# Poker Power Home game guide





# What Do We Need to Get Started?





A fun location big enough for a table and chairs.



A standard deck of cards, with jokers removed (or two decks if you want the game to go faster. Alternate the decks. Don't use them at the same time.)



A table and chairs.



A set of poker chips (a 500-chips set is recommended).



A dealer button (any object that identifies who is the dealer. This is usually part of the poker set.)



A timer (to keep track of the blind levels).



Four to nine friends who want to have a great time.

 This game can be played with more players, but for a one-table tournament (known as a "Sit N Go"), we recommend you have no more than 10 players.

# THE STAKES What Do You Want to Play for?

Most tournaments will play down to a winner but will award second- or third-place prizes as well. Poker is more fun to play with a prize on the line, even if only bragging rights.



# How Do We Set Up the Blinds?

First, decide how long you want the game to last. We don't want the blinds to increase too fast because it will become difficult to play.

#### Here are some things to consider before setting the structure:

- What denomination of chips do you have?
- How long do you want the tournament to last?
- How many players do you have?

#### With 10 players to last approximately three hours, here is what we recommend:



Starting stack: 10,000 chips



Blind duration: 20 minutes per level

#### **Sample structure sheet:**

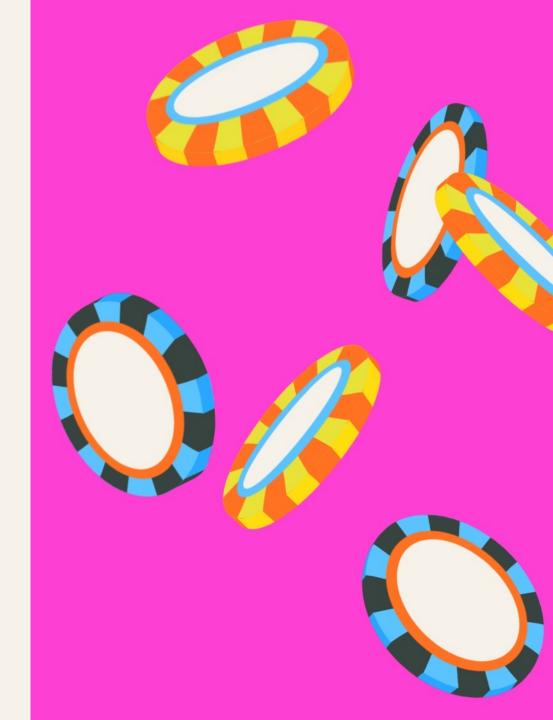
LEVEL	SB	BB	DURATION
1	100	200	20 min
2	200	400	20 min
3	300	600	20 min
4	400	800	20 min
5	500	1,000	20 min
6	700	1,400	20 min
7	1,000	2,000	20 min
8	1,500	3,000	20 min
9	3,000	6,000	20 min
10	4,000	8,000	20 min
11	6,000	12,000	20 min
12	10,000	20,000	20 min
13	15,000	30,000	20 min

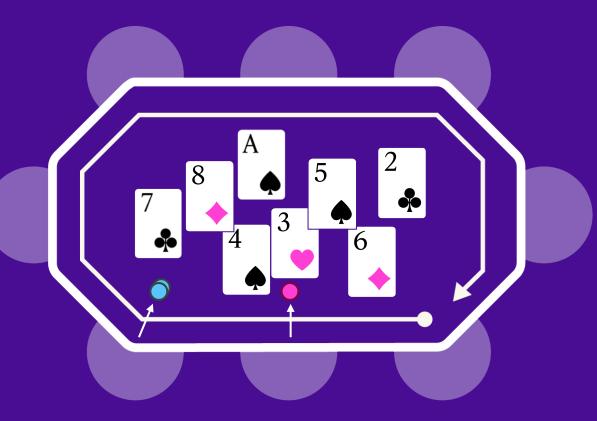
# How Do We Set Up the Blinds?

However, maybe you are looking to play a longer game, or perhaps you don't have the corresponding chip denominations. Here is a guide that will help you set up the perfect structure for what you are looking to accomplish:



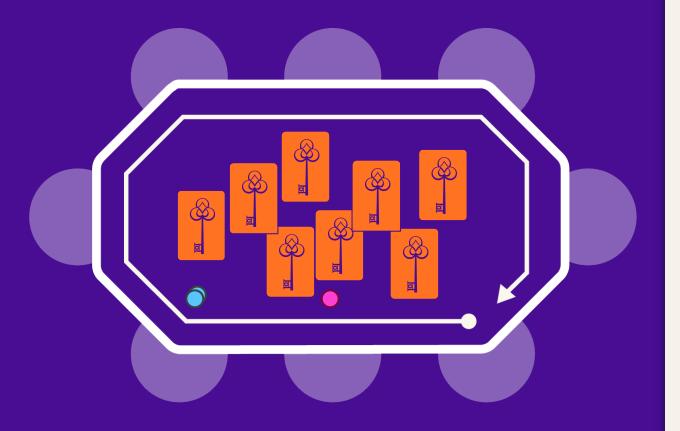
If you want the game to go faster, give each player less chips, or make the blind levels shorter (like 15 minutes).





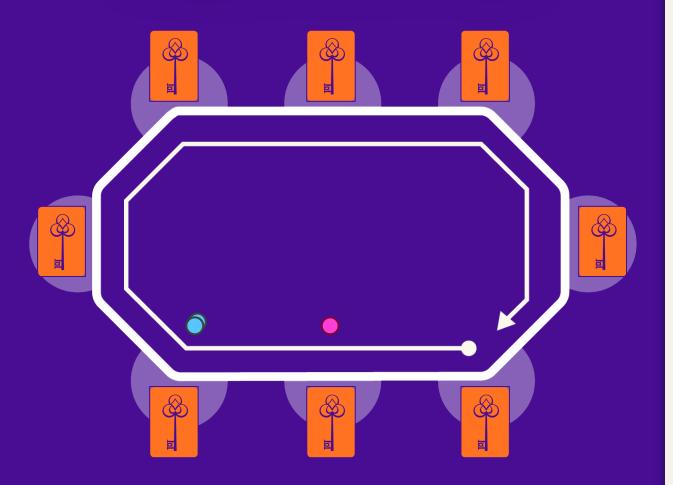
In a tournament, seats are usually randomly assigned. There is nothing wrong with each player just choosing their own seat, but if you would like to make it random, here is how we "Draw for Seats":

Select the number of unique cards corresponding with the number of players. (For example, if you have eight players, pull out an Ace, two, three, four, five, six, seven, and eight.)



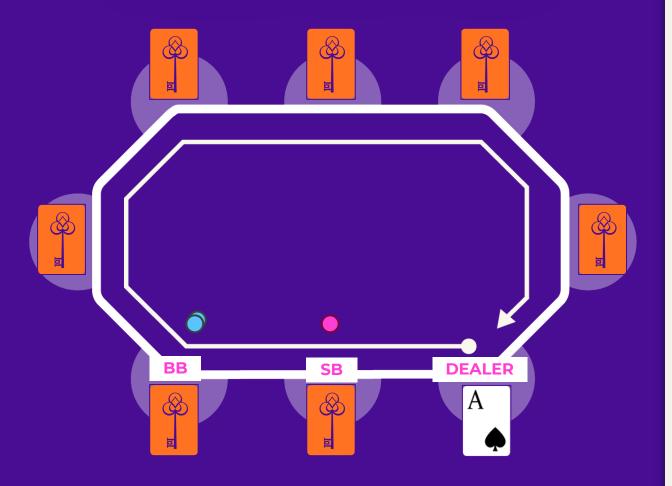
#### "Draw for Seats"

Put cards face down and mix them up.



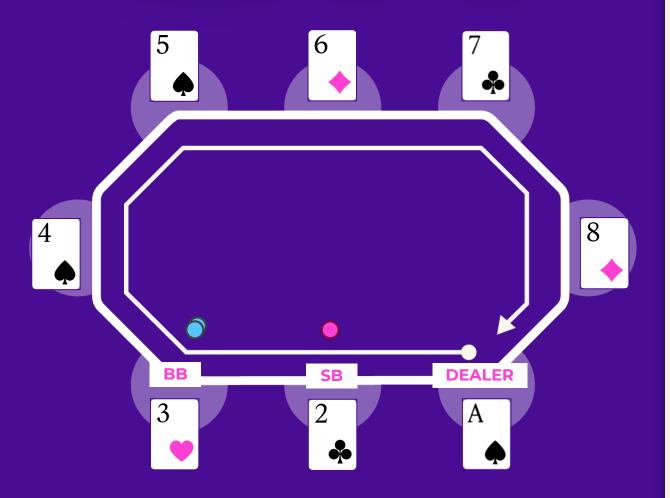
#### "Draw for Seats"

Have each player draw a card.



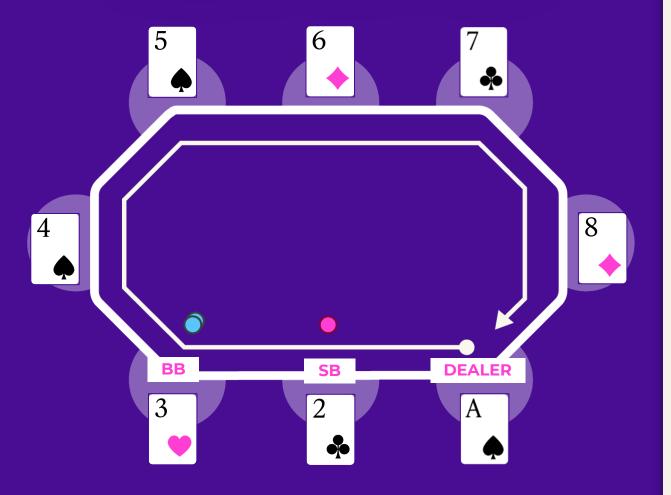
#### "Draw for Seats"

The player that draws the Ace gets to pick their seat at the table. They will also start with the dealer button.



#### "Draw for Seats"

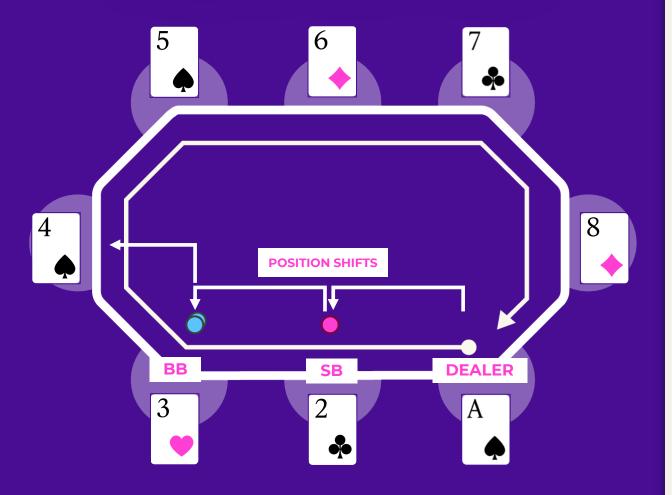
The player with each corresponding card will sit to that player's left as shown below.



#### "Draw for Seats"

Use any object you selected to denote "the dealer" and move it around the table as the deal changes.

### Where Do I Sit?

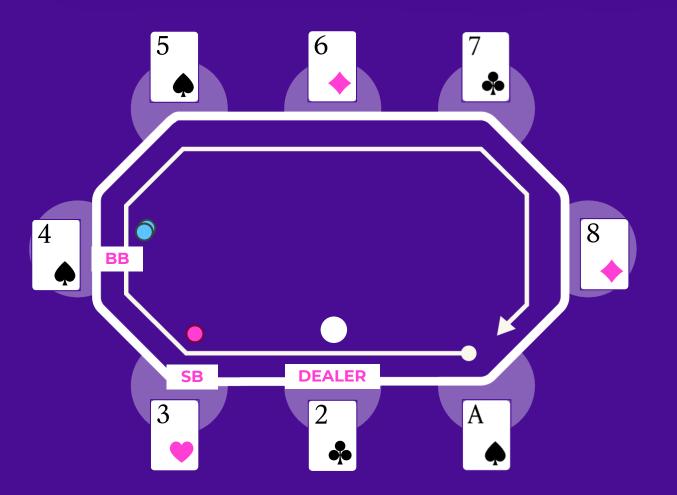


#### "Draw for Seats"

The player in the dealer position will start with the dealer button and will deal the cards clockwise one at a time, starting with the player on their immediate left (the small blind). Deal the first card to each player once around the table, then deal each player their second card, ending with yourself.

#### TAKING TURNS WITH THE DEAL

#### How Do We Rotate the Button?



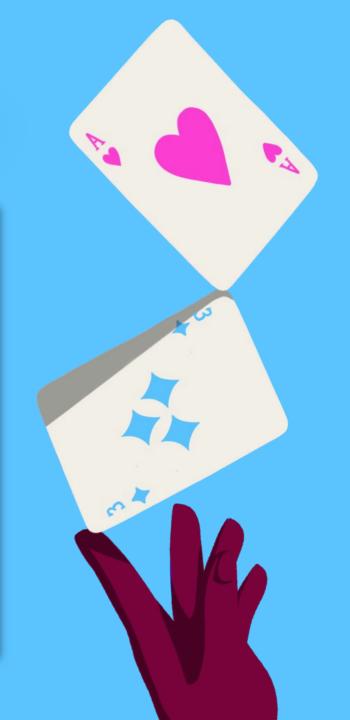
Once the hand is over, the dealer should shuffle the deck and move the button to their immediate left and repeat.

\*\*Optional tip to keep the game moving – Use two decks and have the player behind the dealer shuffle the second deck for the next hand \*\*

### How Do We Deal Out the Board?

When we play online, we often don't notice the use of the burn card. The burn card is dealt off the top of the deck between each street (streets are the flop, turn, and river) and discarded. The term comes from the idea that you are removing the card from the deck, as though you were literally "burning it up" so it no longer exists.

Once the action preflop closes and we are ready for the flop, the dealer should "burn a card" face down into the muck (discarded cards), and then deal the flop face up. This is also done again before the turn is dealt and again before the river is dealt. There should be a total of three burn cards every time a hand makes it to the river.



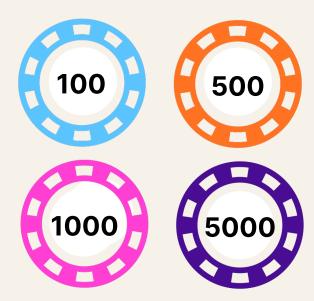
#### SHUFFLE UP AND DEAL

### What Else Should We Keep in Mind?

### Make sure you get toknow your chips

Identify the denominations and make sure you are clear on the corresponding values. It is helpful to have chips in at least 100, 500, and 1,000 denominations.

#### Here is an example:



## What Else Should We Keep in Mind?

### Designate someone to be responsible for the blind levels

Set your timer to 20 minutes. Each time the timer goes off, make sure you announce that the blinds have gone up and increase the small blind and big blind to correspond to your structure sheet.



SHUFFLE UP AND DEAL

### What Else Should We Keep in Mind?

### 3. HAVE **FUN!**

+ take a picture of your group playing together & share it with the Poker Power Community Facebook group.



### THANK YOU

Poker Power

