

GENEVA POKER CLUB

THIS IS THE OFFICIAL RULEBOOK FOR OUR CARDROOM

Welcome to our card room. Your presence in our club means that you agree to abide by our rules and procedures. By taking a seat in one of our card games, you are accepting our management to be the final authority on all matters relating to that game.

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SECTION 1 - PROPER BEHAVIOR

CONDUCT CODE

Management will attempt to maintain a pleasant environment for all our members and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our card room to violators. The following are not permitted:

Collusion with another player or any other form of cheating.

Verbally or physically threatening any patron or employee.

Using profanity or obscene language.

Creating a disturbance by arguing, shouting, or making excessive noise.

Throwing, tearing, bending, or crumpling cards.

Destroying or defacing property.

Using an illegal substance.

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POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

Deliberately acting out of turn.

Deliberately splashing chips into the pot.

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.

Telling anyone to turn a hand face up at the showdown.

Revealing the contents of a live hand in a multi-handed pot before the betting is complete. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.

Needlessly stalling the action of a game.

Deliberately discarding hands away from the muck.).

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.

Using a cell phone at the table.

TOBACCO USE

Smoking is not allowed at the table

SECTION 2 - HOUSE POLICIES

DECISION-MAKING

1. 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.
2. Decisions of the supervisor are final.
3. 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.
4. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.
5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. To keep the game moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. In such circumstances, a pot or portion thereof may be impounded by the house while the decision is pending.
8. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.

PROCEDURES

1. Management will decide when to start or close any game.
2. Cash is not permitted on the table. All cash should be changed into chips in order to play. Any chips from another establishment are not permitted on the table..

3. Chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.
4. Playing out of a rack is not allowed.
5. Only one person may play a hand.
6. No one is allowed to play another player's chips.
7. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
8. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
9. A new deck must be used for at least a full round (once around the table) before it may be changed, and a new setup must be used for at least an hour, unless a deck is defective or damaged, or cards become sticky.
10. Looking through the discards or deck stub is not allowed.
11. After a deal ends, dealers are asked to not show what card would have been dealt.
12. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
13. A non-player may not sit at the table.

SEATING

1. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
2. When a button game starts, active players will draw a card for the button position.

SECTION 3 - GENERAL POKER RULES

MISDEALS

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.
 - (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..
2. Once action begins, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands..

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) The hand does not contain the proper number of cards for that particular game
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live 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 incorrect information given to the player.

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

IRREGULARITIES

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. 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.
4. 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 (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card.
6. If you drop any cards out of your hand onto the floor, you must still play them.
7. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

8. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

BETTING AND RAISING

1. Check-raise is permitted in all games,
2. In no-limit, unlimited raising is allowed.
3. Any wager not all-in must be at least the size of the previous bet or raise in that round
4. The smallest chip that may be wagered in a game is the smallest chip used in the blinds.
5. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold. Check, bet, call, or raise, you are forced to take that action
6. Rapping the table with your hand is a pass.
7. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if there is no bet, call, or raise by an intervening player acting after the infraction has been committed. A player who has called out of turn may not change his wager to a raise under any circumstances.
8. 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 three 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 when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
9. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you.

String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)

10. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called.

SHOWDOWN

1. To win any part of a pot, a player must show all of his cards face up on the table, whether they were used in the final hand played or not.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot. (For more information on miscalling a hand.
3. Any player, dealer, or floor person 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. Please help keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.
5. Any player who has been dealt in may request to see any hand that is eligible to participate in the showdown, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering

decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.

7. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot.

SECTION 4 – TEXAS HOLD’EM

In hold’em, players receive two downcards as their personal hand (holecards), after which there is a round of betting. Three boardcards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards 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 boardcards 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.

RULES

These rules deal only with irregularities. See the previous chapter, “General poker rules,” for rules on that subject.

1. 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.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one.)
4. If before dealing the flop, the dealer failed to burn a card, or burned two cards, the error should be rectified if no cards were exposed. The deck must be reshuffled if any cards were exposed.

5. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
6. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
7. If the flop needs to be redealt for any reason, 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.
8. A dealing error for the fourth boardcard is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals 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 deals 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.
9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claim to the pot.

SECTION 5 - NO LIMIT

A no-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations. No-limit means that the amount of a wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered.

NO-LIMIT RULES

1. The number of raises in any betting round is unlimited.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all-in. The minimum bet remains the same amount on all betting rounds.
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 who has already acted and is not facing a full size wager may not subsequently raise an all-in bet that is less than the minimum bet (which is the amount of the minimum bring-in), or less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only.)
4. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.

Example: Player A bets CHF100 and Player B raises CHF100 more, making the total bet CHF200. If Player C goes all in for less than CHF300 total (not a full CHF100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)

5. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.
6. 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.
7. 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.

8. A bet of a single chip without comment is considered to be the full amount of the chip. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)
9. If a player tries to bet or raise 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 unintentionally put too much in to call.) The wager is brought up to the sufficient amount only, no greater size.
10. All wagers may be required to be in the same denomination of chip (or larger) used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips do not play except in quantity, even when going all-in.
11. In all no-limit games, the house has the right to place a maximum time limit for taking action on your hand. The clock may be put on someone by the dealer as directed by a floorperson, if a player requests it. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.

SECTION 6 - TOURNAMENTS

By participating in a tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play. Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities are not allowed. A penalty may be given for discussion of hands during the play.

1. Whenever possible, all rules are the same as those that apply to live games.
2. Initial seating is determined by random draw or assignment. (For a one-table satellite event, cards to determine seating may be left face up so the earlier entrants can pick their seat, since the button is assigned randomly.)
3. The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.
4. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director anytime after a new betting level is begun or a half-hour has elapsed, whichever occurs first.
5. A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director.
6. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds,
7. In all tournament games using a dealer button, the starting position of the button is determined by the players drawing for the high card.
8. Limits and blinds are raised at regularly scheduled intervals.

9. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)
10. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the 1-seat, with each player receiving all cards before any cards are dealt to the next player. The player with the highest card by suit gets enough odd chips to exchange for one new chip, the second-highest card gets to exchange for the next chip, and so forth, until all the lower-denomination chips are exchanged. A player may not be eliminated from the event by the chip-change process. If a player has no chips after the race has been held, he will be given a chip of the higher denomination before anyone else is awarded a chip. If an odd number of lower-denomination chips are left after this process, the player with the highest card remaining will receive a new chip if he has half or more of the quantity of lower-denomination chips needed, otherwise nothing.
11. A player must be present at the table to stop the action by calling "time."
12. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. (The dealer has been instructed to kill the hands of all absent players immediately after dealing each player a starting hand.)
13. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.
14. A change of seat is not allowed after play starts, except as assigned by the director.
15. In button games, if a player is needed to move from a table to balance tables, the player due for the big blind will be automatically selected to move, and will be given the earliest seat due for the big blind if more than one seat is open.
16. New players are dealt in immediately and take over the obligations of that position, including the small blind or button position.

17. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.
18. In all events, there is a redraw for seating when the field is reduced to three tables, two tables, and one table. (Redrawing at three tables is not mandatory in small tournaments with only four or five starting tables.)
19. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones (A rebuy is okay if allowable by the rules of that event). If another deal has not yet started, the director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
20. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack. A player who posts a short blind and wins does not need to make up the blind.
21. All players must leave their seat immediately after being eliminated from an event.
22. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multi handed pot may not show any cards during a deal. Heads-up, a player may not show any cards unless the event has only two remaining players, or is winner-take-all. If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized.
23. At no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion. Otherwise, it is a string bet.
24. Non-tournament chips are not allowed on the table.
25. Higher-denomination chips must be placed where they are easily visible to all other players at the table.

26. All tournament chips must remain visible on the table throughout the event. Chips taken off the table will be removed from the event, and a player doing this may be disqualified.
27. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
28. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round.
29. In heads-up play with two blinds, the small blind is on the button.
30. All hands will be turned face up whenever a player is all-in and betting action is complete.
31. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award.
32. Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
35. Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the director has the option of ensuring that it is carried out by paying those amounts.) Any private agreement that does not include one or more active competitors is improper by definition.
36. A tournament event is expected to be played until completion. A private agreement that removes all prize money from being at stake in the competition is unethical.
37. Management retains the right to cancel any event, or alter it in a manner fair to the players.

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 burncard.

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

BUTTON GAMES: Games in which a dealer button is used.

CARDS SPEAK: The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

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.

COLOR CHANGE: A request to change the chips from one denomination to another..

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 game of hold'em

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 card used to shield the bottom of the deck.

DEAD CARD: A card that is not legally playable.

DEAD HAND: A hand that is not legally playable.

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."

DECK: A set of playing-cards. In these games, the deck consists of
52 cards in Hold'em, .

FACECARD: A king, queen, or jack.

FLOOR PERSON: A club employee who seats players and makes decisions.

FLOP: In hold'em the three community cards that are turned simultaneously after the first round of betting is 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 upcard in seven-card stud or the first boardcard after the flop in hold'em (also called the turn card).

FOULED HAND: A dead hand.

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.

HOLECARDS: The cards dealt facedown to a player.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

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.

NO-LIMIT: A betting structure allowing players to wager any or all of their chips in one bet.

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 THE BOARD: Using all five community cards for your hand in hold'em.

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.

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.

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.

SCRAMBLE: A facedown mixing of the cards.

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

SHOWDOWN: The showing of cards to determine the pot-winner after all the betting is over.

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.

STACK: Chips in front of a player.

STRAIGHT: Five cards in consecutive rank.

STRAIGHT FLUSH: Five cards in consecutive rank of the same suit..

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

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

“TIME”: An expression used to stop the action on a hand. Equivalent to “Hold it.”

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

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