

Omaha Cash Games

Object of the game:

Players will compete to accumulate chips from one another. Each chip will represent a cash value of \$1, \$2, \$5, \$25, and \$100.

Rules of the game:

Buy-in ranges are as follows:

<u>Blinds</u>	<u>Min/Max Buy-In</u>
\$2/\$2	\$200-\$1000

Players are free to cash out their chips at their convenience. If cashing out, all chips must be cashed out together. If a person cashes out, they must either wait an hour before buying back into the table, or buy back in for the full amount they cashed out, if within stated limits. If the buy-in would be above the table limits, buying back in will not be an option, if the buy-in would be below table limits, the player must buy in for at least the state lower limit.

Players can choose and move between seats as they open. If there are no available seats, a waiting list will be established by the floor manager. When a seat becomes available, any player at the table may move to that seat, while the player on the waiting list fills the available seat.

Players at other tables may request a table transfer. When a seat becomes available, players who are on the transfer list will get priority in changing tables before a person on the waiting list is seated.

Established tables can switch games or stakes, if there is unanimous agreement amongst players at the table.

Equipment to be used:

Each dealer will be issued a cash chip rack, a deck case consisting of two different colored decks of cards, a cut card and a button.

Omaha Hi-Lo Method of play

The two players to the left of the dealer put out blind bets.

Every player is dealt 4 cards, face down. These are called hole or pocket cards.

The first action falls on the player to the left of the big blind, who can either call the bet, raise it, or fold. Action continues around the table, clockwise.

After all action for the round has concluded, three cards are dealt face up in the center of the table, which is referred to as the board. The first three cards in Omaha are called the flop. These cards are community cards meaning everyone can use them in combination with their own hole cards to make the best hand.

From the flop on, betting begins with the player to the dealer's left, who can check or bet.

A fourth card is dealt face up onto the board. This is called fourth street or the turn card.

Another round of betting.

The final card is dealt face up. This card is also called fifth street or the river.

A final round of betting occurs. The remaining players show their cards and the person who can make the best five card hand by combining their pocket cards with the cards on the board wins.

Types of Wagers for the game/Wager amount for the game:

Blind structures can be \$1-\$2, \$2-\$5, \$5-\$10. The minimum bet at the table will be the amount of the big blind.

The minimum wager is the size of the big blind. The maximum wager is the size of the pot, which is defined as the total of the active pot (chips in the middle of the table from previous rounds of betting), plus all the bets on the table in the current round of betting. For the purposes of calculating a pot sized raise, the standard is "three times the tail, plus the pot". This means the dealer adds up all previous bets in the current betting round (number is 0 if calculating the round's initial bet), triples that number, and adds that total to the established pot size. This total accounts for the players ability to bet the pot which includes:

- 1) The amount currently in the pot
- 2) All previous bets in the current betting round (the tail)
- 3) The current player's order of operations, which is to add their call of the previous bet facing them to the pot, and raise an amount equal to the accumulated pot size.

This calculation leads to the shorthand taught to dealers, stated above, of "Three times the tail, plus the pot".

At the showdown, players combine exactly two of their down cards with exactly three of the community cards to make the best five card hand possible. In a Hi-Lo variant, players combine exactly two of their hole cards with exactly three community cards to combine the best five card high hand, and best five card low hand, with each getting half the pot. The Hi and Lo halves of the pots are decided as two independent events, so players can select any two cards from their four down cards that they want for determining the winner of the Hi and Lo halves of the pot. If there are tying hands for half the pot, each player with a tying hand get a smaller portion of only the half they are entitled to, commonly known as being quartered, but potentially to be split 3 or more ways.

No forced bet can be above \$10.

Payout and Payout odds:

Players are free to cash out at their convenience.

House Rules Applicable to All Games:

No swearing at or berating other people at the table.

Protect your hand at all times.

English only while in a hand, even if you're speaking to someone off the table.

Verbal declarations made in turn are binding. Verbal declarations made out of turn are binding if action doesn't change before the players turn to act.