

Windy Crest Poker Room

2019 House Rules

Game Play

1. **CARDS SPEAK**; the best hand wins even if you did not realize what the best hand was. Lay your hand face up and the winning hand will be determined
2. **NO SPLASHING THE POT** - all bets are to be placed in front of the betting line
3. Wait until all betting is over before making change
4. Raises must be 2 times the previous bet/raise and a minimum opening bet of the big blind
5. **VERBAL IS BINDING**. If you say, "call", you have called
6. Betting one chip is always a call. Raising with one chip must be announced
7. **NO STRING BETTING**. "I call and raise, or I see your \$10 and raise you \$50" ← these are calls. Always announce your action – "I raise"
8. You must keep your cards on the table during play, preferably protected with a chip or card guard to prevent accidental muck
9. Mucked cards are dead cards. **CAP YOUR CARDS!**
 - a. However, a hand that is clearly identifiable may be retrieved and ruled live at host or Table Captains discretion if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded because of incorrect information given to the player
10. You may not look at mucked cards
11. If you win because everyone folds, you may muck your cards without showing
12. If you fold, muck your cards without showing. If you show one person, you must show everyone
13. Keep table talk about the current hand to a minimum, however shit talk is encouraged. This includes commenting on the board such as "look at that flush draw", hinting about what hand you would have had "damn, would have flopped a boat" or offering advice to others, such as "I'd call him"
 - a. Players who are heads up may speak openly about their hands
14. **If you are playing a hand, please pay attention.** Players should wait until they have folded a hand to chat, check their phone, go to the restroom, or to get food or drink. In the tournament the blind timer moves quickly – be courteous and do not hold up the game unnecessarily
15. **Do not act out of turn.** Wait to call, raise, or fold until the person to your right has acted
16. It is bad form to "Slow Roll" at showdown. This means you have the winning hand and you purposely wait to show your hand in order to sweat out your opponent. This is poor form
17. All in's, without any other players in the action, will be turned face up for the remaining deal
18. **Most importantly, everyone here is a guest in my home. Please have fun and treat each other with courtesy and respect**

The Dealer

1. The dealer is responsible for shuffling the hand they just dealt (shuffle behind)
2. The dealer may cut the cards shuffled for them or pass the cut to adjacent players
3. The cut card is to be used at all times and placed at the bottom of the deck to prevent exposing the bottom card
4. The dealer should not burn the next card until all action is complete
5. Before burning a card, the Dealer should announce "Pots Right" letting the players know that round is over and they are about to deal. This enables the player to stop the action in case the betting is incomplete
6. At no time will the dealer look at the burn card, the bottom card, or cards of folded players
7. When dealing, leave the cards in the order they were dealt, never arranging them to show potential hands (i.e. Straight)
8. Rabbit hunting is \$1 per street paid to the bad beat jackpot. No rabbit hunting in tournaments
9. If a card dealt to a player is exposed, continue dealing and replace the exposed card last. The exposed card becomes the first burn card
10. Misdeals
 - a. If two or more cards are exposed on the deal, it is a misdeal
 - b. Two or more boxed cards (improperly faced cards) are found
 - c. If cards are dealt to a seat not entitled to cards, it is a misdeal
 - d. If cards are not dealt to an eligible player, it is a misdeal
 - e. A misdeal must be called prior to two actions; checking and folding do not count
 - i. Any two raises or calls

Miscellaneous

1. In the event of a question arising that is not covered under the house rules, Roberts Rules of Poker will be consulted – house decisions are final
2. The table captain designated by the host at seating will be responsible for managing his assigned table during the tournament. The table captain will be called on to resolve any disputes the host maybe involved with at his table for fairness of the table
3. Cash game will start after the first table breaks. Unless otherwise agreed upon the first cash table will be \$1/\$2 No Limit Hold'Em. Max buy-in is \$200
4. Second cash table will be a 'Dealer's Choice' table (Circus)
5. If you spill it – clean it up. Bar towels are in the Corona bucket. If you spill it twice – no drinks for you at the table!
6. Enjoy a cigar while being respectful of others at the tables. Nobody likes smoke blown in his or her face. Also, let cigars extinguish on their own. Do not crush them out like a cigarette – it makes them stink
7. Do not carry cigars through the house at a break!
- 8. 3:30AM HARD STOP!**
9. You are free to eat hot dogs and snacks, drink the beer on tap, anything in the fridge, cigars on smoking nights, and to help yourself to any of the liquors. There is a \$20 hospitality charge added to the tournament buy-in. This charge covers you for the league night, and all pickup games held that month. If you only attend a pick-up game, a \$20 hospitality donation is appreciated.

On Time Chip Bonus

1. An on-time chip bonus of 10% of the starting stack will be paid to all players who are paid and registered prior to the 8pm start time of regular tournament games
2. Venmo or PayPal entries are accepted prior to 6pm on game night if you know you are going to be late. Your chips will be placed at your seat and blinded off. The on-time bonus will be paid; however, the entry is non-refundable. All players must arrive prior to the start of the first round following the break, or your chips and entry fee will be forfeited.

Bad Beat Jackpot

1. The amount of the small blind will be raked from any pot over \$10 to fund the Bad Beat
2. The Bad Beat applies to the game of Texas Hold'em only
3. Minimum qualifying hand for the bad beat is Aces Full beaten
 - a. The minimum qualifying hand will drop each \$200 the jackpot raises
 - b. \$200 – Aces Full Beaten
 - c. \$400 – Kings Full Beaten
 - d. \$600 – Queens Full Beaten
 - e. \$800 - Jacks Full Beaten
 - f. \$1000 – Tens Full Beaten
 - g. \$1200 – Any Full House Beaten
 - h. \$1500 – Ace High Flush Beaten
4. In order for a hand to be eligible to qualify for a Bad Beat, the pot must meet a minimum of \$10
5. Both the winning and losing hands must use both of their hole cards to create the highest possible hand
6. Payouts of the Bad Beat are as follows:
 - a. 50% of the Bad Beat prize will be awarded to the Bad Beat hand (losing hand)
 - b. 25% of the Bad Beat prize will be awarded to the winner of the hand
 - c. 25% of the Bad Beat prize will be awarded equally amongst the remaining players of the game who received cards at the beginning of the hand
 - d. All players at the table will be dealt cards – even if absent from their seat
7. There must be a minimum of four players for the game to be bad beat eligible
8. The Bad Beat is seeded with \$100 by host – all raked money will first pay back host, then accumulate to build the jackpot over \$100
9. The nightly rake will be counted in front of another player to maintain transparency and the jackpot total will be kept on the white board