

New Hampshire Holdem Stud

12 003

Game Objective:

The objective New Hampshire Holdem is to compile the highest 5-card poker hand (containing at least a pair of sevens) from three dealt cards and two community cards.

Game Rules:

1. Dealers will shuffle a 52 card deck.
2. To begin the game, players must make an Ante bet.
3. Working from left to right, the dealer gives each player two starting cards, face-down.
4. The dealer places three community cards—face down—in the assigned area.
5. After looking at their two cards, players have a choice:
 - a. Fold (and surrender their ante); or
 - b. Make a 3rd street bet with optional raise and re-raise equal to their ante.
6. The dealer then reveals the first community card.
7. Players have a choice:
 - a. Fold (and surrender their ante and 3rd street bets); or
 - b. Make a 4th street bet with optional raise and re-raise equal to their ante.
8. The dealer then reveals the second community card.
9. Players have a choice:
 - a. Fold (and surrender their ante, 3rd street and 4th street bets); or
 - b. Make a 5th street bet with optional raise and re-raise equal to their ante.
10. The dealer then reveals the third community card.
11. Working from right to left, the dealer reveals each player's two-card starting hand and combines it with the three community cards.
12. The dealer pays according to the posted payable. All winning bets receive the same odds payouts.

Equipment Used:

Standard Casino Gaming Table
New Hampshire Holdem Layout
Two separate distinguished decks of 52 cards
Discard rack
2 Cut Cards
Gaming chips of denominations of \$1, \$2, \$3, \$4

Method of Play:

New Hampshire Holdem is a five-card poker game. Players compete against a payable, not against the dealer or other players.

Players ante and receive two cards. They either fold or buy the first community card (betting equal to their ante with an optional raise and re-raise equal to their ante). When that card is revealed, they either fold or buy the second community card (betting equal to their ante with an optional raise and re-raise equal to their ante). After that card is revealed, they either fold or buy the third and final community card (betting equal to their ante with an optional raise and re-raise equal to their ante).

Players need a pair of Jack's or better to win, and a pair of 7's to 10's to push. Odds printed on layout. All bets receive odds.

Types of Wagers:

Three identical bets on the betting circles

Wager Amounts:

\$2 minimum and \$4 maximum

Payout Table:

Hand	
Royal Flush	250 to 1
Straight Flush	80 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to 10s	Push

House Rules:

- Before all tournaments, the Brush will announce the cost of the buy-in and any applicable re-buys/add-ons. Specific amounts are attached to the game schedule.
- Hourly tournaments interrupted by power failure or any other uncontrollable factor are automatically void unless only three players remain, in which case a determination of final position will be made based on each player's chip count.
 - Multi-table tournaments will complete the hand if readable and agreeable to all players, otherwise the hand is dead. Remaining prize money will be evenly divided among all remaining players, regardless of chip count.
 - Cash games and games of chance will complete the hand if readable and agreeable to all players. Otherwise, the hand is dead.
- Games of chance offer no refund. Chips purchased or won may be redeemed for face value and must be redeemed on the same day.

Three of a Kind	30 to 1
Straight	5 to 1
Flush	3 to 1
Pair	1 to 1

Ante Bet:

Straight Flush	4 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Play:

Pay 1 to 1

House Rules:

- Before all tournaments, the Brush will announce the cost of the buy-in and any applicable re-buys/add-ons. Specific amounts are attached to the game schedule.
- Hourly tournaments interrupted by power failure or any other uncontrollable factor are automatically void unless only three players remain, in which case a determination of final position will be made based on each player's chip count.
 - Multi-table tournaments will complete the hand if readable and agreeable to all players, otherwise the hand is dead. Remaining prize money will be evenly divided among all remaining players, regardless of chip count.
 - Cash games and games of chance will complete the hand if readable and agreeable to all players. Otherwise, the hand is dead.
- Games of chance offer no refund. Chips purchased or won may be redeemed for face value and must be redeemed on the same day.
- Refunds will be given on tournaments prior to dealing the first card. In close call situations, and in fairness to other players, no refunds will be issued.
- As per RSA 287-D: 2-b, XI; each player may spend up to \$150 per tournament, except (RSA 287-D: 2-b, XII) the charity may offer one tournament per licensed event in which each player may spend up to \$250.
- Gaming chips may not be used for any monetary purpose whatsoever.
- Chips remain the property of NHCg, and must be redeemed on the date of issue.
- The maximum bet on all games of chance is \$4. The maximum bet on live (cash) poker games is \$4 with up to three raises permitted. There is no bet limit on tournament games where chips have no monetary value.

- All Games of Chance and Tournament Gaming areas are Non-Smoking. Smoking is permitted outside or in the designated smoking room.
- Proceeds will be used to support the charity that sponsors the events of the day.
- Contact the New Hampshire Racing and Charitable Gaming Commission with any comments, concerns or questions at:
21 S.Fruit St., Ste 16
Concord, NH 03301
- All games of chance are conducted in accordance with RSA 287-D Part 1209, Games of Chance House Rules.