



Object Of The Game

In Rock-N-Roll Hold'em players are trying to make the very best garage band (minimum 4 bandmates, maximum 5 bandmates) with the highest overall combined Performance Points. In Rock-N-Roll Hold'em no prior knowledge of Garage Band Cards is required. How players construct their bands in Rock-N-Roll Hold'em is completely different than the Expanded Standard Edition 1.2 Rules and Freebird Rules. In Rock-N-Roll Hold'em, if you can add...yep you can play.

Game Components

Bandmates Deck (Red Spotlight) - (30)

(1) Bandmate Level Punchout Token - Known now as the "Chord" – Any color chosen will work

How To Play

In Rock-N-Roll Hold'em each player is dealt two bandmate cards face down (referred to as the "**garage cards**"), then over the course of subsequent rounds five more bandmate cards are eventually dealt face up in the middle of the table. These face up cards are called the "**stage cards**" because each player uses them to make, hopefully, a five-piece band...at minimum a 4 piece band.

The five stage cards are dealt in three steps. The first three stage cards are called the "**jam.**" Then just one stage card is dealt, called the "**crash.**" Finally one more card, the fifth and final stage card, is dealt — the "**spotlight.**"

Players construct their bands using the best available five cards out of the seven total cards (the two **garage** cards and the five **stage** cards). This can be done by using both of the garage cards in combination with three stage cards (the spotlight must be one of the stage cards used), one garage card in combination with four stage cards (the spotlight must be one of the stage cards used) or no garage cards and playing all stage cards — whatever works to make the best five-piece band.

If the betting causes all but one player to fold, the lone remaining player wins the pot without having to show any cards. For that reason, players don't always have to possess the best band to win the pot. It's always possible a player can "bluff" and get others to fold better bands. If two or more players make it all of the way to playing the "Live Show" after the last stage card (spotlight) is dealt and all betting is complete, then the only way to win the pot is to have the highest-rated (highest amount of Performance Points) band.

Let's get into some specifics including how to deal Rock-N-Roll Hold'em and how the betting works. A good way to explain the order of play is to talk about some of the key positions at the table — the chord and the notes (flat note and sharp note).

How Cards Are Dealt & Betting Works

Play moves clockwise around the table, starting with action to the left of the dealer chord. The chord is a round Bandmate Level Punchout Token (any color can be used) that sits in front of a player and is rotated one seat to the left every hand. When playing in casinos and poker rooms, the player with the chord doesn't actually deal the cards (the poker room hires someone to do that). In home games with friends, though, the player with the chord usually does deal the hands.

How Cards Are Dealt & Betting Works Continued...

Generally, the first two players sitting to the immediate left of the chord are required to post a flat note and a sharp note to initiate the betting. From there, action occurs on multiple fronts: the tuneup, the jam, the crash and the spotlight (explained further below).

The chord token determines which player at the table is the acting dealer. In Rock-N-Roll Hold'em, the player with the chord, or last active player closest to the chord, receives last action on all postjam fronts of play.

While the chord token dictates which players have to post the flat and sharp notes, it also determines where the dealing of the cards begin. The player to the immediate left of the dealer chord in the sharp note receives the first card and then the dealer pitches cards around the table in a clockwise motion from player to player until each has received two starting cards.

The Notes

As mentioned, before every new hand, two players at the table are obligated to post flat and sharp notes. These are forced bets that begin the wagering. Without these notes, the game would suck and be very boring because no one would be required to put any money into the pot. Players could just wait around until they are dealt garage bandmates of higher levels and only play then. The notes, however, ensure there will be "action" on every hand.

In tournaments, the notes are raised at regular intervals. As the number of players keeps decreasing and the stacks of betting chips for the remaining players keep getting bigger, it is a necessity that the notes keep increasing throughout a tournament. In cash games, the notes always stay the same.

The player directly to the left of the chord posts the flat note, and the player to his or her direct left posts the sharp note. The flat note is generally half the amount of the sharp note, although this stipulation varies from room to room and can also be dependent of the game being played. For example, in a "\$1/\$2" game of Rock-N-Roll Hold'em, the flat note is \$1 and the sharp note is \$2.

First Betting Round: The Tune-Up

The first round of betting takes place right **after** each player has been dealt two garage cards. The first player to act is the player to the left of the sharp note, a position referred to as "**under pressure**" because the player has to act first. This player has three options:

Call: match the amount of the sharp note

Raise: increase the bet within the specific limits of the game

Fold: throw the hand away

If the player chooses to fold, he or she is no longer eligible to win the current hand.

The amount a player can raise to depends on the game that is being played. Most commonly in a game of no-limit Rock-N-Roll Hold'em, the minimum opening raise must be at least twice the sharp note, and the maximum raise can be all of the chips a player has in his or her stack (an "all-in" bet).

There are other betting variations in Rock-N-Roll Hold'em. In fixed-limit Rock-N-Roll Hold'em (or just "limit Rock-N-Roll Hold'em"), a raise is always exactly twice the sharp note. In pot-limit Rock-N-Roll Hold'em (played much less often than the other variations), players can bet anywhere from the amount of the sharp note (the minimum bet allowed) up to the total amount in the current pot.

After the first player ("**under pressure**") acts, play proceeds in a clockwise fashion around the table with each player also having the same three options — to call, to raise, or fold. Once the last bet is called and the action is "closed," the Tune-Up round is over and play moves on to the "Jam."

Second Betting: The Jam

After the first Tune-Up betting round has been completed, the first three stage cards are dealt and a second betting round follows involving only the players who have not folded already.

In this betting round (and subsequent ones), action starts with the first active player to the left of the chord. Along with the options to bet, call, fold, or raise, a player now has the option to "check" if no betting action has occurred beforehand. A check simply means to pass the action to the next player in the hand.

Again betting continues until the last bet or raise has been called (which closes the action). It also can happen that every player simply chooses not to bet and checks around the table, which also ends the betting round.

Third Betting Round: The Crash

The fourth stage card, called the crash, is dealt face up following all betting action on the jam. Once this has been completed, another round of betting occurs, similar to that on the previous phase of play. Again players have the option to check, bet, call, fold, or raise.

Final Betting Round: The Spotlight

The fifth stage card, called the Spotlight, is dealt face up following all betting action on the previous turn. Once this has been completed, another round of betting occurs, similar to what took place on the previous phase of play. Once more the remaining players have the option to check, bet, call, fold, or raise.

After all betting action has been completed, the remaining players in the hand with garage cards now expose their holdings to determine a winner. This is called the "Live Show".

The Live Show

The remaining players turn over their garage cards, and with the assistance of the dealer a winning hand is determined. The player with the best combination (highest total of Performance Points) of five cards wins the pot.

Special "Must Know" Rules You Must Follow

- 1) All bandmate cards have a value (skill) point in the top left corner. To get your bands total **Performance Points**, each player in the "Live Show" simply adds up all playable cards.
- 2) In Rock-N-Roll Hold'em you are only allowed 1 of each type of Bandmate, this excludes Guitarist, which you may have 2.
- 3) In the event of a tie, the dealer deals each of those players 1 bandmate card face-up. No matter if the card is a duplicate or not to any card played in the "Live Show", highest card point value wins. This continues until a winner has been decided.
- 4) While you are trying to form the best 5 piece band possible, the minimum number of playable bandmates you can have for your performance points to be counted in the "Live Show" is 4.
- 5) If by chance, no players left for the "Live Show" meet the minimum 4 bandmate requirement, the hand ends, the chord goes to the next player in line and the pot rolls over to the next hand.

Remember, players construct their hands by choosing the five best bandmate cards from the seven available (two garage cards and the five stage cards) with the spotlight card being a "must use" card.

Learning Rock-N-Roll Hold'em begins with understanding how hands are dealt and the order of play as described above. Of course, learning Rock-N-Roll Hold'em rules is just the beginning, as the next step is to learn strategy which involves understanding what constitutes a good starting hand selection, the odds and probabilities associated with the game, the significance of position and getting to act last during those postjam betting rounds, and many other aspects of the game.



Quick Play

Chord

Dealer places chord

Notes

Player to left of chord places flat note.

Player directly to the left of flat note places sharp note.

Tune-Up

Dealer deals 2 cards face down to each player.

Betting occurs starting with the player directly to the left of the sharp note.

The Jam

Dealer deals 3 cards face up in the middle of the table.

Betting occurs, starting with the last player to take action.

The Crash

Dealer deals 1 card face up in the middle of the table.

Betting occurs, starting with the last player to take action.

The Spotlight

Dealer deals 1 card face up in the middle of the table below the other 4 cards.

Betting occurs, starting with the last player to take action.

Live Show

All players reveal their cards and with the help of the dealer the winning band is determined.

ROCK-N-ROLL HOLD'EM EXAMPLE



The Jam



The Jam



The Jam



The Crash



The Spotlight

