



In Texas Hold „Em, each player receives two cards down as their initial hand. There is a round of betting after these cards have been dealt. Three board-cards are then turned face-up simultaneously, called “the flop”, and another round of betting occurs. The next two face-up board-cards are turned, one at a time, with a round of betting after each one. These board-cards are community cards and after the final round, when betting has been completed, a player may use any combination of five cards from either their hand or the board (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is called “playing the board”.

Hold „Em uses a flat disc called a *dealer button* to indicate the player who, in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at the cards. Blinds count as part of that player’s bet, unless the structure for a specific game or situation requires part or all of a particular blind to be “dead”. *Dead Chips* are not part of a player’s bet and are taken into the center of the pot.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is begun by the first active player clockwise from the button.

CARDS SPEAK. Winning hand must show all cards prior to the pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, but it is the player’s responsibility to protect his or her hand at all times. The player instituting the action (either by betting or checking) must turn his/her hand over first upon completion of all action. The best hand wins. Although verbal declarations with regard to the content of a player’s hand are not binding, a player miscalling a hand with intent to cause another player to discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the club.

1. Buy-in for all limit Texas Hold „Em games is ten times the minimum bet. Buy-in for no-limit Texas Hold”em games depends on the particular game.
2. Check and raise is permitted.
3. A bet and three raises are allowed for each betting round. Except for no limit which has no limit on the raises.
4. If action becomes heads up (two players) before the 3rd raise has been made, there is **no** limit on the number of raises allowed.
5. String bets or raises are not allowed. A player must put in the full amount of money at one time or announce his action.
6. A player who puts a *single* chip into the pot that is larger than the bet to him is assumed to have *called the bet*, unless he announces, “**raise**”.
7. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
8. A card occurring face up in the deck (*boxed card*) shall be treated as a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck.
9. If a player’s hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on the top of the deck. The exposed card will be used as the *burn card* after all action, before the flop, is completed. If two or more cards are exposed on the deal, it is a **misdeal**.



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10. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before **two** players act on their hands, it is a misdeal. If it is discovered after **two** players have acted, all monies, antes, and blinds will be forfeited by that player.
11. If the flop has too many cards, it will be taken back and reshuffled, except the burn card, which will remain burned. No new burn will be used.
12. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.
13. If the dealer turns up the fourth (4th) card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth (5th) card is put up in the fourth (4th) card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or discards. The dealer will deal the fifth (5th) card.
14. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
15. The winning hand must show **both** cards face up on the table. (*One card up and the other face down is not a valid hand.*)
16. A new player may sit down and buy the button.
17. If a player leaves the table for any reason and the blinds pass his position, he/she may resume play by posting the total amount of blinds for the game, or wait for the big blind. If the player chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.
18. Any bet less than a full bet is not considered a bet.
19. A *live straddle* is allowed in limit games. A live straddle is a blind raise made in the first position to the left of the big blind. The player making the straddle has the option to raise the pot when it is his turn to act *provided* the limit of raises has not been reached.

Diamond Jim's Casino reserves the right to make decisions in the best interest of the game and in the spirit of fairness to all players, even if a technical interpretation of the rules may be in variance with the decision.