

WLIA Pot Limit Texas Hold'em Poker Night

Chips

Yellow = \$5 (at tables only), White = \$10, Red = \$20, Blue = \$50

Every Player will be given \$1,000 of chips to begin the night. Any player may re-buy more chips for \$10 per \$1,000 chips. The \$10 will be collected and donated to the WLIA Scholarship Fund.

Stakes

\$5/\$10 - \$5 Little Blind, \$10 Big Blind, the Minimum bet is \$10, Maximum bet is the amount of the pot up to \$100 per bet. Yellow chips (\$5) will be at the tables and dealers will break larger denominations there.

How to Play Limit Holdem

Hold'em poker functions with a rotating dealer. This means regardless of who's actually dealing the cards, the dealer in the game is the player with the plastic "Dealer" button in front of them. After the hand concludes the dealer button is moved to the player to the left of the current dealer, and so on. To begin play on the table, the first dealer will be the person to the direct left of the actual dealer.

Putting Out the Blinds

Once you have a dealer the player to the left of the dealer must put the small blind out. In our game the small blind would put out **\$5**. The player to the left of the small blind player must place the big blind. The big blind is \$10.

Limit Hold'em - The Deal

The cards are dealt clockwise, starting with the player to the left of the button (the small blind) and ending with the player who is acting as dealer (the button). Each player receives two hole cards, which for now remain face down on the table.

The First Round of Betting

After the last card is dealt the action starts with the player seated to the left of the big blind. This player has the option to call (match the amount of the big blind, or the smaller limit), fold (throw away their cards) or raise. A raise in limit poker is always equal to the total of the previous bet, plus the addition of the current governing limit. The action now continues clockwise around the table with each player acting on the same options: **call**, **fold** or **raise**.

When the action meets the small blind the amount of money they've already put into the pot is counted toward the total of their call or raise. If they choose to fold, that money is lost to the pot.

The big blind has the same option as the small blind here. If no player would have raised, the big blind would have been the only player with a different set of options.

In poker, a betting round ends when every player has had the option to play, and every player has the same amount of chips bet (or has folded). (Note: There is an additional rule on raising. In Limit Hold'em there is a "cap," meaning there can only be one bet and three raises in any single betting round [unless there are only two players remaining in the hand]. This means once there has been a bet and three raises, no player is allowed to raise any further; they can only call or fold.)

The Flop

Once the first round of betting is complete the dealer deals the flop. To do so, they place one card face down on the table (this card is known as the "burn card"), followed by three cards face up. Each player looks at the flop and uses it to evaluate the strength of their current holdings.

From now until the end of the hand, every betting round starts with the player closest to the dealer button. This means action starts in the small blind and moves clockwise around the table. If there is no live player in the small blind, action starts on the next player still in the hand, following the clockwise flow around the table. The betting in this second betting round is identical to that in the first, with one small exception. The first player to act now has the choice to check (there is no bet, so calling no bet is called "checking") or to bet. If they check, the next player is faced with the very same options. As soon as someone bets, the players' available options become to call, raise or fold. As soon as everyone has acted *and* everyone has the same amount of money bet, the betting round is over.

The Turn and River

Dealing the turn is similar to the flop, as the dealer deals one card face down, followed by one card face up. This card is followed by the third betting round. The turn and river play the very same as did the flop, with only one difference. The betting limit on the final two betting rounds is the same as the others. Once the third betting round is completed the river is dealt exactly as the turn was. After the river is dealt the fourth, and final, betting round is run. Upon completion of this betting round, the remaining players in the hand enter the showdown.

The showdown is simple - each player shows their hand, and the best hand wins the pot.

End of Night Raffle

The poker chips can be turned in to purchase raffle tickets to place in the buckets for raffle items. Every \$100 in chips will get the player 1 raffle ticket. You may also purchase raffle tickets (10 tickets for \$10 – same as buying \$1,000 worth of chips for \$10). All sales will go to the WLIA Scholarship Fund.

Poker Hand Rankings

<p>1 Royal Flush</p> 	<p>6 Straight</p> 
<p>2 Straight Flush</p> 	<p>7 Three of a Kind</p> 
<p>3 Four of a Kind</p> 	<p>8 Two Pair</p> 
<p>4 Full House</p> 	<p>9 One Pair</p> 
<p>5 Flush</p> 	<p>10 High Card</p> 

Rules of Roulette

A roulette wheel consists of a spinning disk with divisions around its edge that revolves around the base of a bowl. A ball is spun around the outside of the bowl until eventually ball and wheel come to rest with the ball in one of the divisions.

The divisions around the wheel are numbered from 1 to 36 in a seemingly random pattern and alternate red and black. Additionally, there is a green division numbered 0. On American tables only there is a second extra green division marked 00 and it is largely this that makes the American version of Roulette a worse proposition financially than the European game.

Prior to rolling the ball, people place bets on what number will come up by laying down chips on a betting mat, the precise location of the chips indicating the bet being made. Roulette is a game of French origin and on a traditional table, the French terms on the betting area are still used even in English speaking areas. However, on most US tables, English terms and a slightly different style of mat are used.



Roulette Bets

Much of the interest in Roulette derives from the number of different bets that can be made and their associated odds. The basic bets are the same for all forms of modern Roulette. Below are a list of all the

available bets categorized by the bet's associated odds (both the English and French terms are listed):

Evens

- Red: a red number
- Black: a black number
- Even: an even number
- Odd: an odd number
- Low bet: numbers 1 - 18
- High bet: numbers 19 – 36
-

2 to 1

- First dozen: numbers 1 - 12 (*On the French-style mat, the square marked 12P*)
- Middle dozen: numbers 13 - 24 (*On the French-style mat, the square marked 12M*)
- Last dozen: numbers 25 - 36 (*On the French-style mat, the square marked 12D*)
- Column bet: a column of 12 numbers (*The special square at the end of one of the three columns of twelve numbers*)

Longer Odds

- 5 to 1 - Line bet: 6 numbers (*Place the stake on the intersection of the edge of two rows of three numbers to bet on those 2 rows*)
- 8 to 1 - Corner bet: 4 numbers (*Place the stake at the intersection of a square of four numbers*)
- 11 to 1 - Street bet: a row of 3 numbers (*Half way over the line forming the end of the row of three numbers to be bet upon*)
- 17 to 1: Split bet: a pair of numbers (*Place the stake across the line dividing the two numbers to be bet upon*)
- 35 to 1: Straight up: a single number (*Place the stake in the box showing the number concerned. It is allowable to bet on zero*)

The bets on six numbers or less are termed "Inside bets". The bets on 12 numbers or more are called "Outside bets".

Euchre Tournament

We will bracket the tournament based on number of entries. If you are a single player we will pair you up with another single player for you team of two. The tournament is single elimination, once your team is beat, you are free to go play Texas Holdem, Roulette, games or mingle until the drawing at the end of the night.

Players and Object

Euchre is a plain-trick game for four players in fixed partnerships, partners sitting opposite. Flip cards until a jack is revealed to see who the first dealer is. Deal then goes clockwise after that. Just 5 cards are dealt to each player and the object is to win at least three of the five tricks - with an extra bonus for winning all five. The dealing is completed by dealing either two cards or three cards at once to each player and then dealing the remainder the second round.

Rank of Cards

A pack of 25 cards is used consisting of A K Q J 10 9 in each of the four suits: hearts, diamonds, clubs and spades. The trump suit has 7 cards ranking from highest to lowest as follows:

Right Bower (the jack of the trump suit, example is suit is called hearts, the jack of hearts)

Left Bower (the other jack of the same color as the trump suit, is hearts are suit, then this is the jack of diamonds)

Ace

King

Queen

Ten

Nine

The other suits have 6 or 5 cards ranking as normal: **A K Q (J) 10 9**. Note that the Left counts for all purposes as belonging to the trump suit. For example if hearts are trumps, the jack of diamonds is a heart not a diamond. It can be played to a heart lead and if it is led, hearts must be followed. The word Bower comes from the German *Bauer*, which means farmer or peasant and is also a word for Jack.

The Deal

The first dealer is selected at random. The turn to deal then rotates clockwise throughout the game. The dealer shuffles and the player to dealer's left may either cut or "bump" - that is, knock the cards to indicate that they should be dealt as they are, without cutting. Five cards are dealt to each player in two rounds. The dealer deals clockwise, giving each player a packet of two or three cards in any order - any player who was dealt two in the first round gets three in the second and vice versa. The dealer then turns the next card in the pack face up. This *up-card* is used as a basis for selecting the trump suit. The remaining four cards are left face-down and are not used.

Making trump

This process determines the trump suit and which team are the **makers** - that is the team which undertakes to win three tricks. First each player in turn, beginning with the player to the dealer's left, has the option of accepting up-card's suit as the trump suit or passing. Specifically:

- The player to dealer's left may either pass or say "I order it up"
- If the first player passes, the dealer's partner may either pass or say "I turn it down"
- If the first two players pass, the player to dealer's right may either pass or say "I order it up"
- If all three other players pass, the dealer may either take up the up-card, saying "I take it up", or pass by saying "over" and turning the up-card face-down.

If either of the dealer's opponents order it up or if dealer decides to take it up, the suit of the up-card becomes trump; the dealer adds the up-card to her hand and discards a card face-down. Note that (at least in this version of Euchre), the dealer's partner cannot make trumps and play with a partner. The dealer's partner can only make the turned up suit trumps by playing alone. In Britain this is done by saying "I turn it down", in which case the dealer's cards are placed face-down on the table and dealer's partner plays alone, with the turned suit as trump.

If all four players pass, the up-card is turned face-down, and there is a second round in which players have the option to make any suit trump, other than the suit of the up-card. Again the player to dealer's left speaks first and may either pass again or name a suit. If the first player passes the second may name a suit or pass, and so on. If all four players pass a second time the cards are thrown in and the next player deals.

Note that the trump making process ends as soon as someone accepts or makes trump (rather than passing). That player's side are the **makers** and the other side are the **defenders**.

Going Alone

After trump has been made, but before the first lead, any player may announce that they are playing alone. The partner of a lone player puts her cards face-down and takes no part in the play.

The Play

If all four players are in the game, the play begins with the player to the dealer's left leading to the first trick. If one player is playing alone, the person to that player's left leads first. If two players are playing alone, the defender leads. Any card may be led, and each player in clockwise order must follow suit by playing a card of the same suit as the card led if possible. A player who cannot follow suit may play any card. Remember that, for purposes of following suit, the Left Bower is considered to belong to the trump suit and not to any other suit. The trick is won by whoever played the highest card of the suit led, unless a trump was played in which case the highest trump wins. The winner of each trick leads to the next one.

Scoring

If all four players are playing then the scores are as follows:

- If the makers win 3 or 4 tricks they score one point.
- If the makers win all 5 tricks they score two points.
- If the makers take fewer than three tricks they are said to be **euchred**, and the defenders score two points.

If a member of the makers' team is playing alone and wins all 5 tricks, the team scores 4 points instead of 2 - otherwise the scores are as above. The game is normally played to 10 points - that is, the team who first reach 10 or more points over several deals win the game. It is usual for each team to keep score using a spare 4 and 6 from the pack (as these cards are not used in the game). The cards are arranged on the table so that the number of pips showing shows the team's current score.