

# River of Blood Hold'em

We **strongly recommend** learning the rules of Texas Hold'em before learning Blotto Hold'em. Two helpful resources are [pkr.bot/poker-rules](http://pkr.bot/poker-rules) and [pkr.bot/poker-video](http://pkr.bot/poker-video).

## Overview

The poker variant for the 6.9630 Pokerbots Competition in IAP 2023 is "No-Limit River of Blood Hold'em," a game based on the popular poker variant No-Limit Texas Hold'em. The main modification is that if the river card is a diamond or heart, players will see and bet on additional streets until a spade or club is dealt. Note there is no limit on how many additional cards may be dealt and that these additional cards remain as board cards and are not swapped out when a non-black card is dealt.

## Glossary

Hole cards	A player's two private cards
Board cards	Cards that are public and shared between the players
Pot	The accumulation of bets and other payments made by the players during a round to be claimed by the winner of the round
Stack	A player's individual resources they use for bets and other payments during a round
Pip	A player's contribution to the pot during a round of betting
Blinds	Small, forced bets at the beginning of the round to kick off the pot
Call	A minimum pot contribution to stay in the round in response to a bet or raise
Check	A "pass" or bet of 0
Fold	To quit the round and let the other player claim the pot
Flop	When the first three board cards are dealt
Turn	When the fourth board card is dealt
River	When the fifth and possibly final board card is dealt
Run	When the River or past Run card is a diamond or heart, and an additional board card is dealt
Showdown	When the players' hole cards are revealed to determine the winner of the round who claims the pot

## Game Logistics

A game of River of Blood Hold'em consists of a number of rounds played between two players. In every round, each player is allocated a stack before the cards are dealt. The change in a player's stack at the end of the round is used to update that player's bankroll, which starts at 0. The player with the highest cumulative bankroll after the last round is played wins the game.

## Parameters

Rounds: 1000

Stack allocated per round: 400

Big blind: 2

Small blind: 1

## Sequence of Play

A round of No-Limit River of Blood Hold'em has all the stages as standard Texas Hold'em but introduces a new indefinite "run" street.

1. Pay blinds
2. Deal hole cards
3. Round of betting
4. Deal flop
5. Round of betting
6. Deal turn
7. Round of betting
8. Deal river
9. Round of betting

Repeat 10 and 11 until previous card dealt is a spade or club

10. Deal an additional run card
11. Round of betting

12. Showdown

## Deal

The hole cards, flop, turn, river, and run(s) deals are the same as in standard Texas Hold'em.

## Blinds

In each round, one player is designated as the dealer. The dealer alternates between successive rounds. To start the round, the dealer pays the small blind and their opponent pays the big blind. The blinds are a mandatory bet of 1 by the dealer followed by a mandatory raise to 2 by their opponent, which leaves the dealer to act next.

## Betting

In the first round of betting (labeled 3 above), the dealer is the first player to act. In this first action, the dealer may fold (cost: 0), call (cost: 1), or raise (cost: 3+).

In all other rounds of betting, the dealer's opponent is the first player to act. In this action, the player may check (cost: 0) or bet (cost: 2+). The minimum legal bet is 1 big blind. The maximum legal bet is bounded by both players' remaining stack sizes; this ensures that neither player can make a bet that their opponent is unable to call.

When a player is faced with a bet or raise from their opponent, that player is allowed to raise. There is no limit on the number of consecutive raises that may occur in a round of betting.

The raise amount is defined as the amount by which the raising player's pip exceeds their opponent's pip. Equivalently, this is the opponent's cost of calling after the raise. It is common in Hold'em to place restrictions on the raise amount in order for a raise to be legal.

In River of Blood Hold'em, the minimum legal raise amount is the size of the previous bet if responding to a bet or the previous raise amount if responding to a raise. The maximum legal raise amount is bounded by both players' remaining stack sizes so that neither player can make a raise that their opponent is unable to call.

If the remaining stack sizes do not allow for a minimum legal raise amount, i.e. the maximum is below the minimum, then the only legal raise is the maximum legal raise amount. This occurs when a player makes an all-in raise.

The round of betting ends when a player calls, when a player folds, or when both players check in a row. In the first round of betting, if the dealer calls right away, then the round does not end and their opponent is given the opportunity to act: check (cost: 0) or raise (cost: 2+).

These are the standard Texas Hold'em betting rules; we encourage those unfamiliar with betting in Hold'em to revisit the resources [pkr.bot/poker-rules](http://pkr.bot/poker-rules) and [pkr.bot/poker-video](http://pkr.bot/poker-video) for a refresher.

## Run

The run refers to the cards that are dealt after the river in the case that the river is not a spade or club. Players will see additional cards and bet after seeing each additional run card. Note the run is not a singular card that may be replaced if not a spade or club, but rather an indeterminate sequence of cards that will be board cards that players use for showdown. Finally, we have not introduced a limit on the how many cards the run will consist of.

## Showdown

The winner of the round is determined by the standard Texas Hold'em hand rankings. In the case of run cards being dealt, all cards that are dealt from the run are included. Just as in regular Texas

Hold'Em, players may use any of the board cards and up to five board cards in addition to their own hole cards to make their best possible five-card hand. In the case of a tie, players' bankrolls do not change.