



Pokerati Game Rules

Updated: 04 April 2011

1/2 NLH/PLO

- buy-in:** \$100 min / \$400 max
- round of each:** game changes on button position set at start of play
- straddle:** \$4 NLH / \$5 PLO
- run it twice:** players have the option in both PLO and hold'em in all-in situations with no more betting but cards still to come
- calculating pot:** count the *true pot*, blinds included, then round up to the nearest \$5
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"Pot" preflop \$10 - first to act or with one limper
\$15 - with two, three, or four limpers
\$20 - with five or six limpers

With straddle \$20 for "pot", \$25 with one limper, \$30 with two, \$35 with three, etc.

If two or more players want to run it twice, but one or more oppose ...

Run-it-once player(s) collect whatever portion of the pot they're entitled to, if any, after the first river, ending their hands. Run-it-twice players see a second run to determine the winner of any remaining chips in play.

Game cannot play 10-handed ...

With a full board run twice in 9-handed Omaha (all-in preflop), the last card in stub will play.

Changing to all-PLO late in a session ...

Acceptable if unanimous, but discouraged if new players are still likely to arrive.

Game rules adjustable as necessary to comply ...

with house rules, casino policy, or state law. Spirit of intent is to facilitate friendly, well-run, high-action games that appeal to new PLO players.

Pokerati reminds you to gamble responsibly and reduce variance where possible.