

Dealer's quick guide

Use the dealer button to organise the blinds, action and deal. The button moves one seat clockwise after every hand.

BEFORE THE CARDS

- 1 Move the button**
 One seat clockwise after the previous hand.
- 2 Post the blinds**
 Small blind sits left of the button; big blind sits left of the small blind.
- 3 Shuffle and cut**
 Shuffle thoroughly, then offer the deck to the player on your right to cut.
- 4 Deal clockwise**
 Begin with the small blind. Give every player one card at a time until each has two.

COMMUNITY CARDS

PREFLOP	BURN No burn	WHAT HAPPENS Action starts left of the big blind.
FLOP	BURN Burn 1	WHAT HAPPENS Deal three community cards face up.
TURN	BURN Burn 1	WHAT HAPPENS Deal one community card face up.
RIVER	BURN Burn 1	WHAT HAPPENS Deal the final community card face up.
SHOWDOWN	BURN -	WHAT HAPPENS Remaining players reveal; best five-card hand wins.

After the flop

Action begins with the first active player to the left of the dealer button. If the button remains in the hand, the button acts last.

Clear calls. One action at a time.

The dealer keeps the game organised but does not make decisions for players. Announce action and amounts clearly.

PLAYER ACTIONS

Check

Pass the action without betting. Only available when no bet is facing the player.

SAY: "CHECK."

Bet

Put chips into an unopened betting round.

SAY: "BET 200."

Call

Match the current bet.

SAY: "CALL."

Raise

Increase the current bet. State the total amount, not just the extra chips.

SAY: "RAISE TO 500."

Fold

Give up the hand and push cards face down toward the dealer.

SAY: "FOLD."

All-in

Commit every remaining chip. Keep the player's cards protected and visible.

SAY: "ALL-IN FOR 825."

DEALER REMINDERS

- Follow the chips**
 Verbal declarations are binding, but clear words prevent confusion.
- Keep bets forward**
 Gather chips only after every active player has completed the action.
- Protect the muck**
 Place folded cards face down in one tidy pile away from live hands.
- Award the pot**
 Push the complete pot to the winner before moving the dealer button.

When something goes wrong

Pause the action. Keep all cards and chips where they are. Reconstruct what happened together, then agree on the fairest simple ruling. For a family game, consistency and learning matter more than recreating a casino rulebook.

Dealer habit: point gently to the next player instead of repeatedly calling their name.

Poker hand rankings

Use the best five-card combination available from the seven cards: two private cards plus five community cards.

1	Royal flush A-K-Q-J-10, all one suit.	    	TIE-BREAK Always tied only by an identical board.
2	Straight flush Five consecutive cards, one suit.	    	TIE-BREAK Highest top card wins.
3	Four of a kind Four cards of the same rank.	    	TIE-BREAK Higher quads, then kicker.
4	Full house Three of one rank plus a pair.	    	TIE-BREAK Higher three-of-a-kind wins.
5	Flush Five cards of one suit.	    	TIE-BREAK Compare highest cards in order.
6	Straight Five consecutive ranks, mixed suits.	    	TIE-BREAK Highest top card wins.
7	Three of a kind Three cards of the same rank.	    	TIE-BREAK Higher trips, then kickers.
8	Two pair Two different pairs.	    	TIE-BREAK Higher pair, lower pair, kicker.
9	One pair Two cards of the same rank.	    	TIE-BREAK Higher pair, then kickers.
10	High card No made combination.	    	TIE-BREAK Compare highest cards in order.

Remember

Suits are equal. An ace may be low only in A-2-3-4-5. If the same best five cards play for multiple players, split the pot.