REDHAWK POKER ROOM RULES

- Abusive language toward staff or other Poker Room guests is not permitted.
- English is to be the only language spoken at the table regardless of whether or not a player is in the hand.
- No talking or using electronic devices permitted at the tables while involved in a hand. Players talking or texting on their phones will be dealt out until finished.
- Management retains the right to prohibit any two players at the same table.
- Must Move rules will be in effect until a third table is open.
  - Main games will be kept at no less than seven (7) players and the feeder game may be equal to, but not more than the main games.
  - Table change request will take priority over forced moves.
  - The Feeder Game will be the single game that most recently opened. Short games that break will honor must move list over table change request.
  - A “Third man” walking rule will be in effect when there is a list or feeder games. “Third man” walking will be picked up and put on the top of the list for the game in progress or from the game they were removed.
- One short buy is allowed per player.
- A 10% rake up to a maximum of $6 will be extracted from each pot over $9. Rounding applies.
  - No Rake shall be taken from any pot $9 and under.
  - No Flop No Drop
- In live cash games, there’s no “dead money” obligation” for busted blinds. The blinds always fall to the next active players clockwise from the button.
  - Blinds are only ever posted by the two active players clockwise from the button.
- Wagers should be placed for all players to read.
- Players may straddle up to half their stack under the gun or up to 5X the Big Blind on the button. Under the gun will have first option. This only applies to 1/3 No Limit and higher.
  - The same rules apply to 1/2 game but will limit straddle to 5X the Big Blind under the gun and double the blind on the button.
- All live poker games are table stakes with minimum buy-ins for each game.
  - Stack matching is available on 2/5 No limit or higher only.
  - 2/5 stack match (no cap)
- Bomb Pot: An optional bomb pot will be played on every first hand of a new dealer push. All active players will have the option to post the predetermined bomb pot amount. There is no pre-flop betting; the hand begins on the flop. Players sitting out or not at the table at the time of the dealer push are not required to post and will be excluded from the hand. House bomb pot format:
  - 1/2 NL Hold’em $5 Bomb
  - 1/3 NL Hold’em $15 Bomb
  - 2/5 NL Hold’em $20 Bomb
- One bet and three raises maximum allowed, unless in heads-up play going into the river (Limit Game Only).
- No string bets allowed.
- Any Action out of turn will be binding unless the action is changed by the player/players skipped (Check, Fold, and Calls do not constitute action in this scenario).
- Splashing the pot will not be allowed.
- Players are responsible for protecting their hands. Contact of an unprotected hand with the discarding of a mucked hand MAY result in the hand in question being declared dead.
- Upon request, only the players involved in the completion of the hand may see a called hand. The hand will first be "killed" by contact with the muck. Winning hands must show all cards.
  - A dealer’s hand is NOT an extension of the muck.
- The Dealer will read all cards that are turned face up by the player and will not turn over any cards.
- You must turn over all cards in your hand to win at showdown.
- All chips must be in full view of all the players at all times to be eligible for play.
- Black Chips and above do not play on any game until colored down.
  - Exceptions may be made for higher limit games.
- A cash or chip "buy-in" during a hand is not allowed.
- All Verbal declarations or actions are binding.
- If through Dealer error the pot is pushed to the wrong player, the pot must be returned to the winner.
- If a player's card drops under the playing field of the table, this MAY constitute a dead hand at the discretion of the Poker Floor Lead.
- Any player absents from the table 45 min past their first missed blind will be picked up and replaced with the first player on the list or the first player to move from a feeder game. Seats that are on hold without chips will be given 10 min from the time a player leaves the table. When the 10 min is up the seat will come available to the first player on the list/feeder game.
- Bad Beat qualification is as follows, Quad Deuces (2’s) or better beaten. Payouts will be 50% to the loser, 30% to the winner and 20% table share.
  - Both hole cards and three (3) board cards must play in all determining hands.
  - The hand must be played to completion and tabled.
  - The Bad Beat is not eligible on the second hand of “Run it Twice” hand.
  - In the event of 3 qualifying hands in a single Bad Beat:
    1. Highest Hand – Winning Hand
    2. Second Highest – Losing Hand
    3. Third Highest – Table Share
- DECISIONS OF THE LEAD FLOOR ARE FINAL.
- Management reserves the right to modify or cancel any promotion, event, activity, or program at any time without prior notice.

REDHAWK
RESORT + CASINO