

POKER GUIDE



MOHEGAN SUN
POCONO



W E L C O M E

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A complete version of the Poker Gaming rules is available upon request. Please contact a supervisor to place request.



DEALER

GENERAL RULES

1. In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the poker supervisor shall be final.
2. It shall be the responsibility of all players to protect their hand until they are satisfied that it has lost to all hands at the table.
3. Each player shall be required to keep all cards dealt to them in full view of the dealer at all times. The dealer is required to ensure compliance.
4. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final bet or raise that is called shall be the first player to show their hand at the showdown, whether that action was taken on the last card or on a past round.
5. A hand that has been placed face-up on the table, and properly identified, is a live hand even if the dealer collects the hand in error.
6. A player who fails to take reasonable means to protect their hand shall have no redress if their hand becomes fouled or the dealer accidentally collects the hand.
7. Undeclared chips or money does not play. Money or chips must be in plain sight of the dealer and the amount visible prior to cards being dealt in order to play.
8. Chips and/or cash may not be transferred from one player to another.
9. Proposition wagering and/or side bets are not allowed.
10. Conversation in a language other than English is forbidden while a hand is in progress.
11. Any player, dealer or supervisor who sees an error about to be made in awarding a pot has an ethical obligation to speak up.
12. A seated player who is dealt a hand may be obligated to money owed to the pot.
13. The Mohegan Sun Pocono Poker Room is not responsible for chips or money left unattended at a table. Chips and/or cash removed by a player who will be returning to that game must have the amount verified by a supervisor.
14. A new player who is dealt a hand must have the minimum buy-in amount in chips.
15. If a player wants to contest a pot, they must do so immediately. Once any cards are dealt for the next hand, all rights to the previous hand have been lost.
16. A verbal statement or indication of "fold," "check," "call," "raise" or an announcement of a specific size wager, assuming it is within the parameters of the game being played, shall be binding on the player if it is that player's turn to act.
17. A player may win with too few cards, but never with too many.

POKER ETIQUETTE

1. Language, dress and behavior should be of a standard appropriate for ladies and gentlemen.
2. A player who expects to be showing down the winning hand should show it immediately.
3. It is considered impolite to ask to see the hand of a player one has just beaten in a pot or to use the request as a "needle."
4. Although deception is a necessary part of poker, it is not polite to use an excessive amount of time to make a play one knows will be made.
5. In most situations, a player who has no interest in the pot should still hold onto his hand although nobody has bet. They should not fold, even in turn, if a particular player may gain an advantage over a competitor by that act. Folding is more likely to be unfair to someone when there are fewer players contending for the pot.
6. A raise should be announced.
7. A player going "all-in" should announce that fact.
8. To assist the dealer in maintaining a comfortable, fast pace of play, a player should turn all his cards face-down when folding.
9. If a player expects to be leaving the game for a fairly long time, the supervisor should be notified.
10. Lengthy post-mortems about a hand are unwelcome.
11. Criticism of the way another player has elected to play their hand or their general style of play is impolite and undesirable.
12. A player is entitled to quit the game any time he chooses without suffering criticism.
13. Players should speak up and assist the dealer by calling attention to an error in the amount of a bet or improper reading of a hand.
14. It is improper to make an effort to see another's hole cards by actions such as leaning or ducking the head. One is not obliged to look away if cards are openly exposed to view. It is proper for an opponent to complain when a player is constantly getting the opportunity to see another's hole cards.
15. The dealer is not to be held responsible for things beyond their control, such as the identity of the cards he deals.
16. Discarded hands should be released on a low line of flight and at a moderate rate of speed. They should be directed toward the muck, not the dealers' hands.
17. Talk or action demeaning to the dealer or player will not be tolerated. Throwing cards, name-calling and other such uncivilized behavior will be grounds for suspending or barring any player from the Poker Room.

HOUSE POLICIES

1. A player must be seated by a supervisor if they wish to play in a game.
2. Should a seat open on a particular game, all existing players at the table have a right to claim that seat. Once the new player physically takes the open seat, either by sitting down, placing chips on the table or presenting a Player's Club card or some form of identification, all other players lose any rights to the seat.
3. A player cannot be put on a list if seats are open on that game type and limit.
4. If a player's name is called for a game, they must take the seat or request to be rolled to the bottom of the list.
5. A player will only be rolled to the bottom of the list two times on a particular game.
6. If a player locks up a seat in a new game, they have fifteen minutes to claim the seat or risk losing the seat to another player.
7. Players may not switch positions with another player on the list.
8. If there is more than one game of the same type and limit, the supervisor will seat a new player in the shortest game, to keep the games balanced.
9. The Mohegan Sun Pocono Poker Room chip pick-up policy for players away from the tables is as follows:

RAKE GAMES

When a dealer sits in the box, they will put a player who is absent from the table into "lobby" (if the player is not in "lobby" already), by pressing a button on the LED screen. The light corresponding with that seat will now flash, putting the player's seat into hold status. The player will have 45 minutes to return to their seat. If the player exceeds the 45-minute period, the dealer will notify the supervisor and the players' chips will be picked up.

TIME GAMES

When a dealer sits in the box, they will place an absent button wherever there is a player absent from the game. Once a player receives a second absent button, the dealer will place the player into "lobby" for twenty minutes. The dealer will then notify the supervisor and the players' chips will be picked up.

Once a player returns after having their chips picked up, they will notify a poker floor supervisor or above. The poker floor supervisor will then notify and escort the guest to the podium to receive their chips.

Players who have had their chips picked up, but return within ten minutes of the pick-up, may have their initials placed first on the list. If they return after ten minutes since the pick-up, they will be placed at the bottom of the list.

10. Optional dinner list - if a player wishes to be put on the dinner list, they must pick their chips up from the game and ask the supervisor to have their name put on the dinner list. Upon returning to the room, the player will have their name inserted second on the list for the same type and limit, provided they return within the allotted time frame. Multiple players returning from dinner will be inserted into every other position on the list. Players will have one hour to return from dinner Sunday through Thursday, and up to two hours on Friday and Saturday.
11. Third man walking - the third man walking will be any player who gets up from their seat in a cash game after two other players are already away from the table. This player will be required to return to their seat within ten minutes or else their seat in the game will be forfeited if there is a waiting list for the game.
12. If a player desires to transfer to another game of the same type and limit, they may do so only if their game is full or there is a replacement player. This transfer must be approved by a supervisor.
13. Players may request a seat change which will be denoted by a seat change button.
14. When two games of the same type and limit are combined, the following rules will apply:
 - A. A player who transfers from a broken game to a game of the same type and limit may continue to play the same amount of money.
 - B. If the broken game is a no-limit game, the transferring player may not bring an amount that exceeds the chip leader at that particular game.
 - C. In games using blinds, the button moves to the player already at the table who is due to receive it. The blinds are posted accordingly.
15. When players are transferring from an existing game to a new game, they must wait until the new game is established or one hour after the new game starts to be transferred. Players will be moved in the order they signed up on the transfer list, providing the games meet the balance guidelines.
Exception: A new player who is first on the transfer list and wants to switch tables with a player in the existing game who is first on the transfer list.
16. The house reserves the right to prohibit any players from playing on the same game.
17. Talking or texting on a cell phone while seated at the table is strictly prohibited.
18. The house reserves the right to move any game to a new location.
19. Anyone soliciting personal business from players or employees will be removed from the Mohegan Sun Pocono Poker Room.

20. A change in the limit of any game must be approved by a supervisor. All active players must be present at the table and must agree in order to change the limit.
21. Anteing for another player is strictly prohibited.
22. Splitting of pots is strictly prohibited.
23. In live games, everyone but the bettor may call time on the caller. Anyone can call time on a player in tournaments.
24. Discourteous behavior or abusive language will not be tolerated under any circumstances at any time.

OPERATING PROCEDURES

1. All games are table stakes.
 - A. Table stakes - the currency or gaming chips in play. A player may not subtract from their currency or gaming chips at any time during ongoing play.
2. Each card dealt must be the top card off the deck.
3. All discarded hands shall be verified by the dealer to determine that the proper numbers of cards have been returned. Players must discard their hands to facilitate such inspection.
4. Only one player is permitted to a hand and that player must make all decisions without any advice from anyone else. A floor supervisor may stop the action and inspect any player's hand if deemed necessary.
5. Any information about a folded hand that is given to one active player in a pot must be shared with all the players in the pot.
6. An uncalled winning hand shown to another player must, upon request, be shown to all players.
7. Check and raise is permitted unless otherwise posted.
8. Only players who are seated and/or request a hand may be permitted to receive cards and participate in each betting round.
9. Management has the right to "close" or make private any game at any time. Games may be closed regardless of the number of players if approved by the supervisor. Closed games are subject to the maximum table rental fee for that limit as if the game were open and full.

THE BUY-IN

1. Minimum buy-in is five times the maximum bet unless otherwise posted.
2. A new player who expects to be dealt a hand must have the minimum buy-in amount converted to chips prior to being dealt a hand.
3. Signs will be posted at each poker table indicating type of game, limit, antes or blinds and rake or time collection.

“ALL-IN”/TABLE STAKES

1. A player is never obligated to drop out of contention because they have insufficient funds to call the full amount of a bet. They may call and receive action for the amount of chips in front of them.
2. In an “all-in” situation, odd white chips play if they are part of the ante or blind structure. On a game using half dollars, the half dollars will only play in an “all-in” situation in dollar increments.
3. When the action falls upon the player who is “all-in,” it passes clockwise to the next active player.
4. If a player goes “all-in” and loses the hand, the player must buy in for the minimum amount before they can receive another hand.
5. A player with no chips or money cannot be dealt a hand.
6. Undeclared chips or money does not play. Money or chips must be in plain sight of the dealer on the playing felt and the amount visible prior to cards being dealt in order to play.
7. A player must have at least the size of an ante and the minimum bet amount to play a hand in Stud. In Hold ‘Em and Omaha, an amount equal to the large blind and at least one bet at the posted table minimum is required to play a hand.
8. Chips and/or cash may not be transferred from one player to another.
9. A player may only add to his gaming chips or currency between rounds of play and may not remove any of his gaming chips from the poker table at any time during ongoing play.

EXPOSED CARDS

1. If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.
2. A down card dealt face-up or a down card that flashes as it is dealt so that another player might know its identity is considered to be an exposed card.
3. A card exposed by the player themselves is not considered to be an exposed card.
4. Where there is a question of whether a card actually flashed, the player is entitled to have it replaced if they have not looked at the card.
5. The type of poker game shall determine the method of replacement of an exposed card.

STUD

1. If a player's first or second hole card is accidentally turned face-up in the dealing process, the third card shall be dealt face-down.
2. If both hole cards are accidentally turned face-up, the dealer shall collect all three cards (after dealing a final down card to that spot), call the player's hand dead and return the player's ante.
3. If the final card dealt to a player is exposed, the following rules will apply:
 - A. If the first player received their card face-up, all remaining players receive their cards face-up and action is started with the player whose hand was high on sixth street.
 - B. If any other player's card is exposed, that player will have the option of declaring themselves "all-in" prior to any action. Action will start with the high hand on sixth street.
 - C. In heads-up play, if the first player's card is exposed, the second player's card will be exposed and action will continue as normal. Should only the second player's card be exposed, then there will be no more betting and both hands will be shown.

HOLD'EM/OMAHA

If any of the face-down cards in the games of Hold 'Em or Omaha are accidentally turned face-up in the dealing process, the dealer shall exchange the exposed card with a card off the top of the deck once all the hands have been dealt. The exposed card will be placed on top of the stub and used as a burn card. Two or more exposed cards is a misdeal.

BOXED CARDS

A card found face-up in the deck shall not be used in the round and shall be placed with the pile of discarded cards, then replaced with the next card off the deck.

MISDEALS

1. A misdeal shall cause all the cards to be returned to the dealer for a reshuffle provided attention is called to the error before substantial action has taken place.
2. The following actions shall cause a misdeal to be declared before substantial action:
 - A. Failure to shuffle and cut the deck before dealing.
 - B. Dealing to the wrong player first.
 - C. In a game using an ante, if a player who has anted is dealt out, it shall be declared a misdeal so long as no player has yet been dealt all the cards for a starting hand. If the error is not discovered until one or more players has been dealt all of his cards, the player dealt out receives his ante back and the hand is played out.

- D. In a game using blinds, dealing out a player at the table or dealing out an absent player who has requested a hand shall be declared a misdeal so long as no player has yet been dealt all the cards for a starting hand.
 - E. Dealing too few cards to a player except when that player is due to get the top card off the deck.
 - F. Dealing too many cards to a player, except when the last card dealt was due to be the burn card and can be returned to the deck.
 - G. If either the first or second card off the deck is exposed.
 - H. If two or more cards are exposed by the dealer that need to be replaced.
 - I. If more than one boxed (improperly faced) card is present in the deck.
3. A misdeal does not occur when:
- A. In any game played with an ante, if the pot is found to be short one or more antes. The offender(s) shall have a live hand and have to put in the missing ante. The deal is played out with a short pot if the offender cannot be determined.
 - B. An absent player is dealt in. The hand is killed if they are not back by the time it is their turn to act.
 - C. An ineligible seat or player is dealt in. The dealer continues to deal a complete hand in that spot face-down and then the hand is killed.
 - D. A player discovers that they have too many cards after substantial action has occurred. They have a dead hand.
 - E. A player discovers they have too few cards. The hand may be played.
 - F. A card initially dealt to the wrong player can be moved to its proper owner in a simple manner, without any damage being done. If there is any chance the wrong player looked at the card's face, it is a misdeal.

DEFECTIVE DECK

If the integrity of the deck is obviously substandard, the pot may be declared dead and all bets returned. A player who realizes the deck is "defective" has an obligation to call attention to the fact immediately. A player who plays knowing that the deck is defective in order to alter the results of the game, shall be subject to suspension of play in the card room.

UNCALLED BET

1. A player who makes a bet that nobody calls wins the pot.
2. A player who makes a bet then incorrectly assumes there are no live hands against them and throws their hand away will have no recourse if the hand comes in contact with the discards and cannot be reconstructed.
3. A discarded hand should be returned to the player, if possible, when:
 - A. A player thinks they have won the pot and there is still a live hand out.
 - B. A player already in for a bet thinks that they owe more money.
 - C. A player has somehow obligated him or herself to put money into the pot and is attempting to fold instead.
4. An uncalled winning hand shown to another player must, upon request, be shown to all players.

BETTING AND RAISING

1. Check and raise is permitted unless otherwise posted.
2. A bet made without the word "raise" being stated, that is half or more the amount needed to raise, shall be considered a raise. If it is less than half, it will be considered a call.
3. If a player makes a call behind a raise, the player may take the money back if it appears the player was unaware that a raise had been made. All of the called money must remain in the pot if a subsequent player has called the complete bet or exposed their hand.
4. String bets are not allowed. If a player intends to raise, they should either put all the chips constituting the raise into the pot at one time or announce that they intend to raise.
5. An oversized chip placed in the pot is considered to be the maximum allowable bet if the player is first to act and only a call if there is a bet to the player.
6. On games where cash plays, cash placed into the pot without asking for change shall be treated in the same manner as chips. An oversize bill placed in the betting area is a call unless otherwise announced.
7. If a player mistakenly bets the lower limit on an upper limit bet and it is discovered before the round of betting is complete, all bets must be increased to the proper size.
8. A raise is defined as a bet which increases the size of a previous wager during a round of betting. In limit games, the following shall apply:
 - A. The minimum size bet to reopen the betting round must be at least half a "full bet." A player facing at least half of a full bet may fold, call or raise a full bet.

- B. A player facing a wager of less than half a full bet may fold, call or complete the bet.
9. In structured games, a maximum of three raises are allowed unless the action is between two players, in which case there is no limit to the number of raises. In a no-limit game, there is no limit to the number of raises.
 - A. "All-in" players do not affect the maximum number of raises allowed.
 - B. Once betting has been capped, the folding of a player's hand does not uncap the betting.
 10. Proposition wagering and/or side bets are not allowed.

GUIDELINES FOR USING THE BETTING LINE

1. The betting line serves two main purposes: it allows a safe workspace for players to construct their bets prior to committing them to the pot and it assists the dealer in being able to reach the bets more easily. For purposes of determining action, the betting line extends upward into space.
2. Any chips released in the same motion will be considered part of the same action even if some of them do not reach (or remain inside of) the betting line.
3. For chips held in the hand, forward motion which reaches the vicinity of the extended betting line commits a player to take at least some minimum action. The precise amount of the action may still need to be determined.
4. The only way a player is allowed a second trip across the betting line is if they announce their intention to raise, prior to releasing or cutting out any chips onto the felt inside the betting line.
5. Other than an announced raise, once a player begins to withdraw their hand from inside the betting line, their action is complete; no other player should assume action is complete until then. Furthermore, no subsequent player should take any action if the status or amount of a previous action is unclear for any reason. This especially applies to prematurely revealing one's hand.
6. None of these guidelines supersede the authority of the poker supervisor to make decisions intended to preserve the equity and fairness of the game. Furthermore, any attempt by a player to use the betting line to manipulate or circumvent the rules of poker will be considered by management to be a punishable action.

HAND PROTECTION

A player who fails to take reasonable means to protect their hand shall have no redress if their hand becomes fouled or the dealer accidentally collects the hand.

1. It is the responsibility of each player to ensure that their hand has lost to all other hands at the table before discarding the hand.

2. A player who leaves the table without comment and has an unprotected hand is assumed to have no interest in the pot and his hand will be mucked.

ACTION OUT OF TURN

1. A player has the right to act on their hand and an obligation to notify the players that they have not yet acted when the betting action bypasses them. The following rules apply when betting action bypasses a player who has not yet acted:
 - A. If substantial action takes place behind a player whose turn has come to act and has not yet acted, the actions stand. The player must check if there has not been a bet to them and may only call or fold if there was a bet to them. The dealer counts as a person if they have condoned the action and is considered having acted if they have dealt the burn card from the deck or pushed the action past the proper player.
 - B. If substantial action has taken place and the dealer deals any cards for the next round, the player who has not called all bets has a dead hand.
 - C. In stud, an action taken by a player who thinks they are first to act becomes established if the next two players act behind them; betting shall continue as if they were supposed to act first.
2. An action out of turn may seriously disrupt the normal course of betting. Therefore, the following rules will be used to reduce the harm done to non-offending players if substantial action has not taken place:
 - A. The poker supervisor has the authority to require that a player take the same action in turn that they took out of turn. This means that if a player acts out of turn by betting, calling or raising they may have to leave the chips in the pot. A player is allowed to take back a call out of turn if an intervening player who had not acted is allowed to raise the pot.
 - B. A bet out of turn may be changed to a raise if an intervening player who had not acted decides to bet and a raise out of turn may be changed to a re-raise if an intervening player who had not acted decides to raise.

WORDS AND GESTURES

A verbal statement or indication of “fold,” “check,” “call,” “raise” or an announcement of a specific size wager, assuming it is within the appropriate parameters of the game being played, shall be binding on the player if it is the player’s turn to act.

If a player facing a check makes any hand motion that can be interpreted as a check, it will be ruled as a check. (i.e., tapping the table, moving the hand side to side, etc.)

In Stud, a player who is facing a bet and turns down his up cards or induces another player to act by picking up his up cards has folded and the dealer should muck his hand.

ODD CHIPS

An odd chip will be broken down to the smallest unit used in the game. If two or more hands tie, an odd chip will be awarded as follows:

- A. In a button game, the first hand clockwise from the button gets the odd chip.
- B. In High-Only Stud games, the odd chip should be awarded to the high card by suit. In High/Low Split games, it should be awarded to the high hand; (when making this determination, all cards are used, not just the five cards that constitute the player's hand.)
- C. All side pots and the main pot will be split as separate pots, not mixed together.

THE SHOWDOWN

1. A showdown determines the winner of a hand when more than one player is in contention after all betting rounds have been completed. Provided last action is equal, the winning hand remains exposed until the pot has been pushed.
2. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final bet or raise that is called shall be the first player to show their hand at the showdown, whether that action was taken on the last card or on a past round. All other players showing their hands follow in turn in a clockwise rotation. Players holding losing hands may concede their rights to the pot and discard their hand; however, the Mohegan Sun at Pocono Downs Poker Room may require the disclosure of any discarded hands.
3. A hand that has been placed face-up on the table and properly identified is a live hand even if the dealer collects the hand in error.
4. If a player wants to contest a pot, they must do so immediately. Once any cards are dealt for the next hand, all rights to the previous hand have been lost.
5. Only players who were dealt cards are permitted to request to see a losing hand when there was equal action at the river.
6. If a player asks to see a losing hand, the pot is pushed to the winner first. Then, although the losing hand is dead, the dealer may tap the muck with the losing hand and display the cards. The losing hand will be considered dead even if it was discovered to be the best hand, unless the winner of the pot was the one that requested to see the hand.

SEVEN-CARD STUD LOW

In Seven-Card Stud Low, the following rules shall apply:

1. The high card by suit is required to initiate action on the first round. This is a “forced” wager. The next player may fold, call or raise, completing the forced wager to the full bet.
2. Suits are ranked from lowest to highest: Clubs, Diamonds, Hearts and Spades.
3. On subsequent rounds, the low hand on board initiates the betting action. If hands are tied, the player to the left of the dealer acts first.
4. If a player completes the forced bet, it is not considered a raise. There will still be three raises left to cap betting. (i.e., in a 10-20 stud game, the forced bet brings it in for \$3.00 and the next player makes it \$10.00. There can still be three raises and the cap will be \$40.00.)
5. In a non-structured game, after third street, any bet made with an oversized chip without comment will be interpreted as the maximum bet (i.e., in a 1-5 game, after third street, a player whose turn it is to act throws in a \$5.00 chip or higher, the bet will be \$5.00).
6. A player facing a bet in a non-structured game who announces a raise will be interpreted as the maximum bet (i.e., in a 1-5 game, if a player facing a \$3.00 bet calls out “raise,” he must make it \$8.00 unless he specifies that he wants to wager \$6.00 or \$7.00).
7. For split-limit or structured games, the lower limit applies on the first two betting rounds unless there is an open pair.
8. On fifth, sixth or seventh street, only the higher limit may be bet.
9. A player receiving a final down card in a stud game that should have been dealt to another player must keep it, if it has been intermingled with his down cards or if there is any chance that the player has looked at the card. The player who was missed will be given the next card off the stub.

SEVEN-CARD STUD HIGH

In Seven-Card Stud, the following rules shall apply:

1. The low card by suit is required to initiate action on the first round. This is a “forced” wager. The next player may fold, call or raise, completing the forced wager to the full bet.
2. Suits are ranked from lowest to highest: Clubs, Diamonds, Hearts and Spades.
3. On subsequent rounds, the high hand on board initiates the betting action. If hands are tied, the player to the left of the dealer acts first.

4. If a player completes the forced bet, it is not considered a raise. There will still be three raises left to cap betting. (i.e., in a 10-20 stud game, the forced bet brings it in for \$3.00 and the next player makes it \$10.00. There can still be three raises and the cap will be \$40.00.)
5. In a non-structured game, after third street, any bet made with an oversized chip without comment will be interpreted as the maximum bet (i.e., in a 1-5 game, after third street, a player whose turn it is to act throws in a \$5.00 chip or higher, the bet will be \$5.00).
6. A player facing a bet in a non-structured game who announces a raise will be interpreted as the maximum bet (i.e., in a 1-5 game, if a player facing a \$3.00 bet calls out "raise," he must make it \$8.00 unless he specifies that he wants to wager \$6.00 or \$7.00).
7. For split-limit or structured games, the lower limit applies on the first two betting rounds unless there is an open pair.
 - A. If there is an open pair on fourth street, any bettor has the option of wagering either the lower or upper limit.
 - B. If a player bets the lower limit, they may be raised the amount of either the upper or lower limit by any player.
 - C. Subsequent raisers also may raise the lower limit if nobody has bet or raised the upper limit.
 - D. If a player calls out a bet, it will be interpreted as the lower limit.
8. On fifth, sixth or seventh street, only the higher limit may be bet.
9. A player receiving a final down card in a stud game that should have been dealt to another player must keep it, if it has been intermingled with his down cards or if there is any chance that the player has looked at the card. The player who was missed will be given the next card off the stub.

SEVEN-CARD STUD HIGH-LOW/SEVEN-CARD STUD HIGH-LOW, SPLIT 8 OR BETTER

There are many similarities between these two games, however, there are some significant differences.

In Seven-Card Stud High-Low Split 8 or Better:

1. A qualifier of eight or better is needed to be in contention for the low half of the pot.
2. The low card by suit initiates betting action on the first round.
 - A. An ace counts as a high card for this purpose.

IN SEVEN-CARD STUD HIGH-LOW:

1. No qualifier is needed.
2. Suits are ranked from lowest to highest: Clubs, Diamonds, Hearts and Spades.
3. On subsequent rounds, the low hand on board initiates the betting action. If hands are tied, the player to the left of the dealer acts first.
4. If a player completes the forced bet, it is not considered a raise. There will still be three raises left to cap betting. (i.e., in a 10-20 stud game, the forced bet brings it in for \$3.00 and the next player makes it \$10.00. There can still be three raises and the cap will be \$40.00.)
5. In a non-structured game, after third street, any bet made with an oversized chip without comment will be interpreted as the maximum bet (i.e., in a 1-5 game, after third street, a player whose turn it is to act throws in a \$5.00 chip or higher, the bet will be \$5.00).
6. A player facing a bet in a non-structured game who announces a raise will be interpreted as the maximum bet (i.e., in a 1-5 game, if a player facing a \$3.00 bet calls out "raise," he must make it \$8.00 unless he specifies that he wants to wager \$6.00 or \$7.00).
7. For split-limit or structured games, the lower limit applies on the first two betting rounds unless there is an open pair.
8. On fifth, sixth or seventh street, only the higher limit may be bet.
9. A player receiving a final down card in a stud game that should have been dealt to another player must keep it, if it has been intermingled with his down cards or if there is any chance that the player has looked at the card. The player who was missed will be given the next card off the stub.

IN BOTH SEVEN-CARD STUD HIGH-LOW AND SEVEN-CARD STUD HIGH-LOW 8 OR BETTER:

1. On subsequent rounds, the high hand initiates action.
2. Split limit high-low games use the lower limit on third and fourth street and the upper limit on subsequent streets; an open pair does not affect the limit.
3. Straights and flushes do not impair the value of a hand for low.
4. A player may use any five cards to make his best high hand and any other grouping of five cards, even if it's the same as his high hand, to make his best low hand.

The following rules shall apply in

SEVEN-CARD HIGH, SEVEN-CARD STUD HIGH-LOW, SEVEN-CARD HIGH-LOW 8 OR BETTER:

1. A player who has anted, but is not actually present at the table when the time comes to act on their hand will have the forced bet put in the pot for them, if obligated.
2. If a player who is in for all the bets folds, their seat receives the card it was due on the subsequent round and continues to receive a card on subsequent rounds until there is a bet.
3. If the dealer is going to run out of cards before all active players have a complete hand, the following procedure shall be used:
 - A. Instead of dealing anyone an individual card, they shall burn a card and deal a common card for all the players to use.
 - B. If only some of the players are sharing a common card, there shall be no more betting.
 - C. In higher limit games (those that allow a bet of more than \$20.00), it is extremely unlikely that a common card will be necessary; therefore, the dealer should notify the supervisor before examining the stub.
 - D. If there are not sufficient cards to deal a common card or the common card would be the last card of the deck, the dealer shall shuffle the burn cards and deal a common card. Action will start with the hand that was high on sixth street. If that player is "all-in," then action will start with the hand to their immediate left.
4. In all games, the dealer should indicate who acts first.
5. Any card dealt before everyone has acted may not be kept.
 - A. A new deck is made from the unused stub and the improperly dealt cards, being careful not to use any burn or muck cards. The dealer shuffles, cuts and deals.

HOLD 'EM

Each player receives two down cards. Five community cards are shared. The best five cards play.

OMAHA

Each player receives four down cards. Five community cards are shared. Each player must specifically play two cards from their hand and three from the board.

OMAHA HIGH-LOW SPLIT

Player may use any two cards from their hand for high and the same or any other combination of two cards for low. Split pot games use a qualifier of eight or better for low.

USE OF BLINDS

1. Games with a house dealer use a flat disk called the dealer button (or just "button") to indicate the theoretical dealer of each hand. Two blind bets are used to initiate action.
2. The player to the immediate left of the button is first to receive a card. This is the "small blind" or "first blind" position. The player next in position will post a "big blind" or "large blind."
3. In a new game, the position of the dealer button will be determined by having the dealer deal one up card to each player. The player who receives the highest card by rank and suit will have the button.
4. The first player to act will be the player to the left of the "big blind." The small blind and big blind will each have an option to raise on the initial round of betting. On subsequent rounds, the first active player clockwise from the button acts first.
5. Hold 'Em and Omaha games will use the lower limit before and on the flop and the upper limit on the last two betting rounds, unless a specifically posted sign announces a different structure.
6. In a new game, a player who takes a seat is not required to post the big blind until that seat misses any blinds.
7. A new player to the game may not receive a hand between the small blind and the button or have the privilege of last action.
8. When coming from a broken game, the player is not obligated to post a blind if the game is of the same type and limit.
9. All large blinds are "live," meaning the player has the option of raising the bet when the action reaches them.

HOLD 'EM IRREGULARITIES

1. If the flop has more than three cards, it will be taken back and reshuffled. The burn card will not be reshuffled nor will another card be burned. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based their action on will stand, and the dealer on subsequent streets shall treat the two stuck-together cards as a single card.
2. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will not be reshuffled nor will another card be burned.

3. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth card is put up in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or discards. The dealer will then cut the deck. Without burning a card, he will deal the fifth card.
4. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as in the preceding rule.

BLIND PLACEMENT

1. Every player must take all the blinds each round.
 - A. If a player had a blind on the previous deal and does not participate in the next hand, his seat may still be assigned a blind or the button.
 - B. A blind or button assigned to an empty seat is termed "dead."
2. A player who switches games, moves seats or who misses blinds on a round shall have the blinds corrected as follows:
 - A. A player who misses both blinds must post an amount equal to the sum of the blinds. The excess amount, over the big blind, becomes dead money and is not part of the bet. An owed small blind will be dead money. Exception: If a player chooses to come in on a straddle, they will not be required to post the small blind.
 - B. A player who goes broke and wishes to re-enter the game shall be treated as a new player with regard to the blinds, once they have missed their big blind.
 - C. A player who moves to a new seat, and goes past three or more active (present at the table) players clockwise from the blinds, must post the amount of the big blind (or wait the appropriate number of hands so as not to gain any advantage.)
 - D. If a player moves his seat closer to the big blind, they will not have to post an extra blind.
 - E. A player who has just taken the blind before the button or just played his button and then immediately moves to a new seat that is due for the big blind or either of the two seats on the immediate left of the big blind has the option of letting the blinds go by them without penalty.
 - F. If a new player is coming into a button game and a player who is requesting that open seat has just paid any of their blinds, that player has the option to play off their button and then move.

- G. A player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If they act before the mistake is caught, the hand is live and may be played and the player must make up the blind on a subsequent deal or wait for big blind position.
 - H. A player going from a must-move game into a main game will have an option. They may receive a hand immediately, but will be required to post the big blind when it's their turn or they may choose to sit out until the button passes them and will not be required to post.
 - I. "Buying the button" is the posting of all owed blinds by a player so that they may be dealt in right away and receive the button on the subsequent hand. The large blind is posted live and the small blind is posted dead. This can only be done between the button and small blind position.
3. If a player has posted their big blind twice and has not brought attention to this prior to substantial action, they shall have the following options:
 - A. They may post their small blind the next hand and the button will progress as normal.
 - B. They can sit out the next hand, the button will be given to the player who has just posted their small blind twice and the next player will post their big blind. No small blind will be posted this hand. On the next hand, the button will move to that player who just sat out and the blinds will progress as normal.
 4. If a player is dealt a hand that is due the big blind and their intention was to sit out for the round of play, the following action will take place:
 - A. If there is no substantial action, the hand will be declared a misdeal.
 - B. If substantial action has already taken place, the hand will be played without a big blind. On the following hand, the button will move and the hand will be played without a small blind. The button will freeze the next hand to correct the blinds.
 5. If a player pays the large blind then misses the small blind, it will be dead money upon their return.
 6. If a player pays the large blind then wants to move their seat, the small blind will be live in their new position.

NO-LIMIT HOLD 'EM

No-limit buy-ins will have a predetermined minimum and maximum. The buy-in amount will be determined by the blind structure. Blind structures and buy-in amounts will be clearly displayed on the gaming plaque.

1. New players are required to post the big blind to receive a hand.
2. Existing players who miss blinds must post them upon return to the game or wait for their natural big blind.
3. A player going from a must-move game must go to the next game with their current chip amount. This amount may be below or above the posted minimum or maximum.
4. Players transferring voluntarily are to meet the posted minimum and maximum requirements.
5. Players from a broken game may come into games of the same limit without posting. They may bring with them any current chip amount above the posted maximum that does not exceed the table's chip leader.
6. Players deciding to bet may request another player's chip count.
7. Cash may play in limits of 5-10 No-Limit and above. Only denominations of \$100.00 will play. In limits less than 5-10 No-Limit, cash will not play and must be converted into chips prior to the hand being dealt.
8. There is no limit on the number of raises or the bet raise amount.

NO-LIMIT RAISE RULES

1. A player who is intending to raise the pot must do so in one motion or state the word "raise."
 - A. Once a player states the word "raise," they will be permitted return to their stack and may raise to any amount. A player is permitted to work behind the betting line to gather the raise but may only come across the betting line once or notify the table of the amount of the raise before crossing the betting line.
 - B. Any backward motion from the betting area without the declaration of a raise will result in the player being held to a call, unless the excess amount is more than half and the player will then be held to the minimum raise.
2. A player who has not acted and is facing an "all-in" raise that is less than a full bet will have the following options:
 - Fold
 - Call the amount
 - Complete the full raise or raise an amount that exceeds the full raise

3. A player who has already acted and is facing an “all-in” raise that is less than a full bet will have the following options:
 - Fold
 - Call the amount of the “all-in”
4. Any player facing an “all-in” raise that is a full bet or more will have the following options:
 - Fold
 - Call
 - Raise to any amount acting out of turn on a no-limit game

ACTING OUT OF TURN ON A NO-LIMIT GAME

1. If a player bets out of turn and all intervening players check to that player, that player will be required to bet.
2. If a player bets out of turn and an intervening player bets more than the offender, the offender is permitted to take their bet back.
3. The player betting out of turn will be permitted to raise if an intervening player makes a bet of any size.
4. If an intervening player bets less or the same amount as the offender, the offender’s options will be to call the bet or raise. The offender will not be permitted to take all of their money back in this instance.
5. If a player calls a bet out of turn, that player will be required to call when it’s their turn to act unless an intervening player raises.

KILL POTS

1. In Omaha High-Low Split 8 or better, a “kill” or “half-kill” may be offered. A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the entire pot in the hand, provided that the amount of the pot is a minimum of 10 times the maximum permissible wager for the hand.
2. In the succeeding hand, the player shall be required to place a blind bet in the amount of the increased permissible wager for that hand.
3. If, in the succeeding hand, a qualifying pot is not split between one player winning the high hand and another winning the low hand, the kill button will be moved in front of the player who wins the entire pot for that hand.
4. The kill or half-kill will remain in effect until a pot does not qualify in amount or a pot is split between a player winning a high hand and another low hand.
5. Once a pot does not qualify in amount or is split between two players, the dealer will collect the kill button.

POKER HAND RANKINGS

Rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three and Two. All suits shall be considered equal in rank. For purposes of completing a "Straight Flush" or a "Straight," an Ace may be combined with a Two, Three, Four and Five. The permissible high poker hands as determined by the holding of a full five-card hand, in order of highest to lowest rank shall be:

1. "Royal Flush" is a hand consisting of an Ace, King, Queen, Jack and Ten of the same suit.
2. "Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking, with King, Queen, Jack, Ten and Nine being the highest-ranking Straight Flush and Ace, Two, Three, Four and Five being the lowest-ranking Straight Flush.
3. "Four-Of-A-Kind" is a hand consisting of four cards of the same rank regardless of suit, with four Aces being the highest-ranking Four-Of-A-Kind and four deuces (Twos) being the lowest ranking Four-Of-A-Kind.
4. "Full House" is a hand consisting of "Three-Of-A-Kind" and a "Pair," with three Aces and two Kings being the highest-ranking Full House and three deuces (Twos) and two treys (Threes) being the lowest-ranking Full House.
5. "Flush" is a hand consisting of five cards of the same suit.
6. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with Ace, King, Queen, Jack and Ten being the highest ranking straight and Ace, Two, Three, Four and Five being the lowest-ranking Straight.
7. "Three-Of-A-Kind" is a hand consisting of three cards of the same rank regardless of suit, with three Aces being the highest-ranking Three-Of-A-Kind and three deuces (Twos) being the lowest-ranking Three-Of-A-Kind.
8. "Two Pairs" is a hand consisting of two "Pairs," with two Aces and two Kings being the highest-ranking Two Pair and two treys (Threes) and two deuces (Twos) being the lowest-ranking Two Pair.
9. "One Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two Aces being the highest-ranking Pair and two deuces (Twos) being the lowest-ranking Pair.

The ranking of cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: Ace, Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Jack, Queen and King. All suits shall be considered equal in rank. The ranking of a low poker hand as determined by the holding of a full five-card hand shall be the opposite of the ranking for a high poker hand provided that straights and flushes shall not be considered for purposes of determining a winning low poker hand. In all games of poker, a five-card hand shall be ranked according to the cards actually contained in the hand and not by the player's opinion or statement of its value.

PROPER CONDUCT

Each player in a poker game shall play the game solely to improve their chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the player in any manner respecting the outcome of a poker game.





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