

Rules

In hold'em, players receive two downcards as their personal hand (holecards), after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

Object: The best possible five card poker hand, using any combination of hole cards and community cards, wins the pot.

Betting Rounds

- The dealer deals each player their own two cards face-down (pocket cards)
- 1st betting round
- The dealer burns a card then turns over three community cards face-up (the flop)
- 2nd betting round
- The dealer burns another card then turns over 1 more community card (the turn,4th street)
- 3rd betting round
- The dealer burns another card then turns over 1 final community card (the river,5th street)
- Last betting round
- Showdown (Every remaining player shows hand with bettor showing first)

All remaining players must use one of the following choices at the showdown:

Two pocket cards & three boardcards

One pocket card & four boardcards

No pocket cards & five boardcards (called playing the board)

Texas Hold'em Rules

- If the first holecard dealt is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards.

If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal.

- If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one.)

- If the flop needs to be redealt because the cards were prematurely flopped before the betting was complete, or the flop contained too many cards, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card. [See – Explanations, discussion #2, for more information on this rule.]

- If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner. [See – Explanations, discussion #2, for more information on this rule.]

- If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.

- You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claim to the pot.

Rules provided by Bob Ciaffone via ROBERT'S RULES OF POKER