| Chip Values |  |
| :---: | :---: |
| White | 25 |
| Red | 100 |
| Green | 500 |
| Blue | 1000 |
| Black | 5000 |


| Initial Buy -In |  |
| :--- | :--- |
| $\$ 20=4000$ in chips |  |
| White | 8 |
| Red | 8 |
| Green | 4 |
| Blue | 1 |

Rebuys<br>$\$ 20=4000$ in Chips Available in first hour when chip count is below 1500.<br>There is no limit to the amount of times a player can rebuy in the first hour.

## 1. Above all else, this is a friendly game among gentlemen and all players are expected to act accordingly.

2. Bet and Act with Clarity - verbal declarations supersede motions and gestures.
3. No string betting - the first forward motion or statement dictates action.
4. Cards speak for themselves, even if a player has announced incorrectly.
5. Protect your cards and keep your cards on the table. If a dealer mucks unprotected cards the player in question is out of the hand.
6. Make the total amount you have in your chip stack easily identifiable
7. No table talk - players not in the hand are not permitted to speak about the current hand.
8. Dealers are not permitted to "pre-deal" the cards. The flop, the turn and the river must be dealt separately along with their respective burn cards.
9. Any card exposed or shown to another player at the table, must be shown to all players. Players may show cards to a non-playing spectator without penalty.
10. When betting, please do not add (or splash) your bet into the existing pot, but instead place your bet, call or raise immediately in front of you.
11. We play a "Forward Moving Button." The button will ALWAYS move forward to the next player and player a must satisfy the required blinds. There may be more than one big blind or small blind, but there is NEVER a "dead button."
12. Rabbit hunting (asking to see what cards would have appeared, had you bet) is not allowed. Asking to see called hands unnecessarily is bad manners, a waste of time, and generally bad for the game.
