



FRIDAY FELT

HOME POKER, MADE MEMORABLE

Poker Night Starter Pack

A simple guide to your first home tournament

Inside this pack

- 01 Plan the night
- 02 Set up chips and cards
- 03 Run balanced blind levels
- 04 Score a 3-9 player league
- 05 Teach and celebrate decisions
- 06 Record the result

Plan a brilliant poker night

A relaxed two-hour format that keeps the lesson short and the game moving.

BEFORE EVERYONE ARRIVES

- | | |
|---|---|
| ☐ Choose the players and start time | ☐ Prepare one ten-minute lesson |
| ☐ Set out equal 2,100-chip stacks | ☐ Put drinks away from the felt |
| ☐ Shuffle two decks and add a cut card | ☐ Choose a five-minute break point |
| ☐ Place the dealer button and timer | ☐ Have this pack beside the table |

A SIMPLE EVENING

6:30 pm	Dinner and setup Make the gathering part of the tradition.
6:50 pm	Ten-minute lesson Teach one idea and give one table mission.
7:00 pm	Cards in the air Start at 25 / 50 with 15-minute levels.
After Level 3	Five-minute break Reset, colour up if needed, and refill drinks.
After the game	Hand of the night Discuss one decision without turning it into a lecture.

The Friday Felt rule

Fun first. Teach one thing. Celebrate good decisions, even when the cards do not cooperate.

Chips, cards and essentials

Use what you already have. A premium experience comes from clarity and consistency, not a long shopping list.

STARTING STACK PER PLAYER

Chip	Quantity	Value
25	12	300
100	8	800
500	2	1,000
TOTAL	22 chips	2,100

WHAT BELONGS ON THE TABLE

ESSENTIAL

Chips

Equal stacks for every player. Clear denominations matter more than brand.

ESSENTIAL

Two decks

Use one Copag deck and keep the second ready. Alternate decks if someone deals.

ESSENTIAL

Dealer button

The anchor for position, blinds and action order.

RECOMMENDED

Cut card

Prevents the bottom card being exposed during the deal.

RECOMMENDED

Tournament timer

A phone or tablet is enough. Show current and next blinds.

OPTIONAL

Poker mat

Makes cards easier to lift, softens chip noise and protects the table.

Keep it affordable

Start with 300 chips for a small family game. Choose 500 when you regularly host seven to nine players or want room to grow.

Balanced blind levels

Use 15-minute levels for a lively family event or 20-minute levels when you want more time for decisions.

Level	Small blind	Big blind	Notes
1	25	50	Cards in the air
2	50	100	
3	75	150	
BREAK	-	-	5 minutes
4	100	200	
5	150	300	
6	200	400	
7	300	600	
8	400	800	
9	500	1,000	Continue if needed

RUNNING THE CLOCK

- Finish the hand**
When time expires, complete the current hand before increasing the blinds.
- Announce the next level**
Say the new blinds clearly and show them on the timer.
- Keep the button moving**
Move it one seat clockwise after every completed hand.
- Adjust only between events**
Avoid changing levels mid-tournament. Make notes and refine next time.

Expected duration

With four to six players, this structure usually produces a tournament of roughly two hours. Field size and dealing speed will change the finish time.

Three points per player

Every entrant adds three points to the event pool. The full pool is distributed by finishing position.

Players	Pool	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3	9	5	3	1	-	-	-	-	-	-
4	12	6	3	2	1	-	-	-	-	-
5	15	7	4	2	1	1	-	-	-	-
6	18	8	5	2	1	1	1	-	-	-
7	21	9	5	3	1	1	1	1	-	-
8	24	10	6	3	2	1	1	1	1	-
9	27	11	6	3	2	1	1	1	1	1

WHY THIS WORKS

Winning matters

First place always earns the clearest advantage.

Everyone contributes

A larger field creates a larger points pool.

Everyone scores

No poker night feels wasted, especially for new players.

The season stays close

One difficult result does not end a player's chances.

Champion traditions

Event winner: champion's card protector. Season winner: engraved bracelet and a permanent place on the perpetual trophy.

Teach one thing. Celebrate decisions.

A welcoming table builds better players and better memories.

THE TEN-MINUTE LESSON

- 1 **Ask**
Begin with one surprising question.
- 2 **Explain**
Use an everyday example before poker language.
- 3 **Show**
Deal two or three examples face up.
- 4 **Challenge**
Give everyone one mission for the game.
- 5 **Review**
Discuss one hand after the tournament.

SIMPLE TABLE RULES

- ☐ Act only when it is your turn.
- ☐ Keep cards and higher-value chips visible.
- ☐ Announce raises clearly before moving chips.
- ☐ One player to a hand - no advice during action.
- ☐ Show both cards at showdown.
- ☐ Be kind about mistakes and unlucky cards.
- ☐ Judge decisions using information available at the time.

Hand of the night

Ask each player to nominate one interesting decision. Choose one hand and discuss:

- What information did you have?
- What options did you consider?
- What would you repeat?

RECOGNITION BEYOND WINNING

Best fold • Best use of the lesson • Best sportsperson • Best comeback • Best bluff

Poker night event record

Print one copy for every event, then transfer the final points to your season leaderboard.

EVENT NAME _____ DATE _____ PLAYERS _____

Finish	Player	Points	Knocked out by
1			
2			
3			
4			
5			
6			
7			
8			
9			

TONIGHT'S LESSON

LESSON _____ RECOGNITION AWARDED TO _____

HAND OF THE NIGHT

NOTES FOR NEXT TIME