$1, $4 limit, up to 4 raises with maximum of $20 per betting round per player.

Opening Procedures:

The counter clerk issues the dealer a tray with $450 in chips for a $1/$2 table and $850 in chips for a $2/$4 table or $4/$4 table. The dealer opens table. He is authorized to sell chips but players are encouraged to purchase chips at the cage. If the dealer sells chips he will deposit the money into the rake box. During certain times the management may institute a "chip runner" position in order to better serve the customers. The minimum initial "buy-in" is $20 per player at the $1/$2 table, $40 per player at the $2/$4 table, and $50 per player at the $4/$4 table.

The table requires a minimum of 6 players to begin playing. All dealers are required to be on the same color decks at all times. The dealer will spread the deck, ensuring that the deck is complete. The dealer will then wash the deck, face up and will execute the standard shuffling procedure; square the cards with the deck facing the players, then riffle, riffle, box (strip the deck in quarters), riffle, then cut the deck with one hand forward on to the cut card. Then dealer will establish the "dealer button" by high card reverse alphabetical suit (spade, heart, diamond & club). Once small blind and large blind are posted, the dealer can begin to deal.

Table Rules:

1. We do not enforce a "must move" policy. We will balance tables to keep them even with players. If a player requests to move to another table, that is accommodated through the floor manager in the cash section.
   1a. The poker room will practice a "must balance" policy enforced in Omaha games only (e.g. in the case of two Omaha tables we will balance the main game (table that started first). We will balance the tables so that the main game will always have more or equal to the secondary table, never less. For example, 10 handed main game, 6 handed secondary game = no balance. 6 handed main game, 10 handed secondary game = move 2 players makes 8 and 8).
   1b. Balancing tables will be done on volunteer basis, if no volunteers then the normal balancing procedure will take place.
2. If a player leaves the table and misses a round of blinds, they will be issued a small blind and large blind chip, in order to begin play again they will have to post both missed blinds. If a player misses two consecutive rounds of blinds, their chips will be pulled off the table and bagged and subsequently held for the customer at the cage. Chips are to be counted and verified in-front of the table.

3. When a player is at the table and asks for a seat change, they do not have to re-pose if they are moving 3 seats or less away. ("three for free") If a table breaks and players are moved to a new table, they will not be required to post to get dealt into the game.

4. Buying the button: A player is allowed to come into the small blind if they buy the button for $3 (big and small blinds) at a $1/$2 table, $6 at a $2/$4 table, $6 at a $4/$4 table. Also, if a player comes in on the button they have to post $3 or $6 (big and small blinds) for assuming the best position at the table. If the player chooses to wait for the next hand, he/she will be subject to post $2 or $4.

5. Players will not be allowed to take chips off the table during their playing session. If a player is caught redeeming chips they will be asked to put the money on the table as live action money. If the player takes chips off the table they will be asked to put them back. Players are allowed to use chips at the table to purchase beverages from the wait staff. Lastly, players are not allowed to give chips to another person without putting cash on the table reflective of the amount that was given to the other player. If the player refuses to comply, they will be put on a 30 minute penalty.

Cash Game Rake Procedure:

The dealer is responsible for the rake. The rake is 10% of the total pot up to a maximum of $6.00 in a $1/$2 game. In a $2/$4 and $4/$4 game a maximum rake of up to $6.00, 10% up to $6.00 at $60.00. The dealer will continue to pull the percentage out of the pot in between betting rounds and place it on top of the rake drop box slot until the hand is completed then deposit the rake before the start of the next shuffle. Once the hand is over and the pot has been awarded the dealer is to drop the rake into the drop box. If the dealer is challenged on the amount being raked, they are authorized to stack and count out the total pot and verify if the percentage is correct. If it is incorrect in the favor of the customer, monies will be returned to the pot, if it is incorrect in the favor of the house that will be corrected as well.

Reload and Chip Sales:

The manager in the section will re-load the trays of the dealers when needed. The chips will be released to the manager by the cage and recorded. The manager then issues the chips to the dealer. They immediately verify the chips and enter them into their tray inventory. If the dealer runs out or is low on chips then the proper floor call is, "Reload, and the table number."

The manager will issue a tray of $200 (all $2 chips), a tray of $180 ($160 in $2 chips and $20.00 in $1 chips) or a tray of $400 (all $4 chips).

Tip Procedure:

The dealer is required to separate all tips to the far right row of the tray that they are issued. In the event the dealer is provided a toke box, all tips should be placed in the locked toke box. The tips are collected hourly or every other hour by the floor manager depending on the level of business. Dealers are to color up their tips to all $2 chips.

Rake Procedure:

The manager is responsible for retrieving and inventorying the rake boxes every 2 hours. When the box goes into the cage, it is emptied into a bin and covered. The rake box is returned to the table and this procedure is followed for all tables currently open.

The money and chips are then inventoried and recorded with a minimum of one cage clerk and one manager, or two cage clerks.

Closing Procedure:

In the event of a table closing either for lack of players during operating hours or due to closing of the card room; immediately following the last hand the dealer will re-suit both decks of cards and return his/her tray to the cage to be inventoried, then report to their corresponding floor managers. The rake box will also be done at this time and fully inventoried and recorded.

Dealer Rotation Procedure:

Rotation of dealers is done on a push system basis, typically 3 dealers for 2 tables, 4 dealers for 3 tables and 5 dealers for 4 tables. In each of these rotations each dealer will operate each table in the rotation for approximately 30 minutes. This ensures the dealer will be fresh and that customers will not see that same dealer for a long period of time. During the push procedure, the deck in play will be counted down to ensure the integrity of the game. The new dealer will the put the deck back into their tray and use the other color deck so that all tables are using the same color decks. The dealer will be aware of the game they are pushing into from the sheet posted on the gaming structure placard on each table.

Each dealer will start the push 5 minutes of the hour or 25 minutes past the hour and will be behind their perspective stations to ensure that the push will be completed on the half hour and that everyone in the rotation will receive an ample break.

Texas Hold'em:

1. The maximum individual wager is $4 depending on the table on which they are playing it may be $2, players will place out blinds and antes so there is an initial amount to get things started. This is called *posting*.
2. The dealer shuffles up a standard deck of 52 playing cards.
3. Each player is dealt two private cards face down. These are called your *hole cards* or *pocket cards*.
4. Then there is a round of betting starting with the player to the left of the blinds. This is the *preflop* betting round. Like most games of poker, players can call, raise, or fold.
5. After the betting round ends, the dealer discards the top card of the deck. This is called a *burn card*. This is done to prevent cheating.
6. The dealer then flips the next three cards face up on the table. This is called *the flop*. These are communal cards that anyone can use in combination with their two pocket cards to form a poker hand.
7. The player to the left of the dealer starts another betting round.
8. After the betting concludes, the dealer burns again then flips another communal card onto the table. This is called the *turn*.
9. The player to the left of the dealer begins another round of betting. In many types of games, this is where the bet size doubles.
10. Again, the dealer burns a card and places a final card face up on the table. This is called the *river*. Players can now use any of the five cards on the table or the two cards in their pocket to form a five card poker hand.
11. There is one final round of betting starting with the player to the left of the dealer.
12. After that, we have the *showdown*. Players who have not folded reveal their hands, beginning with the player to the left of the last player to call. Players use a combination of their pocket cards and the community cards to form a five card poker hand.
13. The player who shows the best hand wins! Although sometimes players with the same hand split the pot.