairs are used to break the tie. If those are also equal, then the unmatched card is used to break the tie.</p>
<p style="text-align: center;">ONE PAIR or Below</p> <p>The hand with the higher pair wins. If the pairs are equal, then the unmatched cards are used to break the tie, first by comparing the highest unmatched cards, then the 2nd highest unmatched cards, and finally the lowest unmatched cards.</p>		