

## **SPRINGTIME Texas Hold-em!!!!**

**Hi residents, our next tournament will be on Saturday April 17th.**

**It starts at 6:30/45 for food. We start play about 7:00 pm, play till 8:30 pm then a dessert break and then continue to 10:00 pm.**

**Where else can you have a night's entertainment and food for only \$10.00 – checks are made payable to Enchantment at Hamilton.**

**Sign up at the Hospitality desk by Tuesday April 13<sup>th</sup>.**



**\$\$\$ prizes awarded after chip count taken and verified.**

\$10 includes sub sandwiches, soda, water, dip, veggies, chips, candy, coffee and cake.

For questions or more information contact Jeff Schenker at 838-7009 or [jefrho@optonline.net](mailto:jefrho@optonline.net) or Lee Levitt at 585-2256 or [leeandsara@optonline.net](mailto:leeandsara@optonline.net) .

**See below for rules and information on Texas Hold em.**

## The rules:

Enchantment style

Played basically just like you've seen it on TV but much less ruthless.

### *And designed to be more fun*

Each player is dealt 2 cards face down. Then there are 3 cards dealt to the table, which is called the flop and they are the 3 community/common cards for the entire table. A fourth community card, sometimes called Fourth Street (turn), is dealt to the table after a card was burned. Then the (river) fifth and final community card of the hand is dealt to the table after a card is burned (skipped). The 5 community cards can be all dealt before play starts if desired with them all facing down if the previous rules are observed. The best hand of 5 cards wins after all the betting is concluded. One or two from your hand and any number 3 or 4 from the common cards.

Each player puts up an agreed amount of money (usually about \$10 for play & food which includes subs, soda, water, dip, veggies, chips, candy coffee and cake) and the player is then given \$200 worth of chips to play with. If a player loses all of his chips, he may buy more at the pre decided amount to continue playing. That amount is also added to evening's prizes. The prizes can then be established and the winners are determined by who has the most accumulated chips at the end of the preset end-time of the evening. Keep your chips in front of you for the final count. No sharing/giving away of chips.

**Betting.** At the start of each hand, the player immediately to the left of the dealer must wager one chip (AKA small blind). The second player to the left of the dealer then must wager **2 chips (AKA big blind)**. This is to ensure that there is at least something in the pot to play for. The third player will then start the betting for the round. He or she must call, raise or fold. He cannot check on the first round since there is a bet already going on. The first 2 rounds (deal and flop) are limited to two dollars/chips for each bet or raise. Each subsequent player may either call, raise by 2 dollars/chips or fold. You cannot first check and then raise if the betting gets back to you. Up to 3 raises are permitted. The last 2 rounds (turn and river), the betting is up to four dollars/chips per raise. The opening bet for the round can be a check if the bettor decides to. Again, you cannot first check and then subsequently raise (aka check raise) if the betting gets back to you. (Again up to three raises are permitted) You can fold or just call the raises if you desire. Ties split the pot.

### **Order of winning hands.**

Royal Flush (Ace to ten, all in the same suit)

Straight Flush ( 5 cards in a row all same suit)

Four of a kind (Four Jacks, highest rank in same hand wins)

Full House (three of a kind plus a pair)

Flush (5 cards of the same suit)

Straight (5 cards in a row example 6,7,8,9,10 any suit)

Three of a kind

Two pairs

One Pair (Highest pair in all hands wins) Same pair next highest card ("Kicker") decides.

Highest card(s).